

Children's Social Behavior and the Utilization of Gadgets

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Abstract

Technological development moves by very quickly. Users gadgets, as one of the media to use technology no longer the sole aimed at adults and teenagers. The children also be part of the user groups gadgets. The decrease in physical activity caused the use of gadgets in children can reduce the chance of a child to be sociable and develop themselves. In fact, at the same time children must meet a task of its development so that they could well developing in next stage of development. Research is intended to know the correlation between the intencity of the use of gadgets against comporment prosocial in children in middle age childhood. This research is quantitative, research the data using a questionnaire with respondents research children aged 7-11 in Jakarta as much as 302 people (164 women ,138 men, 275 was 7 – 11 years, 17 respondent was > 11 years old).. Research result indicates the presence of the relation between the intensity of the use of gadgets and behavior prosocial significant with the value of a correlation coefficient 0.246 and $p < 0.05$.

Keywords: *Gadget, Prosocial, Middle Childhood*

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Introduction

Media technology currently has been part of children in abad-21 (Brooks-Gunn and Donahue, 2008). Not surprisingly, if they raise the proportion of age children for faster fledge. Based on research, visible more than 80% of children age 8 up to 18 years, having radio and CD's or tapes personal (where 92% of them said fond of music kind of medium), 31%, already have a personal computer where half having played video therein, and 49% other having a video game console in their room (Roberts and Foehr, 2008). The development of gadgets will of course continue to take place and will not stop at one point it. It was carrying some impact of humankind in general, children, and teenager in particular.

The advancements of gadget have become an integral part of the children. Jordan (2008) said that 42 % of child using gadgets less than an hour a day, 36 % using 1-2 hours a day, 13 % of 3 to 4 hours a day, and 9 % in duration to other as over the weekend. Any they are shopping, or now they eat. Most of the children, especially in the capital, have become a necessity of its own for the children. Paradigm is considered unimportant becomes an important matter. Referring to Erikson's stages of psychosocial development, in which the middle childhood age a child will enter the stage of *industry versus inferiority* with competence as a value (*virtue*) to be achieved (Papalia, Olds, & Feldman, 2010). Where in that age range, self-concept of a child will grow up to develop the value of "competence" themselves in order to avoid inferiority nature of the environment. In addition, it has to be one aspect of prosocial attitudes that occur in the child.

The use of gadgets by children will reduce their time to be active physically and walks with friend her age. The study was done by Auerbach (Smith, 2012) indicating that traditional values of an in the game of children have been much away. It is clear can be detrimental to children. Lowry (Smith, 2012) responds to this research by submitting on the recommendation of the government where the children should engage in physical activity at least one hour a day. Recommendation is intend to remind people that the researchers had earlier prove activities structured as sports and playing together their peers would provide. A chance for a child to develop friendship, interpersonal skills, training assume responsibility, test risk perception, develop moral, train discipline and give the experience of leadership. Then, is there any correlation between intencity of the use of gadget with prosocial behavior middle childhood of children? This research will discuss it.

Sears (Spica, 2008) argues that behavior prosocial is the act of help that is fully motivate by his own interests without expecting something to self the helper itself. Behavior prosocial is part of everyday life. Psychologist usually using the term of behaviors that strives for someone other than the term the act of who helps another person, showing aid granted on others without expecting interests own. In general, the term is applied to that action which does not provide immediate advantage on the person who performs an action is and maybe even containing certain degree of risk (Baron & Byrne, 2005) being a term of altruism (altruism) sometimes used interchangeably with comportment prosocial (Baron & Byrne, 2005).

Latane and Darley (Baron and Byrne, 2005) found that individuals in sightsee emergency response include five an important step five options that can inflict comporment prosocial, namely:

1. Realizing that there was an emergency

According to the definition, the state of emergency does not occur according to the schedule and there is no way to anticipate it when or in which a problem that was not expected going to happen. Baron and Byrne (2005) declaring that when someone filled by concerns personal, comporment prosocial less likely to happen. Can be concluding that someone who is too busy to take notice of the surrounding environment fail to realize an emergency real that. Help not given due to absence of consciousness that the state of emergency it happened.

2. Interpretation state as an emergency

When the potential help not sure fully what is happening, they tend to hold back and wait for more information. With ambiguous information, whether someone was watching a serious problem or something that is not important, most people tend to accept the interpretation that is soothing and not put pressure, indicating the necessity of not doing something (Baron & Byrne, 2005). Tendency people in a group of foreigners to restraint and does anything is something called as neglect compound (pluralistic ignorance). That is, having no bystander that clearly sees what is happening each relies on another to give hints; as a result, no one gave response. Latane and Darley 1968, (Baron and Byrne) showing dramatic demonstrations of how far people will endure to prevent response improper to things which may or may not an emergency. Nevertheless, wrong apprehension to interpret a situation and made a mistake reduced in certain situations.

3. Assumes that is their responsibility to help.

When the individual gives attention to some external event an interpretation it as one of the emergency, the behavior of prosocial will be perform only if the person is taking responsibility to help. In many circumstances, the responsibility of plainly his position.

4. Know what to do.

A number of emergencies is simple enough so that nearly everyone has the skills needed to help. For example, if someone sees the others slip on slick pavement, someone may very well capable of helping that person to stand again.

5. Decision to help

Aid is not given except someone making a final decision to act (Baron & Byrne, 2005).

A current of globalization are currently more developed along with the technology that is getting are mushrooming in almost all over the world to give various an impact on any of its inhabitants. With all sorts of form and features advanced to simplify

community in doing activities daily. Good to communicated and bits of information to get the latest.

Data Measurement

By distributing a questionnaire from Horrigan (2000) consisting of 20 items on scale intensity of gadget that consists of frequency and duration. Moreover, 48 items for a statement of prosocial behavior scale standardized question. All items totaled 66 statements using a Likert scale-7 has a gradation from very positive to very negative. Consistency can be known to determine the reliability of the items obtained from the Cronbach's Alpha is 0.913 to scale the intensity of gadget and 0,662 for the scale of prosocial behavior which stated that both scales are reliable scale.

Method

Subject of this research is children 7-12 years old, who where primary school student in Jakarta, the capital of Indonesia. This is quantitative research which is used simple linear regression as the research method and processed by SPSS 21th version. Retrieval data technique used was an accidental sampling.

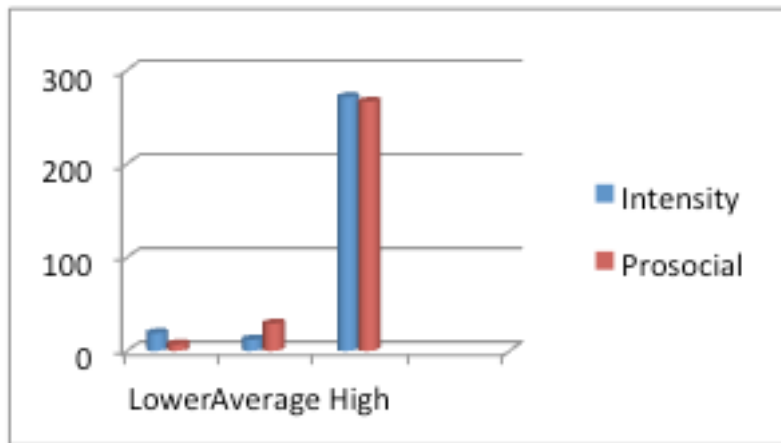
Before conducting statistical tests first researchers to see the profile of children as respondents. Researchers include identification sheets each duplicate questionnaire respondents consisting of:

Tabel 1

Jenis Kelamin	Usia	Jumlah	Persentase	
Laki-laki	7 – 11 tahun	120	39,8%	45,7 %
	>11 tahun	18	5,9%	
Perempuan	7 – 11 tahun	155	51,4%	54,3 %
	>11 tahun	9	2,9%	
Total		302	100%	

Based on respondent data above, it can be seen that 164 respondents or 54.3% of girls in number are girls, and the remaining 138 or 45.7% were male number. Moderate when viewed from the age, the respondents are between the age range 7-11 years using many gadgets, seen from the total percentage of 39.8% for male respondents and 51.4% for female respondents. Overall average of the sampled respondents were female with ages 7-11 years.

To determine the level of intensity of use of the respondents, the researcher uses intervals to each respondent. Here is a table categorizing the intensity of the use of gadgets



Based on the above categories, it is known that amounted to 89.7% of respondents have gadget with the intensity of the use of high category and 88.1% of respondents had a high prosocial behavior.

Result

On a scale of intensity of use of gadgets, there is a mean ($M = 114.76$) with a standard deviation of 15.851. As for the prosocial behavior scale had a mean ($M = 168$) with a standard deviation of 8,118.

Based on the results of the t test, there were significant differences in mean values between the intensity of the use of gadgets men and women with a significant level of $0.000 > 0.05$. Visible differences in the mean value of women is higher than men, which is 119.23, so it can be concluded intensity of use of the gadget is higher in girls than boys.

Based on the results of t-test between prosocial behavior boys and girls, there are no significant differences between prosocial behavior boys and girls. Seen from the mean values do not differ much and the significant level of $0.081 > 0.05$ level. It concluded there was no significant difference between their child's prosocial behavior of boys and girls.

Meanwhile, based on the results of t-test between age and child prosocial behavior generates significant value 0428, so it can be mean that children aged 7-11 years or > 11 years had the same tendency prosocial behavior.

Based on the results of Pearson product moment correlation can be seen that there is a correlation between the intensity of the use of gadgets with child prosocial behavior. With correlation value 0.246 and $p < 0.05$ was explained that there is a strong significance between the two variables. It can be concluded that there is a significant positive relationship between the intensity of the use of gadgets with prosocial behavior of children aged middle childhood. So, the hypothesis of the existence of a significant positive relationship between the intensity of the use of gadgets with child prosocial behavior accepted.

Discussion/Conclusion

Based on the hypothesis test results it can be concluded that there is a significant positive relationship between the intensity of the use of gadgets that appear prosocial behavior in children aged middle childhood. So the hypothesis of the existence of a significant positive relationship between the intensity of the use of gadgets with child prosocial behavior accepted. Based on the results of these figures it can be said that the higher the intensity of children's use of gadgets, the higher the prosocial behavior that appears. This supports the research conducted Jordan (2008) in which he said that one of the factors of a child using the gadget is motivated by the need for interaction. The interaction defined as the relationship between children and their social environment. Goessl (2009) also confirms that there is a positive impact on children's use of gadgets, which of them is to train children to live independently and to train children to think more critically about their environment.

Being basic on the t test can be see that the intensity of the use of the gadget is higher in girls than boys. It supports research conducted by Horrigan (2000) of Internet users' men and women, where women tend to have a high intensity, it by 53%. Fallows (2005) in his study said that women have a higher level in terms of intensity of use of gadgets, where women are using the application found on the gadget (internet) on tiny things, for instance just share news in social media, email, etc. While, more men communicate online if it has a special importance.

Eagly and Crowley (Santrock, 2011) revealed in a situation when people feel competent in situations involving danger, men are more likely to help than women. MacGeorge (Santrock, 2011) also said, one study noted that men are more likely to help when there is a context maksulin. It concluded that between men, women have a same tendency prosocial behavior, and the difference is influence by situational factors.

On the development of middle childhood has four emotional development and personality characteristics that affect their prosocial behavior, namely self-understanding, understanding emotions, moral development, and gender. Sarwono (1997) also explains that there are factors inside and outside us that influence the behavior of prososialnya, namely: the influence of the situation (bystander, help if others help, the pressure of time, as well as capabilities) and the influence of the self (feelings, nature factor, and religion). In addition, Sarwono (1997) also explained the theory of social norms of behavior that help people because required by the norms of society.

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