HUBUNGAN INTENSITAS PENGGUNAAN *GADGET* DENGAN PRESTASI BELAJAR SISWA DI SDN CANDIREJO 01 UNGARAN

(xvi + 52 halaman + 4 tabel + 2 bagan + 15 lampiran)

ABSTRAK

Latar Belakang: Siswa seharusnya menggunakan alat-alat belajar seperti *gadget* untuk membantu siswa dalam memperoleh informasi di bidang pendidikannya dengan cara yang menyenangkan dan tidak membuat siswa merasa bosan dengan pembelajaran. sehingga akan menyebabkan penurunan prestasi belajar siswa. Tujuan penelitian mengetahui hubungan intensitas penggunaan *gadget* dengan prestasi belajar siswa di SDN Candirejo 01 Ungaran

Metode: Jenis penelitian *deskriptif korelasional* dengan pendekatan *cross sectional*. Populasi dalam penelitian ini adalah siswa kelas 3, 4, 5 di SDN Candirejo 01 Ungaran sebanyak 86 siswa. Sampel sebanyak 86 siswa dengan teknik *total sampling*. Instrumen yang digunakan kuesioner. Analisis data menggunakan uji *chi square*.

Hasil: Intensitas penggunaan *gadget* sebagian besar rendah (<3jam) sebanyak 45 responden (52,3%), dan yang menggunakan *gadget* pada intensitas tinggi (>3jam) sebanyak 21 (24,4%) Prestasi belajar sebagian besar kurang sebanyak 50 responden (58,1%) dan yang baik sebanyak 36 responden (41,9%). Ada hubungan yang signifikan antara intensitas penggunaan *gadget* dengan prestasi belajar siswa di SDN Candirejo 01 Ungaran dengan nilai $p=0,011 < \alpha=0,05$.

Simpulan: intensitas penggunaan *gadget* berhubungan dengan prestasi belajar siswa di SDN Candirejo 01 Ungaran

Saran : Responden diharapkan menggunakan *gadget* kurang dari 3 jam sehari diharapkan mengurangi waktu penggunaan dan menggunakan *gadget* untuk belajar bukan untuk game atau sekedar sosial media.

Kata kunci   : intensitas penggunaan gadget, prestasi belajar
Daftar pustaka : 34 (2013-2020)

THE RELATIONSHIP BETWEEN THE INTENSITY OF *GADGET* USE AND STUDENT LEARNING ACHIEVEMENT AT SDN CANDIREJO 01 UNGARAN
(xvi + 52 pages + 4 tables + 2 charts + 15 attachments)

ABSTRACT

Background: Students should use learning tools such as gadgets to assist students in obtaining information in their field of education in a fun way and not make students feel bored with learning. Students will have a tendency to play with gadgets rather than study which will cause a decrease in student achievement. The research objective was to determine the relationship between the intensity of *gadget* use and student achievement at SDN Candirejo 01 Ungaran
Method: Correlational descriptive research type with the cross-sectional approach. The population in this study were grade 3, 4, 5 students at SDN Candirejo 01 Ungaran with a total of 86 students. A sample of 86 students with a total sampling technique. The instrument used was a questionnaire. Data analysis used the chi-square test.
Results: The intensity of students' use of gadgets at SDN Candirejo 01 Ungaran was mostly low (<3 hours) as many as 45 respondents (52.3%), and those who used gadgets at a high intensity (>3 hours) were 21 (24.4%) student achievement at SDN Candirejo 01 Ungaran most of them were lacking as many as 50 respondents (58.1%) and those who were good were 36 respondents (41.9%). There is a significant relationship between the intensity of using gadgets and student achievement at SDN Candirejo 01 Ungaran with p=0,011 < α =0,05.
Conclusion: the intensity of using gadgets is related to student achievement at SDN Candirejo 01 Ungaran
Suggestion: Respondents are expected to use gadgets for less than 3 hours a day, they are expected to reduce usage time and use gadgets for learning, not for games or just social media.

Keywords: intensity of using gadgets, learning achievement
Reference : 34 (2013-2020)