

THE INFLUENCE OF THE USE OF GADGETS ON LEARNING INTERESTS AND LEARNING ACHIEVEMENTS OF STUDENTS IN THE STUDY OF ISLAMIC RELIGION EDUCATION IN UPT SPF SMP NEGERI 52 MAKASSAR CITY

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Abstract: This research aims to examine the influence of gadget use on students' interest in learning and learning achievement in Islamic religious education subjects at UPT SPF SMP Negeri 52 Makassar City. The research method used is quantitative research and uses an associative quantitative approach. The data collection methods used are observation, questionnaires, and documentation. Data analysis techniques are descriptive analysis, prerequisite analysis, and inferential analysis. The population of this study is class IX A and using a saturated sample, the entire research sample is from the total population, namely class IX A with a total of 30 students. The research results obtained related to the influence of the use of gadgets on students' learning interest and learning achievement in Islamic religious education subjects at UPT SPF SMP Negeri 52 Makassar City, namely: (1) the significance value obtained is that the use of gadgets with the value of students' learning interest has a value significant $0.591 > 0.05$, so it can be said that between the value of using the gadget and the value of students' learning interest there is a significant influence. (2) the significance value obtained is a

significant increase based on the value of using the gadget and the value of the student's learning achievement has a significant value of $0.305 > 0.05$, so it can be said that there is a significant influence between the value of using gadgets and the value of students' learning achievement. (3) The results of the MANOVA test analysis show the influence of gadget use on students' interest in learning and learning achievement at UPT SPF SMP Negeri 52 Kota Makassar, the results of the Manova Tests of Between-Subjects Effects on the influence of gadget use on students' interest and learning achievement show that there is an influence indicated by the value of *sig.* $0.028 < 0.05$ and $0.021 < 0.05$ use of gadgets on interest and learning achievement of UPT SPF students at SMP Negeri 52 Makassar City.

Keywords: Gadgets, Interest in Learning, Learning Achievement

INTRODUCTION

In the opening of the 1945 Constitution in the fourth paragraph, it is about making the nation's life intelligent. Thus, to realize these ideals, an education system is needed that can develop the potential of human resources as the nation's next generation.

Article 3 of Law of the Republic of Indonesia Number 20 of 2003 concerning the National Education System (SISDIKNAS) explains that:

National education functions to develop the ability to form a dignified national character and civilization to educate the life of the nation, aiming to develop the potential of students to become human beings who

have faith and are devoted to God Almighty, have a noble character, are healthy, knowledgeable, capable, creative, independent and become democratic and responsible citizens

National education based on Pancasila and the 1945 Constitution of the Republic of Indonesia functions to develop abilities and shape the inherited character and civilization of the nation to make the nation's life more intelligent. The term education in the Islamic context generally refers to al-tarbiyah, al-ta'dib, and al-ta'lim. Of these three terms, the term that is popularly used in the practice of Islamic education is the term al-tarbiyah, while al-ta'dib, and al-ta'lim are rarely used. Even though these two terms have been used since the beginning of the growth of Islamic education.

According to Muslimin, education will essentially try to change behavior with the aim of humans achieving maturity or a better individual personality. Education is a very important and determining factor in efforts to organize and develop Indonesian people in a better, more advanced, and qualified direction. To achieve this, all students need strong motivation. Students can get motivation from various directions, including from parents, society, teachers, and the media, both print and electronic media.

Education is a very important thing in the life of every individual because a good education will lead a person towards the desired goals and education will equip each individual to gain knowledge, skills, and also noble character

or attitudes and can be used as provisions in living life. Education is very closely related to learning activities. In learning activities, one very important component is the learning process. In a good learning process, there is a good process too.

Regarding the importance of science or education for mankind, Allah says in Q.S Al-mujjadi/58: 11

يَا أَيُّهَا الَّذِينَ آمَنُوا إِذَا قِيلَ لَكُمْ تَفَسَّحُوا فِي الْمَجَالِسِ فَافْسَحُوا يَفْسَحِ اللَّهُ لَكُمْ وَإِذَا قِيلَ انشُرُوا فَانشُرُوا يَرْفَعِ اللَّهُ الَّذِينَ آمَنُوا مِنْكُمْ وَالَّذِينَ أُوتُوا الْعِلْمَ دَرَجَاتٍ وَاللَّهُ بِمَا تَعْمَلُونَ خَبِيرٌ

Means:

"O you who believe, when it is said to you "Make room in the assemblies," make room, surely Allah will make room for you. When it is said, "Stand up," (you) stand up. Allah will surely elevate those who believe in you and those who have been given knowledge to several degrees. Allah is very careful about what you do."

Based on the verse above, it can be seen that people who believe and have knowledge will be elevated in rank by Allah. People who believe and also have extensive knowledge will gain respect and trust from other people in their lives. Therefore, in education, it is important for students to always increase their faith and knowledge so that in the future they can achieve maximum learning achievement.

To create good education, schools as places for learning activities must always improve their quality and qualities. The learning process in higher education is followed

by measuring and assessing learning achievement. Student learning achievement can be influenced by two factors, namely internal and external. One of the external factors that influences student learning achievement is information and communication technology (gadgets).

The development of advances in communication technology in this era of globalization is taking place so rapidly that experts call this phenomenon a revolution in the field of technology. In Indonesia, the use of technology has become part of daily activities. Technology can make it easier for humans to communicate and obtain information that can facilitate their activities.

The development of technology that is currently very fast is communication technology, one of which is the smartphone or what is usually called a gadget. According to Green Ferry Mandias, a gadget is a device that allows communication and also has a PDA (Personal Digital Assistant) function and computer-like capabilities. Meanwhile, Osland Effendi stated that gadgets themselves can be computers or laptops, tablet PCs, and also cell phones or smartphones. So a gadget is a device that has a more specific function, is practical, and is designed with advanced technology. Some examples of devices that fall into this category include laptops, MP3 players, notebooks, e-readers, cameras, xbooks, smartphones, tablets, and many other devices that have special and different functions.

Gadgets are a technology that is growing rapidly in society. Gadgets are widely used among students, especially

when using smartphones. With the emergence of gadgets which include internet connection facilities, students can use the internet connection to access various kinds of information and references related to various lessons. Therefore, in this digital era, students can now learn through various electronic media such as smartphones, computers, and tablets which do not only focus on textbooks.

Students will obtain maximum learning achievement if students are serious about their learning. Learning activities carried out both at school and at home must be based on desires that arise from within him. If a student has an inner desire to learn, then the student will have a sense of interest in learning. The interest in question is interest. Students who have an interest in something, namely learning, will try as hard as possible to achieve the goals of their learning activities.

Interest is not only expressed through statements that show that students prefer one thing over another, but can also be implemented through active participation in an activity. Students who are interested in something tend to pay greater attention to the thing they are interested in and completely ignore something else. Students' learning interests determine students' learning activities. High interest in learning will have an impact on student learning achievement. One thing that influences students' interest in learning is the use of gadgets.

According to Mardhi, gadgets can be used as a means of increasing students' knowledge about technological advances so that students are not said to be turning a blind eye to technological advances in the era of globalization.

Students can access various educational information by using gadgets, such as using them to search for various information about material that is considered difficult and can quickly find this information. The technology that has developed today certainly has many benefits such as gadgets. Gadgets also influence students' interest in learning and will also influence student learning achievement. However, in utilizing gadgets that can provide convenience, it turns out that if they are not used properly, sometimes when students come home from school they are at home playing with gadgets for an unspecified amount of time, students will become dependent.

According to Amelia and Nugraha, they said that when a child's gadget is not in his hand, he will continue to ask for a gadget. So, if the child is dependent on gadgets, this can have a negative influence on the learning process. For example, their enthusiasm for learning decreases, and they become undisciplined with their time. Even when children are playing, or eating, when children are going to sleep, children will continue to use gadgets. If students often use gadgets, their enthusiasm for learning will decrease, they will be lazy about studying and will not be disciplined with their time. Based on the explanation above, the negative influence of gadgets is by initial observations made by researchers on October 20 2023 at SMP Negeri 52 Makassar City.

Based on the theoretical study above, it can be seen the influences that arise when using gadgets. In the above reality, there is a negative influence of the use of gadgets on students' interest in learning and learning achievement.

Therefore, researchers are interested in conducting research with the title "The Effect of Using Gadgets on Students' Interest in Learning and Learning Achievement in Islamic Religious Education Subjects at UPT SPF SMP 52 Makassar City"

RESEARCH METHOD

The type of research used by the researcher is quantitative research. This type of quantitative research is research that is efficient, orderly, and organized, from the beginning to the development of the research design. Another definition states that quantitative research is research that requires the use of numbers, starting with data collection, data interpretation, and the emergence of results.

The approach in this research is an associative quantitative approach. According to Sugiyono, associative research is research that aims to determine the influence or relationship between two or more variables. Meanwhile, the form of causal relationship is a relationship that is cause and effect and there (causal) looks for how much influence the independent and dependent variables have.

DISCUSSION AND RESULT

1. The influence of gadget use on students' interest in learning at UPT SPF SMP Negeri 52 Makassar City

Data obtained from 30 class IX A students at UPT SPF SMP Negeri 52 Makassar City shows that the students' interest scores are in a good category, this is shown by the average gain. The mean is the average value of students' use of gadgets. of 29.77 with a mean standard error of 0.383. The median or midpoint has a value of 30 and the mode has a value of 30. The standard deviation or standard deviation has a value of 2.096 with a variance or data variation of 4.392.

Meanwhile, the output data results are normally distributed, while the range value resulting from the maximum value minus the minimum value is 10. The minimum value is 25 and the maximum value is 35, so the sum value or total of all students' gadget usage results is 893.

These results indicate that the influence of gadget use on students' interest has increased significantly based on the results of SPSS 25.0. The use of gadgets with the value of students' learning interest has a significant value of $0.591 > 0.05$, so it can be said that between the value of gadget use and the value of students' interest in learning there is a significant influence. Meanwhile, the calculated F test results were obtained at 0.838, based on the decision results, the calculated F value $< F$ table was obtained, namely $0.838 < 4.171$, so there was a significant linear influence between the independent variable and the dependent variable, namely that

there was an influence of the use of gadgets on students' interest in learning at UPT SPF SMP Negeri 52 Makassar City.

The results of this research are in line with research conducted by Adeng Hudaya which shows that the research results can be concluded: 1) There is no positive influence of gadgets on discipline. 2) there is no positive influence of gadgets on interest in learning and 3) there is no linear influence between gadget variables on discipline and interest in learning. This also means that the gadget does not affect either of them.

2. The influence of gadget use on student learning achievement at UPT SPF SMP Negeri 52 Makassar City.

The data obtained in class IX after carrying out learning showed that the students' PAI learning achievement test scores showed an average PAI learning achievement score with the mean being the average student learning achievement score of 91.67 with a standard error of the mean of 0.413. The median or midpoint is worth 91.50 and the mode is 90. The standard deviation is 2.264 with a variance or data variation of 5.126.

Meanwhile, the output value obtained is normally distributed, while the range value resulting from the maximum value minus the minimum value is 8. The minimum value is 89 and the maximum value is 97, so the sum value or the total result of students' use of gadgets is 2750.

These results indicate that the influence of using gadgets on students' PAI learning achievement has increased

significantly based on the value of using gadgets with the value of students' learning achievement having a significant value of $0.305 > 0.05$, so it can be said that between the value of using gadgets and the value of learning achievement of participants students have a significant influence. Meanwhile, the calculated F test results were obtained at 1.280, based on the decision results, the calculated F value $< F$ table was obtained, namely $1.280 < 4.171$, so there was a significant linear influence between the independent variable and the dependent variable, namely that there was an influence of the use of gadgets on the learning achievement of students at UPT SPF SMP Negeri 52 Makassar City. This is relevant to previous research conducted by Haryati Astuti that the results of this research which were positive for using gadgets were that the majority had poor learning achievement as many as 52 people (71.2%). It is hoped that this research will be used as a reference for schools regarding the impact of gadget use and learning and can provide additional information for future researchers by replacing or adding existing variables related to the description of gadget use and learning in teenagers.

3. The influence of gadget use on students' interest in learning and learning achievement at UPT SPF SMP Negeri 52 Makassar City

Based on the results of the Manova test analysis, there is an influence of gadget use on students' interest in learning and learning achievement at UPT SPF SMP Negeri 52

Makassar City. The results of the Manova test *Tests of Between-Subjects Effects* of the influence of gadget use on students' interest and learning achievement show that there is an influence shown with the value *sig.* $0.028 < 0.05$ and $0.021 < 0.05$ use of gadgets on interest and learning achievement of UPT SPF students at SMP Negeri 52 Makassar City.

The new finding in this research is that the simultaneous use of gadgets has a significant influence on PAI learning interest and achievement. the use of gadgets is carried out simultaneously or in one complete lesson. The results of the research show that using these gadgets together can have a significant influence on students' PAI learning interests and achievement. In this case, the use of gadgets can help students develop interest by providing authentic and complex problems that require analysis, problem-solving, and evaluation in the learning process and help students organize and connect information using audio-visual or visual methods, thus helping students understand and remember PAI lesson material better.

CONCLUSION

Based on the results of the research and discussion above, it can be concluded as follows:

1. There is an influence of gadget use on students' interest in learning at UPT SPF SMP Negeri 52 Makassar City. This can be seen from the significance value obtained, namely that the use of gadgets with the value of students'

learning interest has a significance value of $0.591 > 0.05$, so it can be said that between the value of gadget use and the value of students' learning interest, there is a significant influence. Meanwhile, the calculated F test results were obtained at 0.838, based on the decision results, the calculated F value $<$ F table was obtained, namely $0.838 < 4.171$, so there was a significant linear influence between the independent variable and the dependent variable, namely that there was an influence of gadget use on students' interest in learning at UPT SPF SMP Negeri 52 Makassar City.

2. There is an influence of gadget use on student learning achievement at UPT SPF SMP Negeri 52 Makassar City. This can be seen from the significance value obtained, which is a significant increase based on the value of gadget use with the student learning achievement value having a significant value of $0.305 > 0.05$, so it can be said that between the value of gadget use and the student learning achievement value there is a significant influence. Meanwhile, the calculated F test results were obtained at 1.280, based on the results of the decision, the calculated F value $<$ F table was obtained, namely $1.280 < 4.171$, so there was a significant linear influence between the independent variable and the dependent variable, namely that there was an influence of the use of gadgets on the learning achievement of students at UPT SPF SMP Negeri 52 Makassar City.

3. The influence of gadget use on students' interest in learning and learning achievement at UPT SPF SMP Negeri 52 Makassar City. Based on the results of the MANOVA test analysis, there is an influence of gadget use on students' interest in learning and learning achievement at UPT SPF SMP Negeri 52 Makassar City. The results of the MANOVA Tests of Between-Subjects Effects influence of gadget use on students' interest and learning achievement show that there is an influence that shows with the value *sig.* $0.028 < 0.05$ and $0.021 < 0.05$ use of gadgets on interest and learning achievement of UPT SPF students at SMP Negeri 52 Makassar City.

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