

ABSTRACT

Elfi Rosanti Binti Safaruddin (A1A117062) The Impact of Using Gadgets on Student Learning Behavior at SMP Negeri 1 Pasir Putih. Supervisor I Dra, Hasniah, M.Si and Supervisor II Dr, Muliha Halim, M.Si.

The aim of this research is to analyze the impact of using gadgets for students at SMP Negeri 1 Pasir Putih, and to analyze the positive and negative impacts of gadgets on student learning behavior at SMP Negeri 1 Pasir Putih. This research method is qualitative research. Data collection techniques use observation, interviews and documentation methods. The analysis technique for this research was carried out descriptively qualitatively.

From the results of research conducted at SMP Negeri 1 Pasir Putih, it can be concluded that the impact of gadget use on student learning behavior can be seen from the form of gadget use as well as positive and negative impacts. The form of use of gadgets for students is as a tool for communication, as a tool for obtaining information, and as a learning medium. The positive impact of using gadgets for students is that students can increase their knowledge, help develop their imagination, and help them obtain lesson information easily, while the negative impact of using gadgets for students is weak brain development, decreased learning concentration, and wasted time.

Keywords: Gadgets, Impact, Learning Behavior