
The Effect of Gadget Use on Social Interaction on Students of UIN Raden Fatah Palembang

¹Suryati, ²Adisel, ³Robeet Thadi

¹Universitas Islam Negeri Raden Fatah Palembang.

^{2,3}Universitas Islam Negeri Fatmawati Sukarno Bengkulu.

Abstract

This study aims to determine how the influence of the use of gadgets on the social interaction of students of the Journalism Study Program, Faculty of Da'wah, UIN Raden Fatah. Using a quantitative approach, the questionnaire as the primary data source. Sampling with a total sampling of 25 students, data analysis using simple linear regression. The results of the study using SPSS version 23 showed that the value of $t = 6.883$, the significance value was 0.049 with a significant level of 0.005. This means that there is a significant positive level between variables X and Y. Furthermore, the results of the large relationship between the two variables obtained an R Square value of 0.589 (58.9%). This means that the relationship between the two variables is sufficient. Then when viewed from the results of the t-test, the t-count value is obtained by $t = (6.883 > 2.035)$ with a significant 0.049, then H_0 is rejected and H_1 is accepted, it can be concluded that the relationship between the Effect of Gadget Use on Social Interaction of Journalistic Studies Program Students Class D Class 2015 Faculty of Da'wah UIN Raden Fatah Palembang has a significant and significant relationship.

Keywords: *Social Interaction, Gadgets, Communication, Journalism.*

Efek Penggunaan Gadget terhadap Interaksi Sosial Mahasiswa UIN Raden Fatah Palembang

Abstrak

Penelitian ini bertujuan mengetahui bagaimana pengaruh penggunaan gadget terhadap interaksi sosial mahasiswa Program Studi Jurnalistik Fakultas Dakwah UIN Raden Fatah. Menggunakan pendekatan kuantitatif, kuesioner sebagai sumber data primer. Penarikan sampel secara total sampling berjumlah 25 mahasiswa, analisis data menggunakan regresi linier sederhana. Hasil penelitian dengan menggunakan SPSS versi 23 menunjukkan hasil nilai $t = 6,883$ nilai signifikasinya adalah 0,049 dengan taraf signifikan 0,005. Artinya ada tingkat positif yang signifikan antara Variabel X dan Y. Selanjutnya hasil besar hubungan antara dua variabel yang diperoleh nilai R Square 0,589 (58,9%). Artinya hubungan antara dua variabel cukup. Kemudian jika dilihat dari hasil uji t diperoleh nilai t hitung sebesar $t = (6,883 > 2,035)$ dengan signifikan 0,049 maka H_0 ditolak dan H_1 diterima, dapat disimpulkan bahwa hubungan antara Pengaruh Penggunaan Gadget Terhadap Interaksi Sosial Mahasiswa Program Studi Jurnalistik Kelas D Angkatan 2015 Fakultas Dakwah Universitas Islam Negeri Raden Fatah Palembang memiliki hubungan yang cukup berarti dan signifikan.

Kata-kata kunci: *Interaksi sosial, gadget, komunikasi, jurnalistik.*

Author correspondence

Email: suryatiselanang@gmail.com

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A. Introduction

We are currently in the era of the industrial revolution. Almost all human activities are in contact with technology, including communication technology. Communication technology has taken an important position in society globally, progress in the field of communication technology is growing so rapidly. One of the most popular communication technologies in this era of globalization is gadgets.

According to Manumpi in Anggraeni, gadgets as a concept used to categorize several types of technological tools that are growing rapidly and have special functions, such as smartphones, iphones, computers and *tab*.¹ Initially, gadgets were mostly used in the upper middle class. Nowadays, almost all age classes use them, ranging from early childhood to adults.

The phenomenon of using gadgets in Indonesia is something extraordinary and almost difficult to understand even in the conditions of the global financial crisis. Rideout's research in Septi Anggraeni, it was found that there was an increase in the use of media and gadgets in children, namely 38% in 2011 and increased to 72% in 2013.² According to We Art Social data, by January 2022, internet users in Indonesia had reached 205 million. Indonesia's population is 73.7%, an increase of 1% higher than in January 2021. Internet users as many as 203 million people.³

The increasing number of gadget users by children and adolescents from year to year is a natural thing, because the current era is an era of technology where almost all human activities touch and utilize technology. The need for information is the determining factor in the current wave of cellular phone usage.⁴

It is undeniable, gadgets greatly affect human life, both adults and children. Smartphones, notebooks, tablets and various forms of gadgets in everyday life are very easy to find today. Excessive use of gadgets results in a decrease in the

¹Septi Anggraeni, 'Pengaruh Pengetahuan Tentang Dampak Gadget Pada Kesehatan Terhadap Perilaku Penggunaan Gadget Pada Siswa SDN Kebun Bunga 6 Banjarmasin', *Faletehan Health Journal*, 6.2 (2019), 64–68 <<https://doi.org/10.33746/fhj.v6i2.68>>.

² Anggraeni, p. 65.

³Alif Karnadi, 'Pengguna Internet Di Indonesia Capai 205 Juta Pada 2022', *DataIndonesia.Id*, 2022 <<https://dataindonesia.id/digital/detail/pengguna-internet-di-indonesia-capai-205-juta-pada-2022>>.

⁴ G. Yasser Art., 'Mobile Phone: Sejarah, Tuntutan Kebutuhan Komunikasi, Hingga Prestise.', *Alhadharah*, 15.30 (2017), 1 <<https://doi.org/10.18592/alhadharah.v15i30.1222>>.

intensity of one's social interactions, even though as social beings, humans cannot live without the help of others.

Interaction is the process by which people communicate and influence each other in thought and action. According to H. Booner in Abu Ahmadi, social interaction is a relationship between two or more individuals, where the behavior of one individual affects, changes, or improves the behavior of another individual or vice versa.⁵ Meanwhile, according to Gillin and Gillin in Soerjono Soekanto, social interaction is the relationship between people individually, between groups, and individuals with groups. From the understanding that has been described, it can be concluded that social interaction is a reciprocal relationship between individuals and individuals, between groups and groups, and between individuals and groups.

Meanwhile, research on gadgets with student objects has also been carried out, such as the effect of gadgets on learning outcomes,⁶ learning achievement,⁷ and motivation to learn,⁸ While the study of the influence of gadgets on student interaction has not been found, what was found was more about student empathy with the presence of gadgets.⁹

Gadgets can also affect a person's social interactions, depending on how the person uses the gadget. If that person can use it well, gadgets can be very helpful and make things easier. However, if the person abuses its use, then the function of the gadget, which should be to facilitate social relations or someone's communication, actually makes the social relationship worse just because they do not want to stay in touch directly and are busy with their respective gadgets when they are hanging out with other people.

⁵ Abu Ahmadi, *Psikologi Sosial* (Jakarta: PT Rineka Cipta, 2002), p. 54.

⁶ Putri Rachmawati, Amram Rede, and Mohammad Jamhari, 'Pengaruh Penggunaan Gadget Terhadap Hasil Belajar Mahasiswa Pendidikan Biologi Angkatan 2013 FKIP UNTAD Pada Mata Kuliah Desain Media Pembelajaran', *E-Jip Biol*, 5.1 (2017).

⁷ Winda Kusumastuti and Sri Slamet, 'Pengaruh Gadget Terhadap Prestasi Belajar Mahasiswa Angkatan 2015/2016 Program Studi PG-PAUD UMS' (Universitas Muhammadiyah Surakarta, 2018); Rachmawati, Rede, and Jamhari.

⁸ Subianto Surya Ardyansyah, 'Pengaruh Penggunaan Gadget Terhadap Motivasi Belajar Bagi Mahasiswa Program Studi Teknik Informatika Itn Malang', *Jurnal Valtech*, 2.2 (2019), 160–65 <<https://ejournal.itn.ac.id/index.php/valtech/article/view/1907>>.

⁹ Rahmad Adi Prasetyo, Muhammad AMir, and MSi Psi, 'Hubungan Antara Kecanduan Gadget (Smartphone) Dengan Empati Pada Mahasiswa Fakultas Psikologi Universitas Muhammadiyah Surakarta' (Universitas Muhammadiyah Surakarta, 2017).

Many people are more engrossed in their gadgets than interacting with the social environment around them. People prefer to make friends on social media rather than get acquainted with their seatmates on public transportation. Sometimes, when they are in the same room but not involved in a conversation, everyone is busy with their respective gadgets. Enjoy yourself in your own world.

There are many studies on gadgets and social interaction. Some studies look at the impact of using gadgets on early childhood,¹⁰ duration of gadget use in child development,¹¹ the impact of gadgets on health,¹² and intensity of gadget use in social interaction.¹³ In this study, students were selected as research objects.

A preliminary study on Journalism students of the Da'wah and Communications Faculty of UIN Raden Fatah Palembang, it was found that if students feel annoyed when the gadget is forgotten to be brought and the battery runs out, especially in an important matter, students look more busy and busy with their respective gadgets so they tend to forget the presence of their real friends. who was beside him, the students seemed indifferent to the feelings of their friends who invited them to talk because they thought they were busy with each other.

In several studies that have been carried out, some similarities and differences can be drawn between previous research and the research to be carried out. In the first study, the research equation lies in the problem, namely regarding the effect of using gadgets, but the object of research is different. In the second study, the similarity lies in the analysis section, but it is different from the method used. In the third study, the similarities lie in the problem section but there are differences in the analysis and content of the research with the research to be carried out.

¹⁰ Eka Damayanti, Arifuddin Ahmad, and Ardias Bara, 'Dampak Negatif Penggunaan Gadget Berdasarkan Aspek Perkembangan Anak', *Jurnal Perempuan Dan Anak*, 4.1 (2020), 1–22.

¹¹ Dinda Puput Oktafia, Noor Yunida Triana, and Roro Lintang Suryani, 'Durasi Penggunaan Gadget Terhadap Interaksi Sosial Pada Anak Usia Pra Sekolah: Literatur Review', *Jurnal Kesehatan*, 4.1 (2021), 31–47.

¹² Anggraeni.

¹³ Siti Misnah, Muhammad Zainal Abidin, and Mubarak Mubarak, 'Intensitas Penggunaan Gadget Terhadap Interaksi Sosial Mahasiswa Psikologi Islam Uin Antasari Banjarmasin', *Jurnal Al-Husna*, 1.3 (2021), 237 <<https://doi.org/10.18592/jah.v1i3.4238>>.

From everything that has been described, it can be seen that, in the end, the gadget is a communication tool that has positive and negative sides that are determined by the user. People can communicate more easily, but excessive use of gadgets can make social interactions fade, the barrier between the real and virtual worlds disappears and leads to various personality disorders.

This is what then gives rise to various personality disorders such as aloofness, antisocial, tend to be insensitive to the needs of people around, individualistic and others. Social media, especially Instagram, can be one of the factors that cause personality disorders, which make oneself distant from the surrounding environment. Changes in attitudes and behavior caused by social media can occur in the lives of individuals and groups. The phenomenon of this change in attitude also occurs among students in the Journalism Study Program, Faculty of Da'wah and Communication, Raden Fatah State Islamic University, Palembang. Based on the above background, this study aims to determine the effect of using gadgets on social interaction among journalistic students at UIN Raden Fatah Palembang.

B. Research Methods

This research uses a quantitative approach, the *ex-post facto* method.¹⁴ A study that has occurred then looks back to find out the factors that could lead to the incident.¹⁵

The data in this study is quantitative data. Quantitative data is data that is symbolized by numbers or amounts in the form of a questionnaire. The data is the answer from Management Department students regarding student social interactions. In this study, the data sources used were primary and secondary data sources. Primary data sources are the main data sources which are the results of the answers to the problems to be studied, which are obtained through the results of research using questionnaires. While secondary data supports data in research. The data was obtained from books and documents related to this research.

¹⁴ V. Wiratna Sujarweni, *Metodologi Penelitian Bisnis Dan Ekonomi* (Yogyakarta: Pustaka Baru Press, 2015).

¹⁵ Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif Dan R & D* (Bandung: ALfabeta, 2016), p. 50.

The research population is the students of the State Islamic University of Raden Fatah Palembang. According to Sugiyono quoted by Suryani and Hendrayadi, population is a generalization consisting of objects/subjects that have certain qualities and characteristics that are determined by researchers to be studied and then drawn to conclusions. Thus, it can be stated that the population is a group of people, events, or objects, which have certain characteristics and are used as objects of research.¹⁶

Based on the determination of the population object, the research sample was then taken. The sampling technique in this study was carried out by the total sampling method. Total sampling is a sampling technique where the number of samples is the same as the population.¹⁷ The reason for taking the total sampling was because the population was less than 100, so all students of the Journalism Study Program Class D, Faculty of Da'wah, UIN Raden Fatah Palembang, Class of 2015 with a total of 35 people were drawn as samples.

The research instrument in data collection, for primary data using a questionnaire method, while secondary data from books and other reading sources is that are relevant support the research. The research instrument was measured using an interval/ratio scale, to measure attitudes, opinions, and perceptions of a person or group of people about social phenomena.

Data was analyzed using the normalization test method, a correlation coefficient test, a simple linear regression test, and a t-test with the help of IBM SPSS Statistics 23. The normality test aims to determine whether the data is normally distributed or not. The correlation coefficient test aims to determine the degree of closeness of the relationship between the independent variable and the dependent variable. A simple linear regression test aims to determine the effect of the independent variable and the dependent variable in the form of a regression equation. The t-test is used to see whether each independent variable has an influence on the dependent variable.

¹⁶ Hendryadi Hendryadi and Suryani Suryani, *Metode Riset Kuantitatif Teori Dan Aplikasi Pada Penelitian Bidang Manajemen Dan Ekonomi Islam*, 2015, p. 28.

¹⁷ Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif Dan R & D*, p. 124.

C. Research Results and Discussion

This research was carried out at Raden Fatah State Islamic University Palembang, for students of the Journalism study program, Faculty of Da'wah and Communication. In collecting data through the distribution of questionnaires to 35 students who were in class D of Journalism Study Program, Faculty of Da'wah and Communication, UIN Raden Fatah Palembang batch 2015.

To facilitate the preparation of research instruments and the direction of research can be controlled, researchers build a research framework to see the relationship between existing concepts. According to Sugiyono, the framework of thinking is a conceptual model of how theory relates to various factors that have been defined as important problems. A good framework will explain theoretically the link between the variables to be studied.¹⁸

In the framework of the relationship between concepts that describe existing variable relationships, it can be stated that the gadgets used by students affect social interaction. Social interaction is an indicator built on two concepts, namely associative (communication, assimilation, and acculturation) and dissociative (competition and opposition).

Based on the framework built, it can be explained that gadgets can affect student attitudes towards social interactions. The form of social interaction can be associative or dissociative. The form of associative interaction consists of accommodation, namely a joint effort between individuals or groups to achieve a common goal. Assimilation is a social process characterized by efforts to reduce differences and to pay attention to common interests and goals. Meanwhile, acculturation is a social process that arises when a group of people with a certain culture are confronted with elements of a foreign culture.

Theoretically, there are two conditions for the occurrence of social interaction, namely the occurrence of social contact and communication. The existence of social contact occurs in three forms, namely between individuals, between individuals and groups, between groups. Besides that, social contact can be direct or indirect. Social contact does not solely depend on the action, but also

¹⁸ Sugiyono, *Metode Penelitian Pendidikan* (Bandung: Alfabeta, 2012), p. 91.

depends on the response to the action. While the aspect of communication is when someone gives an interpretation of something or the treatment of others, what feelings that person wants to convey, the person concerned then reacts to the feelings that the person wants to convey.¹⁹

A student is a person's status based on his education level. A student himself is someone who needs an education at a college, be it a university, institute or academy. According to the KBBI (Big Indonesian Dictionary), students are university students and in the Indonesian education structure they occupy the highest level or level of the education unit, among others.

Before collecting data, the researcher conducted a validity and reliability test on the instrument questions that would be used. The indicators of the influence of gadgets and social interaction are formulated into 20 questions, of which 10 items are for Variable X (Effect of Gadget Use) and 10 items are for Variable Y (On Social Interaction).

To find out whether the item in question is valid or not, see corrected item total correlation the condition is that if the item $< r$ table then it is declared valid. Test the validity of this using r table product moment with a significant level of 0,05 with degree of freedom formula $df = n$ (number of samples) -2, so $df = 35 - 2 = 33$ so that the r table is 0,344. The result of validity of X variable, could see in table 1.

¹⁹ Soekanto, p. 53.

Table 1. Validity Test X Variable

Item	Corrected Item Total Correlation (r_{count})	r_{table}	Ket
Item 1	582	0,344	Valid
Item 2	493	0,344	Valid
Item 3	483	0,344	Valid
Item 4	421	0,344	Valid
Item 5	568	0,344	Valid
Item 6	464	0,344	Valid
Item 7	422	0,344	Valid
Item 8	764	0,344	Valid
Item 9	407	0,344	Valid
Item 10	684	0,344	Valid

Source: Processed Data 2022

The validity result of Y variable, could see in table 2.

Table 2. Validity Test of Y Variable

Item	Corrected Item Total Correlation (r_{count})	r_{table}	Ket
Item 1	740	0,344	Valid
Item 2	742	0,344	Valid
Item 3	350	0,344	Valid
Item 4	638	0,344	Valid
Item 5	730	0,344	Valid
Item 6	770	0,344	Valid
Item 7	746	0,344	Valid
Item 8	783	0,344	Valid
Item 9	649	0,344	Valid
Item 10	557	0,344	Valid

Source: Processed Data 2022

Based on the results of the data in table 1 and table 2, after testing the validity using the SPSS version 23 program, the corrected item total correlation value for variables X and Y is greater than the value of r_{table} . Thus, based on the validity test, it was concluded that each instrument variable X and Y was declared valid and could be used as a questionnaire.

Furthermore, to test the reliability of the variable Effect of Gadget Use (X), on Social Interaction of Journalism Study Program Students, Faculty of Da'wah and Communication, Raden Fatah State Islamic University Palembang (Y) with SPSS version 23 program and Cronbach's Alpha formula, if Cronbach's Alpha value is greater than 0, 60 then the variable is declared reliable and meets the requirements as a measuring tool for research data collection, on the contrary if Cronbach's Alpha is less than 0.60 then the variable cannot be used. The results of the reliability test as shown in table 3 below:

Table 3. The Result of Reliability Test of X Variable dan Y Variable

Variable	Question Items	Cronbach's Alpha	Ket
The use effect of <i>Gadget</i>	10 Questions	0,730	Valid
Towards Social Interaction of Raden Fatah State Islamic University Students Palembang	10 Pertanyaan	0,760	Valid

Source: Output SPSS 23, Processed Data 2022

Based on the results of the reliability test in table 3, Variable X and Variable Y qualify as measuring tools for data collection in this study because the Cronbach's Alpha value is greater than 0.60.

Each dimension has different question indicators, so there are 20 question indicators that have been answered by respondents. The number of answers to questions from respondents based on each variable is shown in the following tables.

Table 4. Total Number of Variable X Answers

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Point (E)	0	0	0	0
	Point (D)	21	6	6	6
	Point (C)	93	26.6	26.6	32.6
	Point (B)	113	32.3	32.3	64.9
	Point (A)	123	35.1	35.1	100.0
	Total	350	100.0	100.0	

Source: Output SPSS 23, Processed Data 2022

Table 5. Total Number of Variable Y Answers

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Point (E)	0	0	0	0
	Point (D)	7	2	2	2
	Point (C)	53	15.1	15.1	17.1
	Point (B)	103	29.4	29.4	46.5
	Point (A)	187	53.4	53.4	100.0
	Total	350	100.0	100.0	

Source: Output SPSS 23, Processed Data 2022

In table. 4 and table. 5, the average respondent's answer is above 75%. This states that the indicators and dimensions as well as variables are positive and means that they have a significant relationship between the social interactions of students of the Journalism Study Program D, Faculty of Da'wah and Communication, Raden Fatah State Islamic University, Palembang.

The research data obtained is in the form of normality test results, correlation coefficient test results, a simple linear regression test, and t-test result.

**Table 6. Normality Test Result
One-Sample Kolmogrov-Smirnov Test**

	The effects of using gadget	On the social interaction of Journalism Study Program students
N	35	35
Normal Parameters ^{a,b}	.0000000	.0000000
Mean		
Std. Deviation	3.36302088	3.05080090
Most Extreme Absolute Differences Positive	.135	.139
Negative	.055	.139
Absolute Differences Positive	-.135	-.073
Negative	.135	.139
Test Statistic	.104 ^c	.085 ^c
Asymp. Sig. (2-tailed)		

Based on the results of the normality test in table 6, Asymp.Sig is 0.104 and 0.85, which is greater than 0.05. This shows that H_0 is accepted and H_1 is rejected, so the conclusion is that the data is normally distributed.

To test how strong the relationship or influence of the X variable on Y, the correlation coefficient test is carried out.

**Table 7. Correlation Coefficient Test Results
Correlations**

Coefficient Interval	Relationship Level
0,00-0,199	Veru Low
0,20-0,399	Low
0,40-0,599	Enough
0,60-0,799	Strong
0,80-1,000	Very Strong

If a negative number is obtained, it means that the correlation is negative. This interpretation shows that there is an inverse order; the correlation index is never more than 1.00. So, based on the value of the correlation coefficient, the value of 0.589 includes a sufficient correlation.

Table 8. Coefficient of Determination Test Results

Summary Model				
Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.768a	.589	.577	3,414

Source: Output SPSS 23, Processed Data 2022

Based on table 8, it is known that the R Square column obtained a value of 0.589 (58.9%). This shows the effect of using gadgets 50.6% on the social interaction of Class D Journalism Study Program students. While the remaining 40.8% is influenced by other factors outside of this research.

**Table 9. Simple Linear Regression Analysis Results
Coefficients^a**

Model		Unstandardized Coefficients		Standardized Coefficients		
		B	Std. Error	Beta	t	Sig.
1	(Constant)	9.987	4.893		2.041	.049
	Pengaruh Penggunaan Gadget	.846	.123	.768	6.882	.000

Source: Output SPSS 23, Processed Data 2022

Based on data analysis carried out from table 6, it is known that the value of $t = 2.041$ while the significance value of 0.049 is smaller than 0.05 , meaning that the value is significant because it is less than 0.05 .

In table 9, there is column B (constant) whose value is 9.987 while the value of the Effect of Gadget Use is 0.846 so that a simple linear regression equation is obtained (The Effect of Gadget Use on Social Interaction of Journalism Study Program Students D Faculty of Da'wah and Communication, Raden Fatah State Islamic University Palembang): $Y = a+bX$, So, $Y = 9.987+0.846X$.

Table 10. The Result of t Coefficients^a Test

Model	Unstandardized Coefficients		Standardized Coefficients		t	Sig.
	B	Std. Error	Beta			
1 (Constant)	9.987	4.893			2.041	.049
The Effect of using gadget	.846	.123	.768		6.882	.000

Source: Output SPSS 23, Processed Data2022

Based on table. 9, it is known that the number 0.768 in the Standardized Coefficients (Beta) indicates the level of correlation between the influence of gadget use on the social interaction of students of the D-class Journalism Study Program, Faculty of Da'wah and Communication, Raden Fatah State Islamic University, Palembang. While the t value of $t = 6.883$ is used to test the hypothesis of whether there is a significant or insignificant effect between the Effect of Gadget Use on Social Interaction of Students of the Journalism Study Program, Faculty of Da'wah and Communication, Raden Fatah State Islamic University, Palembang.

To calculate the table t with a two-party test because the hypothesis does not show a certain direction. With significance = $0.05/2$ (two-sided test) = 0.025 with fd (degree of freedom) = $n-2 = 35-2 = 33$. Then the t table is 2.035 (see table t).

In the variables that can be seen from table.30 there is an R Square column. A value of 0.589% is obtained. This shows the Effect of Gadget Use has a relationship level of 59.2% on the Social Interaction of Journalism Study Program Students, Da'wah Faculty UIN Raden Fatah. While the remaining 40.8% is influenced by other factors outside of the study, it can be interpreted that between

the two variables X and Y there is a significant correlation. Furthermore, the difference in the value of t arithmetic which is greater than t table is ($6,883 > 2,035$) and the significance is 0,049. That is, there is a positive relationship from showing the Effect of Gadget Use on Social Interaction.

Based on the hypothesis in the study, it can be concluded from the various tests above that the use of gadgets in the social interaction of students of the Journalism Study Program, Faculty of Da'wah, UIN Raden Fatah, is very influential. Because every activity they do has a close relationship with the gadgets they have, so it can help and make their daily activities easier.

In social life, it is undeniable that society has structural forms such as social groups, culture, institutions, strata and power. Whether we realize it or not, the structure has a certain degree of dynamics that causes different behavior patterns, depending on the situation at hand. In other words, changes and developments in society are caused by relationships with one another, both individually and in groups.²⁰

Thus, based on a simple regression analysis using SPSS Version 23, the t count was $6.883 >$ and the significance was 0.049, then H_0 was rejected and H_1 was accepted. It can be concluded that the relationship between the effect of using gadgets on social interaction of students of Class D Journalism Study Program Class D Class 2015 has a significant relationship: meaningful, significant, and unidirectional.

The results of the research described above show that there is an influence of gadgets on social interaction. The influence between the use of gadgets and social interaction is negative, which means that the higher the use of gadgets, the lower the social interaction. This is reinforced by research conducted by Kursiwi which shows that there is a significant relationship between the use of gadgets and social interaction. The higher the student's duration of using gadgets, the worse the student's social interaction with the surrounding environment will be.²¹

²⁰ Soekanto.

²¹ Kursiwi, 'Dampak Penggunaan Gadget Terhadap Interaksi Sosial Mahasiswa Semester V (Lima) Jurusan Pendidikan IPS Fakultas Ilmu Tarbiyah Dan Keguruan (FITK) UIN Syarif Hidayatullah Jakarta', *Fakultas Ilmu Tarbiyah Dan Keguruan*, 2016, 1-122 <<http://repository.uinjkt.ac.id/dspace/handle/123456789/32876>>.

Social interactions are dynamic social relationships involving the relationship between individuals and other individuals, between groups and groups and individuals and groups. When two people meet, social interaction begins at that moment. They reprimand each other, shake hands, talk to each other or maybe even fight.

Although the people who meet face to face do not talk to each other or do not exchange signs of social interaction that has occurred, because each is aware of the existence of the other party causing changes in the feelings and nerves of the individual concerned, caused by, for example, the smell of sweat, the smell of perfume, the sound of walking and so on. This gives an impression in a person's mind which then determines what action he will take.

To determine the effect of using gadgets on students' social interactions, the author uses or uses humanistic theory. Understanding humanistic theory is trying to understand learning behavior from the point of view of the perpetrator, not from the point of view of the observer. Humanistic theory is to help each individual to recognize themselves as unique human beings and to assist in realizing the potentials that exist within them. That is, this humanistic theory is to know and understand behavior from the perspective of the perpetrators, namely to recognize themselves as unique human beings and realize the potentials that exist within them.

Carl Rogers, as quoted by Faizah, provides a big picture of the view of humanistic psychology. Every human being is in a personal experience in which he, I, or I are the center. Human behavior is centered on a self-concept, namely a human perception of self-identity that is flexible and changing and that arises from a phenomenal field. Individuals react to situations in accordance with their perceptions of themselves and their world. The perceived threat to themselves will be followed by self-defense in the form of narrowing and acknowledging perceptions, adjusting and using ego-defense mechanisms, such as rationalization. The human inward tendency towards health and wholeness.²²

²² Faizah, *Psikologi Dakwah* (Jakarta: Prenada Media Group, 2012), p. 51.

The researcher found that the influence of gadgets formed patterns of student social interaction, as well as scientific propositions built on student interactions that were seen in the associative and dissociative aspects of using gadgets. These results are in line with the research conducted by Firmasnyah on the role of gadgets in shaping social interactions. The influence of this gadget is able to form interaction patterns and have an impact on discipline. The influence of gadgets and social interaction among students is in line with research conducted by Muntyary. There is an influence between the use of smartphones on social interaction among students.²³ In other research related to learning, other studies are also in line with the results of this study that gadgets have an effect on students when tested on learning outcomes as done by Rachmawati et al,²⁴ likewise with learning achievement, it turns out that gadgets also have an effect on learning achievement, as was done by Ardyansyah et al.²⁵

Several previous studies, although they have different research objects, provide an overview of the significant relationship between social interaction and the use of gadgets, where the relationship of influence has a direct impact on the social interactions built by the gadget users.

D. Conclusion

Based on the results of research and discussion, it is known that the value of $t = 2.041$ while the significance value of 0.049 is smaller than 0.05 , meaning that the value is significant because it is less than 0.05 . The constant value is 9.987 while the value of the Effect of Gadget Use is 0.846 , so that a simple linear regression equation is obtained by $Y=9.987+0.846$. It can be concluded that the number 0.768 in the Standardized Coefficients (Beta) indicates the level of correlation between the Influence of Gadget Use on Social Interaction in the Journalism Study Program, Faculty of Da'wah and Communication D, Raden Fatah State Islamic University, Palembang.

²³ Deby Muntyary, *Studi Korelasional Tentang Pengaruh Smartphone Terhadap Interaksi Sosial Di Kalangan Mahasiswa Fakultas Ilmu Sosial Dan Ilmu Politik Universitas Sumatera Utara*, 2020.

²⁴ Rachmawati, Rede, and Jamhari.

²⁵ Kusumastuti and Slamet; Rachmawati, Rede, and Jamhari.

From simple regression analysis using SPSS Version 23, we obtained t count of 6.883 > and the significance is 0.049, then H_0 is rejected and H_1 is accepted. It can be concluded that the relationship between the effect of using gadgets on social interaction of students of Class D Journalism Study Program Class D Class 2015 has a significant relationship, significant, and unidirectional.

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