



# Effectivity of the handphone user towards student behavior in Madrasah Aliyah Annur Gandasuli South Halmahera

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## ABSTRACT

The students who bring handphones to the madrasah tend to act individualistic. They act and communicate with people outside the school environment rather than their schoolmates through short messages and WhatsApp applications. Students' behavior occurs continuously, so the character of egotism and flexing among students who bring their handphones was formed. The students tend not to do the assignments because they focus more on online games. Based on the issues, the researcher formulizes several problems such as (1) How is the impact of using handphones for students in Madrasah Aliyah Annur Gandasuli South Halmahera, (2) How to build students behavior in Madrasah Aliyah Annur Gandasuli South Halmahera. The research uses mixed methods with the type of field research by descriptive analysis. The data was collected through observations, interviews, and documentation with the Head of Madrasah, Teachers, and Students as the subject. Data analysis was carried out through descriptive. The goals are (1) to know the impact of students ' handphones in Madrasah Aliyah Annur Gandasuli South Halmahera and (2) to know the behavior formed of students in Madrasah Aliyah Annur Gandasuli South Halmahera.

**Keywords:** Indonesian Ombudsman in West Sulawesi; pubic complaints; fiqh Siyasah

## 1. INTRODUCTION

Technology represents a cultural manifestation by applying practical skills and scientific knowledge. Technology has positive impacts such as improvement and society's welfare. Meanwhile, technology also has a negative impact on society. Through the development of the era, technology has rapidly improved. Handphones can help people to communicate from anywhere.<sup>1</sup>

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<sup>1</sup> Bakhtiar, N. (2013). *Pendidikan Agama Islam di Perguruan Tinggi Umum*. Yogyakarta: Aswaja Pressindo.

Technology Information and Communication develop rapidly and impact all the aspects of human life. Nowadays, technology products become daily consumers of the activity. Internet is commonly used, especially in the city, while it is urgently needed for learning.<sup>2</sup>

Education has an important role in forming the student's character and behavior. Meanwhile, using handphones, students attracted the attention of many parties. Handphone provides easy access to various information and entertainment but can also be a source of distraction for students in the learning environment. Madrasah Aliyah Annur Gandasuli, South Halmahera, is an educational institution that impacted the issue of students using handphones. As an Islamic educational institution, the Madrasah is responsible for creating a conducive learning environment and supporting the formation of students' Islamic character. Therefore, it is necessary to conduct research focusing on handphone use and its effect on student behavior at the Madrasah Aliyah.

The development of information and communication technology, especially in the form of handphones, has had a significant impact on various aspects of human life. Especially among teenagers and students, the use of handphones has become a common phenomenon and dominates their daily lives. In education, using handphones by students is an important concern as it can influence their behavior and performance at school.

Durkheim, in Sarwono, argues that advances in sophisticated technology have made adolescents more individualistic, causing people to act based on their interests.<sup>3</sup> In addition, technological advances also reduced the sense of social awareness among adolescents. With a reduced sense of concern for adolescents, it can have a negative impact on the social life of adolescents.

The research is expected to provide an in-depth understanding of the impact of the use of handphones on student behavior in the Madrasah Aliyah Annur Gandasuli environment. The results are expected to be the basis for developing effective strategies in managing the use of handphones by students to improve student behavior and performance in the educational environment.

Thus, the research is relevant in modern education, where handphone has become integral to students' daily lives. It is hoped that the research can positively contribute to improving the quality of education and student character-building at Madrasah Aliyah Annur Gandasuli, South Halmahera.

The study aims to investigate the effectiveness of the use of handphones on student behavior at Madrasah Aliyah Annur Gandasuli, South Halmahera. Through the research, it is hoped that a more profound understanding can be found regarding the impact of

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<sup>2</sup> Irmawati, D. (2011). Pemanfaatan E-Commerce dalam Dunia Bisnis. *Jurnal Ilmiah Orasi Bisnis*, VI, 95-112.

<sup>3</sup> Sarwono, S. W. (2011). *Psikologi Remaja*. Jakarta: Raja Grafindo Persada.

handphone use on student behavior in the educational environment of Madrasah Aliyah Annur Gandasuli, South Halmahera.

## 2. METHODS

In this study, researchers used quantitative research, namely systematic, planned, and clearly structured scientific research from the beginning to the research results based on collecting information data in the form of numeric symbols or numbers.<sup>4</sup> Descriptive qualitative research methods are used to understand and describe certain phenomena or contexts in-depth. Descriptive qualitative methods provide comprehensive information about the benefits and perspectives of using mobile media. The research is directly participating in the locations used as research objects.

Descriptive qualitative methods aim to describe the observed phenomena in detail. In this research, the researcher collects in-depth data about the use of handphones by students, including usage patterns, types of applications used, time of use, and social interactions that occurred. The data provide a comprehensive description of the use of handphones in the Annur Gandasuli Madrasah Aliyah environment.

Descriptive qualitative methods collect participant data through various data collection techniques, such as distributing questionnaires, participatory observation, and documentation. Interviews were conducted to understand students' perspectives regarding the use of handphones, while participatory observation allowed researchers to see the use of handphones directly. In addition, documentation studies may involve collecting data from school records, policies on the use of mobile media, or official communications related to the use of handphones at Madrasah Aliyah Annur Gandasuli, South Halmahera.

According to Sugiyono, a questionnaire is a data collection technique that gives respondents a set of questions or written statements to answer. The questionnaire the researcher compiled is closed, usually called a structured one, with limited answers. A questionnaire is intended to make it easier for informants to answer questions and statements with short answers. The interviewees were asked to choose the four categories of answers available in a statement: always, often, sometimes, and never.

In this research, data analysis was carried out in-depth by analyzing the data collected, identifying thematic patterns, and looking for links between the use of handphones and student behavior. Thus, the results of the data analysis will help to describe and explain the phenomenon of handphone use in the context of student behavior at Madrasah Aliyah Annur Gandasuli.

After data analysis, the next step is to interpret the data by linking the findings and relevant theories and providing a more profound meaning related to using handphones

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<sup>4</sup> Nawawi, H. (1998). *Metode Penelitian Bidang Sosial*. Yogyakarta: Gajah Mada Press.

and student behavior. The location used as the research object is Madrasah Aliyah Annur Gandasuli, South Halmahera, North Maluku. The population is all students of class XI. According to Nana Sudjana, population is the totality of all values that may be calculated or measured from specific characteristics regarding a set of objects whose properties you want to study.<sup>5</sup>

Table 1. Total Population

Class	Student		Total Student
	Male	Female	
XI	9	14	23

Source: Madrasah Aliyah Annur Gandasuli, South Halmahera

The population consisted of 23 people; the sample were students who used handphone, which impacted student achievement. Suharsimi Arikunto argues that if the number of subjects is less than 100, it is better to take all of them so that the research is a population study. However, if the study has several hundred subjects in the population, they may account for 25-35% more than that number of subjects<sup>6</sup>.

The study has two variables: the independent variable, which X symbolizes, and the dependent variable, which Y symbolizes. The variable X in this study uses a handphone while the variable Y is the student’s learning achievement. The research design used is as illustrated below:

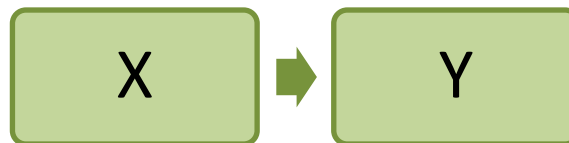


Figure 1. Research Design

### 3. RESULTS AND DISCUSSION

Based on the results of data analysis between variable X (use of handphone) and variable Y (Student Behavior) with a total sample of 23 students, a simple linear regression analysis technique was obtained  $y = 350.09 = (0.19)$ . From these results, it show that there is a regression coefficient value positive simple with  $a=350.09$  and  $b=0.19$ . The results of testing the hypothesis test obtained  $t\text{-count} = 6.011$  while the  $t\text{-table}$  contained in the distribution table with  $dk = 58$  and the significance confidence rate of 5%, the value obtained is  $t\text{-table} = 2.001$ .

<sup>5</sup> Sudjana, N. (2001). *Tuntutan Penyusunan Karya Ilmiah*. Bandung: Sinar Baru Algesindo.

<sup>6</sup> Arikunto, S. (2010). *Prosedur Penelitian Suatu Pendekatan Praktek*. Jakarta: Rineka Cipta.

On the criteria for testing the hypothesis.  $H_a$  is accepted if  $t\text{-count} > t\text{-table}$ , and  $H_o$  is rejected if  $t\text{-count} < t\text{-table}$ . Based on these criteria,  $t\text{-count} = 6.011$ , and  $t\text{-table}$  with a level of 5% and  $dk = 60 - 2 = 58$  obtained 2.001. So, from the calculation results obtained,  $t\text{-count} = 6.011 > t\text{-table} 2.001$ . Then  $H_a$  stated that there was a significant influence between the use of social media on student learning behavior.

The study's result indicates the influence of using handphones on student behavior. It is seen from the hypothesis with the criteria that  $H_a$  is accepted if  $t\text{-count} > t\text{-table}$ , and  $H_o$  is rejected if  $t\text{-count} < t\text{-table}$ . Based on these criteria, it is stated that  $t\text{-count} = 6.011 > t\text{-table} = 2.001$ , then  $H_a$ , which states that mobile phone use significantly influences student learning behavior.

Handphone is a type of media that allows users to present themselves or carry out social interactions, such as working together, sharing information, and communicating with others. Van Dijk (in Juditha) explains that social media is a media platform that focuses on user experience and helps them in their activities or collaborations.<sup>7</sup> Therefore, mobile phones can be seen as online facilitators encouraging user interaction as social bonds.

Furthermore, learning behavior is a learning dimension carried out by individuals automatically or spontaneously, in other words, "habit" for that individual. Social media is also helpful in improving the learning process in schools. According to Morgan et al. (in Walgito), learning is a type of change that occurs regularly because of a study program or work.<sup>8</sup>

According to Syah (in Nusantara), the typical changes that are characteristic of learning behavior, such as Intentional changes, changes that occur in the learning process, are a blessing and also experience or practice that is carried out deliberately and consciously or in other words it is not accidental.<sup>9</sup> The characteristic means that students are aware of the changes that occur and experience or at least feel a change in themselves, such as additional knowledge, habits, attitudes, and views on things, skills, etc.

Positive and active change occurs because the learning process is positive and active. Positive means were reasonable, helpful, and according to expectations. Effective and functional changes arise because a learning process is effective. These changes bring very specific influences, meanings, and benefits for students.

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<sup>7</sup> Juditha, C. (2018). Hoax Communication Interactivity in Social Media and Anticipation (Interaksi Komunikasi Hoax di Media Sosial serta Antisipasinya). *Jurnal Pekommas*, 3(1).

<sup>8</sup> Walgito, B. (2003). *Pengantar Psikologi Umum*. Yogyakarta: Andi Offset.

<sup>9</sup> Nusantara, J. R. (2013). Pengaruh Kegiatan Ekstakurikuler dan Perilaku Belajar terhadap Prestasi Akademik Pada Mata Pelajaran Ekonomi Kelas XI IS di SMA N 7 Semarang. *UNNES Repository*.

Based on Kartika Mariskhana's research, social media partially impacts students' learning motivation at school.<sup>10</sup> Student motivation can decrease due to the use of social networking sites. If students use social networking sites for a short duration, the remaining time can likely be used for studying. On the contrary, for students who spend more time using social networking sites, the time to study will be significantly reduced. In this case, reduced student study time will result in less than satisfactory student achievement. There needs to be special supervision for students who use social media, so they don't get carried away spending time just playing with personal accounts on social media.

The results of the discussion above concluded that the effect of excessive use of handphones has been proven to have an impact on student learning behavior. These changes in behavior are in the form of decreased student learning motivation and affect personality, which shows students to become introverted so that the impact on children's creativity at school decreases. Judging from the results of the study  $t$ -count = 6.0111 and  $t$ -table 2.00172, there is an impact.

The use of social media on learning behavior. Therefore, a strategy is needed and must be carried out by Guidance and Counseling Teachers to overcome the problem. These strategies include providing information services and content mastery services. These services discuss how to use social media positively. Furthermore, Prayitno said information services provide interested individuals with an understanding of various things needed to carry out a task or activity to determine the direction of a desired plan goal. This study's results indicate that using handphones can affect student learning behavior at school.

## CONCLUSION

From the discussion above, it can be concluded that the factors influencing the use of handphones are students cannot manage their time and make handphones a place of entertainment, as well as teacher and student relations that must be paid more attention so that the teacher can explain handphone use. Forms of learning behavior that arise in the classroom are students not focused on the teacher's explanation, being engrossed in their world, forgetting to do homework, etc.

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<sup>10</sup> Mariskhana, K. (2018). Dampak Media Sosial (Facebook) dan Gadget terhadap Motivasi Belajar. *Jurnal Perspektif*, XVI(2).

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