ANALYSIS OF INTERPERSONAL COMMUNICATION PATTERNS BY PARENTS AND CHILDREN ON GADGET USE IN THE FORM OF CHILD PERSONALITY

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ABSTRACT

The number of gadget users in children aged 4-7 years in Mangir Village, Boja District, Kendal Regency, then how can parents control their children so they don't gadget play with gadgets too often? In this situation, parents need to approach interpersonal communication with children. Based on this research, it focuses on analyzing interpersonal communication patterns by parents and children on the use of gadgets in shaping children's personalities. This research is qualitative research by analyzing data and collecting data by observation, interviews and documentation. The results of this study are that there are still many parents who do not understand the negative effects of gadgets by allowing children to access social media and how parents control their children's use by forming interpersonal communication face to face and playing in the surrounding environment.

Keywords: Interpersonal communication; social media

1. INTRODUCTION

The bond of parents to children in the family which is a relationship is built on the basis of communication when communicating with fellow families. Communication is the interaction between the sender and receiver. In the family, communication that arises is the responsibility of parents to teach and train children from communication into knowledge that is of good value and correct. The stages of interpersonal relationships proposed by (Jalaludin Rakhmat, 2018) according to the

book Communication Psychology Revised Edition to improve good interpersonal relationships, trust is needed, a cooperative attitude, and an open attitude.

Gadgets are a form of information and communication technology that is easily found today. Gadgets (gadgets) make children addicted which will have an impact on psychic, emotional and mental health in children. Therefore, it is necessary to educate about the consequences of use (Winda Lestari & Janifer Millenia, 2020) . Research on the use of gadgets that have been carried out by (Wahyuningsih dan Suprihartini, n.d.) with the effect of research that shows the high intensity of gadget use and low parental monitoring. Gadget users come from various circles including parents who already have children. Research on the use of gadgets that have been carried out by the effect of research that shows the high intensity of gadget use and the lower the parental monitoring then the higher the antisocial behavior that occurs towards children.

Communication is an important aspect of basic human activity related to normal social life since. According to (Mulyana Deddy, 2007) in the book Communication Science an Introduction explains, namely "Communication comes from the Ancient Roman Latin word, also called Communis which means the same". Which can be concluded is a message delivered with the aim of creating an equal conclusion between sender and receiver. Human socialization is a way of interacting with others who need communication. Through communication, interaction is more influential and meaningful in all aspects of life because humans can convey their desires, express opinions and information both verbally and indirectly.

Basic communication between parents and children is a way to foster positive social relationships. Furthermore, the position of the family has a very large role in influencing the behavior and life of children because of its basic conditions and functions. That is, the family as the main means of processing morals and character for children. The quality of positive bonding between children and parents can make children feel loved, self-confidence increases and enjoy participating in activities with parents (Abdul Wahib &; Paradigm, 2015).

Parents become examples and guidelines to grow a personality so that children have a positive character. The next process is to explore all patterns of child behavior that are carried out in the progress of the child's character, can be interpreted as thoughts and language in the progress of personality when conveying positive messages. Basically, Interpersonal Communication is an effort to build a child's personality and know that there is a positive attitude, that is, the openness of communication between parents and children is quite good even though not all roles can change the child's personality in a short time and actions in front of his parents, because it all takes time instilled from parental guidelines.

Communication between parents and children is prone to communication problems. Parents need to provide detailed explanations using easy-to-understand language. The age of children 4-7 years old in Mangir Village, Boja District, Kendal Regency, the rise of gadgets that cause a decrease in communication between children and parents which has an impact on less close or close relationships. At the age of 4-7 years, children should play a lot in the surrounding environment rather than playing gadgets.

2. METHODS

This research uses a qualitative approach method. Qualitative research shows research on interpersonal communication, strategies used by parents with children in preventing the use of gadgets and children's behavior in the use of gadgets. Meanwhile, according to qualitative research, it is a method of collecting data in a natural setting (as opposed to experimental) as the aim of explaining the events carried out by researchers acting as k ey instruments, sampling data sources and analyzing qualitative / inductive data (Albi Anggito, 2018).

This approach is through research facilities through a method in which there is speculation, going to the field, data conclusions and data analysis (Triyono, 2021). This qualitative approach is used to create or optimize existing theories. The qualitative approach seeks to explain facts by using descriptive elaboration in the form of sentences.

Furthermore, according to qualitative research, it is a stand-alone aspect of examination. Qualitative research is an observation that is descriptive in nature and leads to studies with an inductive approach. The concentration of research methods and the use of theoretical references are carried out so that the focus of research is in sync with the reality in the field. Furthermore, the theoretical foundation is useful for explaining the background of the research and being the conclusion of the research (Rukin, 2019).

Through this research, researchers used qualitative descriptive methods to describe or describe parents' communication patterns with children in the use of gadgets in Mangir Village. This qualitative descriptive method is research to make descriptive data (description) in the form of explicit reality or speech from behavior in interpersonal communication that is observed, as long as the situation runs naturally and scientifically and then not in a controlled state (Sanafiah, 2005).

3. RESULTS AND DISCUSSION

Analysis of interpersonal communication between parent and child

The obligation of parents in shaping the child's personality becomes an expectation that can apply values, ethics and personality so as to realize positive

behavior in their daily lives. Interpersonal communication is a message that is conveyed and can be done in various ways to produce an effective communication. Interpersonal communication occurs within the family sphere which is carried out directly (Ali Nurdin, 2020) (*face to face*).

Parents also have the obligation to supervise and guide children to become a positive person for the future, many people think that the role of the father in the family only works to provide for and support the family, while the role of the mother is only to guide and take care of household chores, parents (father and mother) should be able to work together to guide and have obligations with their children's education in the future.

The use of gadgets in modern times does not know a person's social status and age, and often even encounters children who are cool with their *gadgets*. In this case, parents play a role in caring for and accompanying children when playing *gadgets*. Supervision and assistance from parents to children is very important that requires interpersonal communication so that messages are conveyed to children directly effectively and can affect children's attitudes, thoughts and behavior. In this study as for interviews with parents about children who often play gadgets(Wulandari et al., 2015), during the interview the use of *gadgets* has positive and negative things, namely as follows:

Results of research interviews with parents of children

In this study as for interviews with parents about children who often play gadgets, during the interview the use of *gadgets* has positive and negative things, namely as follows:

a. Along with the development of media, it has now developed into social media that enters the world of information. The media is present and has various phenomena that arise in modern society, including positive and negative values. This developing technology is a new disease for humans who prioritize electronic goods such as (Triyono, 2020)*gadgets*. The existence of *gadgets* can carry out communication activities and transactions quickly and easily.

Interview with Ibu Suryani (37) and her 7years old son Danendra Iqbal Arkhairan. In this interview Ibu Suryani said that:

> "*If in this day and age there are no children who do not play gadgets, but I as a parent minimize the use of gadgets in children, so that children do not play gadgets too often and keep supervising when children play gadgets, then still make sure children get enough rest and take a good nap. In addition, gadgets are also used to monitor children's school Whatsapp Groups, usually for absences and announcements from school, to make it easier for parents*."

Figure 1. *Screenshot* of *WhatsApp Group* from Mrs. Suryani

In everyday life will not be separated from the changes that occur in modern society. The life of modern society is now very different from the life of ancient people. Over time there are times development, human culture also experiences many changes, known as *social change* (Acceleration & Hanum, 2019).

This developing technology is a new disease for humans who prioritize electronic goods such as gadgets. The existence of gadgets can carry out communication activities and transactions quickly and easily. Gadgets have become commonplace, but we still have to pay attention to the negative impact, the danger is that gadgets can cause dependence (Hafni, 2018).

b. In this era, the information society of the mass media industry must switch from analog to digital. Online media has a wide reach, which reaches the whole world with internet access. The existence of content contained in online media. But half of (Agus Triyono, 2018) gadget users include children and toddlers who already use gadgets in their activities carried out every day.(Chusna & Al-Muslihun, 2017)

Interview with Ibu Yuni Setyowati (32) with her 4-year-old son Abrizam Faiz Al Arkhan. In this interview Ibu Yuni Setyowati said that:

"*My son doesn't like to watch television so he plays gadgets more often and rarely plays outside the house, which my son often watches megalodon sharks, oleng trucks, lions, jathilans. When children play gadgets I also limit it by seeing the history of what is watched and accessed, I allow children to play gadgets because as entertainment only for other things maybe only to learn because my child learns more through gadgets than reading books and also for announcements from school via Whatsapp* ".
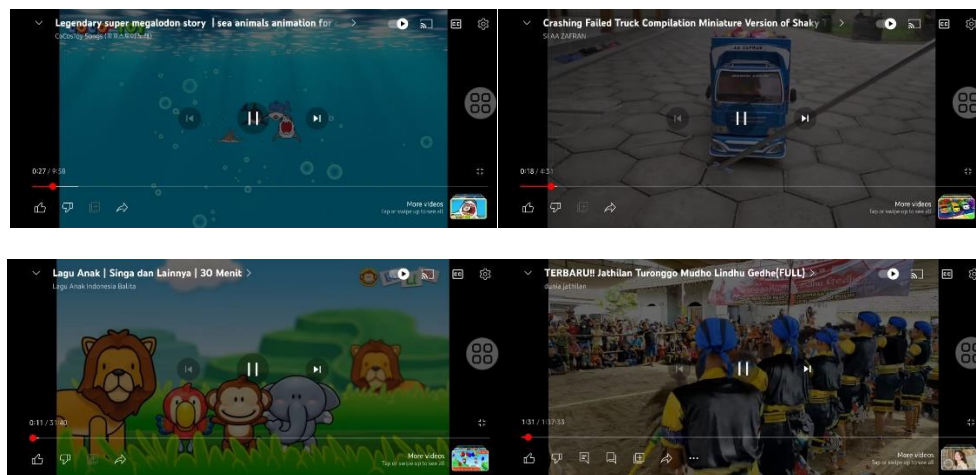
Figure 2. *YouTube* screenshot accessed by Abrizam Faiz Al Arkhan.

With the *existence of gadgets* that according to Mrs. Yuni Setyowati's view and are in accordance with what children like as learning because if you read books there are no visuals or animated images that move, if you learn to use gadgets there are visuals and children become more interested in learning to use *gadgets* than reading books.

Now the use of *gadgets* does not come from the worker environment. But half of *gadget* users include children and toddlers who already use *gadgets* in their activities carried out every day. The existence of gadgets made Abrizam Faiz Al Arkhan become addicted and too often play gadgets (Chusna & Al-Muslihun, 2017) considering that Mrs. Yuni Setyowati's son does not like watching TV. But once when her son was not allowed to play gadgets, Yuni Setyowati's son would get angry and ask why he was not allowed to play gadgets.

In this case, a paradigm is a reference or worldview on which to base a belief or foothold of a theory. Ibu Sulistiyani allows children to play gadgets because (Syarifuddin Jurdi, 2010) according to Ibu Sulistiyani, 7-year-old children still understand the existence of gadgets because nowadays they are all digital, what their children usually access is *Youtube* and *Tiktok*. The solution efforts made by parents when handling children in controlling the use of *gadgets* include inviting children to play outside the home (family time)

Interview with Ibu Sulistiyani (29) and her 7-year-old son Salwa Aisyah Tun Nafisa. Ibu Sulistiyani said that:

"*There is very little time to meet with children, depending on my shift, sometimes I get 2 shifts, namely morning and afternoon shifts. When the morning shift leaves at 05.00-15.00, then meet the child at 16.00 until isya*

> time because after isya my child has also slept. If I get a day shift then the time with the child becomes more, so the morning with the child until 11:00 feed and chat with the child".

Mass media also develops in online media, for example *Youtube, Tiktok, Online Games*, and so on related to online media, since the existence of online media makes it easier for people even though it is still difficult at the beginning of adapting. As time goes by, the development of society with the existence of technology is growing rapidly according to the needs of the community itself. (Muzaini, 2014)Analisis Interpersonal communication carried out by parents does not always run smoothly, there are obstacles when interpersonal communication with children is when children only focus on *gadgets* and do not care about the surrounding environment and then manage time between parental work and time with children.

Interview with Ibu Diyan Pratiwi (37) and her 5-year-old son Qiandra Raihana Shanum. In this interview Mrs. Diyan Pratiwi said that:

> "Usually I invite children to play what children like so that children forget their gadgets, and I also invite children to learn directly, for example, learning through books so as not to be familiar with gadgets and more interested in books even if learning through gadgets the thing that makes children interested is the visual that can move but I try to keep children like reading through books, Remembering gadgets is also not good for eye health and makes dependence. But at this time if children are not allowed to play gadgets still like to fuss, get angry, and suddenly be alone because my child is also fighting for gadgets with his deck"

c. Mass media is a tool for the process of mass communication. Mass media can reach a wider and relatively large audience, heterogeneous, anonymous, abstract and scattered messages. From the development of this era, it is clear that there are positive and negative impacts.(Santosa, 2017)(Sunan et al., 2020) In this case, according to Mrs. Srikamdanah, *gadgets* for her child are not too important because considering her child who is still 4 years old and still in PAUD, for fear that children become addicted, but sometimes it is also still needed only for education on recognizing numbers, counting, listening to children's songs and getting to know various forms of animals.

Interview with Ibu Srikamdanah (31) and her 4-year-old son Galin Chika Amanda. In this interview Ibu Srikamdanah said that:

> "In between doing household chores, I still take the time to play with children because even though I am busy children still need attention so as not to feel strange at home, I usually also invite my children to play hide and seek so as not to play gadgets too often. As a housewife, there is more time for children, so my child also gets more attention from me, every morning I drop off

school, because it is still early childhood so I wait at school until school time after school".

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