

Socialization Education on the Risks of Excessive Gadget Use for Youth at the Islamic Alhijri Mosque in Bandar Lampung

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Abstrak

Penggunaan elektronik telah menjadi komponen penting dalam kehidupan sehari-hari di dunia digital yang berkembang pesat, terutama bagi generasi muda yang tumbuh dengan teknologi. Namun, penggunaan teknologi yang berlebihan telah memicu kekhawatiran tentang dampaknya yang merugikan bagi kesejahteraan sosial, emosional, dan fisik generasi muda. Oleh karena itu, sangat penting untuk menyebarkan kesadaran akan risiko yang terkait dengan penggunaan teknologi yang berlebihan sekaligus mengajarkan generasi berikutnya cara menggunakan teknologi secara bertanggung jawab melalui aktivitas yang menarik. Dalam esai ini, kami mengkaji pentingnya mendidik masyarakat tentang risiko yang terkait dengan penggunaan gadget yang berlebihan serta pemanfaatan cara interaktif untuk mengajarkan teknologi kepada generasi berikutnya. Kami menyoroti kekurangan dari penggunaan perangkat yang berlebihan, seperti isolasi sosial, penyakit medis, dan masalah kesehatan mental. Kami juga membahas perlunya membantu kaum muda memahami risiko ini dan menguasai teknik manajemen waktu yang baik. Instruksi ini dapat memberi anak-anak kesadaran menyeluruh tentang risiko yang terkait dengan penggunaan teknologi dan membimbing mereka untuk membuat keputusan yang bijak. Pentingnya pendidikan membawa kita pada penggunaan pendekatan interaktif untuk memperkenalkan teknologi kepada generasi muda. Kami menjelaskan bagaimana simulasi praktis, lokakarya, dan sesi tanya jawab semuanya dapat berguna untuk memastikan bahwa siswa memiliki pemahaman yang lengkap tentang teknologi. Kami juga mendemonstrasikan bagaimana memasukkan strategi ini ke dalam kurikulum sekolah dapat membantu pemahaman generasi muda tentang manfaat dan bahaya teknologi.

Kata Kunci : Metode Interaktif, Perangkat Berlebih, Simulasi Pengalaman

Abstract

The use of electronics has become a crucial component of daily life in the rapidly evolving digital world, particularly for the younger generation that has grown up with technology. However, the excessive use of technology has sparked worries about its detrimental effects on the social, emotional, and physical well-being of the younger generation. Therefore, it's crucial to spread awareness of the risks associated with excessive technology use while simultaneously teaching the next generation how to use technology responsibly through

engaging activities. In this essay, we examine the significance of educating people about the risks associated with excessive gadget use as well as the utilization of an interactive way to teach technology to the next generation. We draw attention to the drawbacks of excessive device use, such as social isolation, medical ailments, and mental health issues. We also discuss the need to help young people comprehend these risks and master sound time management techniques. This instruction can provide children with a thorough awareness of the risks associated with utilizing technology and guide them toward making wise decisions. The significance of education leads us to the use of interactive approaches to introduce technology to the younger generation. We describe how practical simulations, workshops, and question-and-answer sessions can all be useful in ensuring that students have a complete understanding of technology. We also demonstrate how including this strategy in school curricula can aid in young people's understanding of the advantages and dangers of technology.

Keywords : *Interactive Method, excessive device, experiential simulations*

BACKGROUND

The widespread use of gadgets and digital devices has increased significantly as a result of technology's extensive integration into contemporary culture. While there are many advantages to these technological developments, there are also potential drawbacks, particularly when it comes to excessive gadget use. The necessity of combining socialization and education to counter the dangers of excessive gadget use is explored in this paper.

The phenomenon of excessive gadget use has raised concerns about digital addiction, fewer face-to-face interactions, sleep problems, and mental health issues. A multimodal strategy incorporating both socialization and education is crucial to avoiding these possible hazards. The goal of socialization is to promote healthy digital behaviors through human interactions. These interactions take place in a variety of settings, such as families, businesses, schools, and communities. Face-to-face conversations on setting limits and using technology responsibly help instill a balanced attitude toward digital use.

People can have a thorough understanding of the dangers of excessive gadget use by attending school, which is crucial. Formal educational institutions and public awareness initiatives can disseminate information on the physiological, psychological, and societal effects of excessive screen time. The ability to use self-regulation and learn digital literacy skills empowers people to make responsible decisions about their technology use.

Additionally, socialization and education tactics must be used in conjunction to address the hazards associated with excessive device use. Encouragement of face-to-face interactions, open discussions, and informed decision-making can lessen the negative effects of excessive technology use. People may appropriately manage the digital world and keep a healthy balance between technology and in-person connections by incorporating these strategies into various facets of society.

Process Implement

A teaching and learning approach called interactive learning actively engages people through involvement, teamwork, and feedback. It places a focus on practical applications, conversations, and exercises that motivate students to participate actively in their education.

This approach strives to promote greater comprehension, critical thinking, and knowledge application in real-world situations. An outline of the interactive learning approach is provided below:

Beginning | Introduction | Icebreaker Exercise | Concept Presentation | Interactive Discussion | Group Activities | Hands-On Practice | Peer-to-Peer Learning | Instructor Guidance | Reflection and Synthesis | Debriefing | Summarization | Feedback and Assessment | Q&A Session | Conclusion | Follow-Up Activities | Evaluation | End

Another model

Start | v Introduction to Interactive Learning | v Interactive Manipulatives | v Gamification | v Real-Life Scenarios | v Collaborative Problem-Solving | v Online Math Platforms | v Digital Flashcards and Quizzes | v Peer Teaching | v Virtual Math Manipulatives | v Interactive Whiteboards | v Real-Time Feedback | v Visual Representation

CONCLUSION

In summary, the interactive education model is a revolutionary method of teaching that puts students at the center of instruction. By moving away from the conventional teacher-centered paradigm and toward a learner-centered one, this dynamic approach encourages people to actively participate in, interact with one another, and take charge of their own learning.

The methodology draws learners in and piques their curiosity by encouraging participation from the outset. By actively participating, students go beyond passive information consumption and transform into active knowledge seekers. Through group projects, they can pick up knowledge from their classmates, expand their horizons, and improve their communication abilities. The focus on problem-solving and practical application develops critical thinking and equips students for difficulties they will face in the real world. Inquiry-based learning encourages lifelong learning behaviors by fostering a sense of curiosity and self-driven discovery.

Feedback, reflection, and technology integration make it possible for continuous improvement, adaptation, and the use of modern tools. The incorporation of industry examples and real-world linkages fills the gap between theoretical concepts and realistic situations, ensuring that learning is still current and useful. The interactive education paradigm accommodates various requirements and preferences while respecting individual learning styles. It promotes comprehensive development and sincere understanding by placing more emphasis on assessment for learning than on standardized testing.

In the end, the interactive education approach equips students with the skills they need to be engaged, critical thinkers, good communicators, and lifelong learners. Education transforms into a transformative force that gives people the information, skills, perspective, and adaptability they need to succeed in a constantly changing environment as educators, institutions, and students adopt this paradigm.

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