The Effect of Using Gadgets on Children Against Sundanese Cultural Values Silih Asah, Silih Asih and Silih Asuh

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Abstract
The use of information and communication technology is increasing. Starting from elementary school age children to seniors. Gadget is a technology that many users. The impact of using technology such as gadgets, especially on children, will affect the cultural values attached to children. In the Sundanese environment, Sundanese cultural values become a distinctive identity, especially the cultural values of compassion and care. But it is undeniable, Sundanese cultural values are currently being affected due to the use of gadgets that are used starting from children. Many of the Sundanese values have decreased until they are no longer visible in the child's identity.
Keywords: Influence, Use of Gadgets, Cultural Values Silih Asah, Silih Asih and Silih Asuh

INTRODUCTION

Today's society is very close to technology. The development of the times and technological advances are inseparable in human life. Various information and knowledge from those closest to various parts of the world are very easy to obtain thanks to technological advances (globalization). It is certain that many changes in human civilization and culture have occurred as a result of this technological advancement. Even this technological progress has become a major transformation tool for the values of human life (Wahyudi, 2018).

In Indonesia, technological progress has begun to spread as a whole, not only in urban areas, people in remote areas have also been able to enjoy this technological advancement. This certainly has an impact on human life, because now information and news, both positive and negative, can easily be received by anyone, especially for rural communities who are usually known to have strong values and characteristics that become their regional identity. begin to fade also begin to change their lifestyle and pattern of thinking. If you compare the previous society, western culture was only adapted by city people. After the existence of modernization culture, we can see that there is no difference between the styles of urban and rural communities.

We can also feel individualistic culture now in some rural areas, usually the culture of helping, being polite and innocent is very attached to rural communities, now slowly many people are preferring slang, although not all but of course this needs to be a concern. In essence, this technological advancement is to help human life. Technology has a positive or negative impact depending on who uses it. We as recipients of this unavoidable technological progress should be wiser. We can be wise for ourselves, our family, friends and society so that this revolution does not fade our true identity, while also maintaining our norms and values as a nation based on the Pancasila state.

RESEARCH METHODS

In this study, the authors used qualitative methods. (Koyan, I.W: 2014) states that qualitative methods are research procedures that produce descriptive data in the form of

written or spoken words from sources, people, or observed behavior. The data obtained in this study is the result of a literature survey or literature search, and the data obtained is the result of field observations.

RESEARCH RESULTS AND DISCUSSION
Technological Development

Today's development cannot be separated from the increasingly rapid development of technology, and through this development there will certainly be more and more challenges to be faced. In essence, the development of technology is to help people find new things and also make it easier for people to find what they need, but technology can also damage the nation's generation, especially for children at an early age. It is an undeniable fact that a child's character or behavior is more influenced by what the child observes. Usually the behavior is learned by imitating what they are seeing, and they practice all the examples they observe. In the world of education itself, instilling values and building character does not give place to intuitive reality (Sanderan, 2021).

The development of communication technology today is a challenge that should not be underestimated. Because it can have a bad impact on the character of the child. As for technology, it does not always have a bad impact on children's character, but technology can also have a positive impact, for example, children can easily learn something new and have new knowledge about something that will be carried out in the future. The character and personality that is formed through the catalase of interest and enthusiasm is a big capital to achieve/obtain something (Aspi M, 2022). With interest someone will pay attention to an object of study by fully devoting his awareness, energy, time, opportunities and facilities to explore the object of study.

It cannot be denied that today's human life has become easier with the development of technology. Technology is always related to information which is the source of knowledge for every human being. In terms of communication, of course it is very helpful where in the past it took a lot of time to exchange news, whereas now it seems like there is no distance we can communicate easily. Initially the purpose of this technology was created, namely to facilitate every human activity. This technology was born from a human thought to facilitate all activities which are then applied in life. Along with the development of the technological era, it has also become increasingly developed and sophisticated which has led to the growth of technological functions and plays an important role in spoiling humans in their lives. One example of today's sophisticated facilities is gadgets (Marpaung, 2018)

Effects of Using Gadgets on Children

At the beginning of the birth of gadgets, only a few people owned them and usually used them because they really needed them for work purposes. Much different from now where everyone in every circle definitely has a gadget. Apart from that, because of the growth in the function of technology, now gadgets do not only function as a communication tool or are only used for work purposes, but can also be used as a means of entertainment with sound, writing, images and video. Nowadays, many people are vying to own gadgets and even competing with each other to get the best gadgets because these gadgets are not only a means of communication, people also use gadgets as lifestyle materials that are good for them, trends and prestige (Dekinus Kogoya, 2015).

The dynamic development of the times even provides social changes that occur in society. Society has become very dependent on technology. Information can now be accessed through the use of electronic gadgets such as smartphones, computers, laptops, tablets, and e-readers

with internet features. The rapid developments that are occurring in the world of communication systems will certainly change the pattern of communication that has occurred so far. Before the existence of the mass media, the communication system in Indonesia was almost a simple medium of equipment. For example, it is carried out with traditional media equipment by exchanging news via letters or also through direct face-to-face communication. There are several observations about new developments in the Indonesian communication system, particularly in the use of gadgets (Kamil, 2016):

1. Gadget communication has reduced people's interest in reading.
2. Gadget communication leads to illegal activities.
3. The use of gadgets in Indonesia tends to be for lifestyle rather than for communication.

Gadgets certainly have many positive and negative benefits, and moreover these gadgets are used in the right way and should have a positive impact. Parents who allow their children to use gadgets are better off paying attention to any impacts their children will get. Gadgets are now not only used to make it easier to find information, the use of gadgets can also have positive or negative impacts in terms of communication, health, culture, social, and also the economy. Therefore it is necessary to have limitations in the use of these gadgets. From the results of Kamil's research (2016) that these gadgets greatly affect the lives of teenagers which makes old habits disappear, which often occurs when gathering to communicate directly face to face, such as wasting costs, anti-social, having no restrictions on using gadgets, gadgets have changed lifestyle habits. earlier.

According to Handrianto (2013, in Juliadi, 2018) said that gadgets have both positive and negative impacts. These impacts include:

1. Positive Impact of Using Gadgets
   a. The development of imagination (seeing pictures and then drawing according to his imagination which trains the power of thinking without being limited by reality).
   b. Train intelligence (in this case children can get used to writing, numbers, pictures that help train the learning process)
   c. Increase self-confidence (when a child wins a game they will be motivated to finish the game)
   d. Develop skills in reading, mathematics, and problem solving (in this case the child will develop a basic nature of curiosity about something that will make the child aware of the need to learn on his own without being forced)
2. Negative Impact of Using Gadgets
   a. Poor concentration while studying (for example if the child cannot concentrate while studying and only remembers the gadget, the child remembers playing the gadget like a character in a game)
   b. Lazy to read and write (this arises from the use of gadgets. For example, when a child opens a video on his YouTube application, he tends not to need to write what he is looking for, just look at the picture).
   c. Decreased social skills (for example, children play less with local friends and care less about their environment)
   d. Addiction (because you need a device, you become dependent on it).
   e. May cause health problems (apparently exposure to radiation from the device can cause health problems and may endanger children's eye health)
   f. Cognitive development of children is hampered (cognitive or logical development related to how individuals learn, pay attention, observe, imagine, assess, evaluate, and think about their environment). disturbed psychological processes).

g. Inhibits speech ability (children who are used to using gadgets tend to be silent, often imitate the language they hear, withdraw, and become reluctant to communicate with friends and other people).

h. Can affect children's behavior (for example, children play games with elements of violence that affect behavior patterns and characters that can lead to violent behavior towards their friends).

Culture of Sunda Silih Asah Asih and Asuh

The life of the Sundanese people has a cultural wisdom that promotes harmony in relationships. This cultural wisdom is the concept of love, compassion, and compassion, including the moral value of kindness in building togetherness. Sundanese Culture Silih asih, silih asah, silih foster care is a practice in the life of the Sundanese people to improve and maintain the quality of life, become a more civilized nation, spread love, lead and respect one another. This is the foundation of values to build a sense of unity

Sundanese culture Silih asih, silih asah, silih foster care is packaged in the concept of trisila which has a deep meaning according to (Susanti, S., & Koswara, I.: 2019) states that the concept of silih asih, silih asah, silih asuh is one of the results of wisdom Sundanese culture as a guide to live life in this world. So based on this, the essence or principle of silih asih and silih asuh is harmony in togetherness.

The meaning of Silih asih, Silih asah and Silih asuh in Sundanese philosophy can be explained as follows (Sauky, et al: 2021) states that Silih Asih must love and love one another, and this can be practiced in the family and society. Compassion provides an expression of concern for others, concern for others, and what can be achieved by hugging. Asah Asah (love each other) The real evidence is reflected in Asah Asah. Silih asah (Sabilla, et al: 2022) Silih asih (love each other) means to love one another. Mutual love between individuals or groups is important for the Sundanese people to achieve a harmonious life in society. Taking care of each other means looking after and nurturing each other. This means building good relationships between individuals by giving each other knowledge, advice, and encouragement about good things. Silih asah is (Rachman, et al: 2022) The basic concept of Silih asuh is to educate each other, broaden one another's knowledge, broaden one's horizons, and gain physical and spiritual experience.

Based on the meaning of silih asah, silih asih, silih asuh, this is very important to apply to society, not only to the Sundanese people but to the entire Indonesian people. However, it is prioritized that the cultural values of silih hone, silih asih, silih as foster care are applied or integrated to elementary school-age children. But this is very unfortunate. Changes in the structure of the social environment that are influenced by the sophistication of technology are slowly turning into a culture of one after another, one after another, one after another to foster the identity of children who are addicted to playing gadgets.

The Solution to Maintaining the Integrity of Sundanese Culture

How important it is to maintain a culture that has a good philosophy, meaning and teachings. This can improve the standard of living and morality in one's identity. Based on this, the importance of maintaining the integrity of Sundanese culture, especially silih asah, silih asih, silih asuh in terms of the factors that influence it, is as follows:

1. Parental factors. The culture of silih hone, silih asih, silih asih, silih asih can be kept intact by parenting parents who from an early age instill cultural values of silih asih, silih asih, silih asih, take care of their children.

2. School. School is a place to study formally. Schools that stir up or uphold the Sundanese cultural values of silih asah, silih asih, take care of care will strengthen the character in children who begin to instill and preserve the culture of silih asah, silih asih, take care of one another. Schools that facilitate total, as well as cultivate mutual asah, compassion, foster care will create a school environment with a special culture.
3. Technology. Technological progress and development must be pursued so that culture or cultural values of one another are always maintained.

CONCLUSION

Based on the description that has been presented, the conclusion that can be drawn is that the use of gadgets in school-age children greatly influences the cultural values of one another. The effect of addiction to playing gadgets can be seen among children who slowly cannot interact socially according to their developmental period. Children tend to prefer to play alone and stay at home and think that playing with their peers is less fun. Based on the results of the literature study and observations that have been made, in order to reduce the impact of addiction to playing gadgets on the cultural values of sililh asah asah asih take care of aspects of the child's environment, both at school, the environment and parenting patterns, parents must start from an early age educating cultural values sililh asah silil asih foster. Allowing and encouraging children to play in their environment is a wise action so that children are not addicted to playing gadgets.

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