

# ANALISIS DAMPAK PENGGUNAAN *GADGET* PADA MINAT BELAJAR SISWA

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## ABSTRAK

Penelitian ini bertujuan untuk mengetahui seberapa berdampak nya penggunaan gadget pada minat belajar siswa kelas VI di SDN Karangligar III tahun ajaran 2024/2025. Penelitian ini menggunakan pendekatan deskriptif kualitatif dengan teknik pengumpulan data melalui kuisioner, observasi, dan wawancara. Subjek penelitian adalah siswa sekolah dasar kelas VI dengan jumlah responden sebanyak 4 siswa/I dan 1 orang guru. Hasil penelitian menunjukkan bahwa penggunaan *gadget* memiliki dampak yang signifikan terhadap minat belajar siswa. Sebagian besar siswa yang menggunakan *gadget* dengan durasi lebih dari tiga jam per hari mengalami penurunan minat belajar, ditandai dengan kurangnya konsentrasi di kelas, keterlambatan dalam mengerjakan tugas, serta rendahnya motivasi mengikuti kegiatan pembelajaran. Meskipun demikian, sebagian kecil siswa mampu memanfaatkan *gadget* sebagai sarana penunjang belajar, misalnya dengan mengakses aplikasi edukatif dan mencari materi pelajaran secara daring.

**Kata Kunci:** *gadget*, minat belajar, siswa sekolah dasar

# THE IMPACT OF *GADGET* USE ON ELEMENTARY SCHOOL STUDENTS' LEARNING INTEREST

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## ABSTRACT

This study aims to analyze the impact of gadget usage on the learning interest of sixth-grade students at SDN Karangligar III in the 2024/2025 academic year. The research employed a descriptive qualitative approach with data collection techniques including questionnaires, observations, and interviews. The subjects of this study were 4 sixth-grade students and 1 teacher. The results indicate that gadget usage has a significant impact on students' learning interest. Most students who spent more than three hours per day using *gadgets* experienced a decrease in learning interest, as reflected by reduced concentration in class, delays in completing assignments, and lower motivation to participate in learning activities. However, a small number of students were able to use *gadgets* positively, such as by accessing educational applications and searching for learning materials online. The conclusion of this study is that *gadget* usage has both positive and negative impacts on students' learning interest. However, at the elementary school level, the negative effects are more dominant. Therefore, the active role of parents and teachers is essential in guiding and supervising gadget usage so that it becomes more beneficial for the learning process.

**Keywords:** *gadget*, learning interest, elementary school students