Changes in Children's Behavior Patterns Due to Use of Internet Media (Case Study of Elementary School Children) Grade VI of SD Inpres 1 Toboli North Parigi District

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ABSTRACT

Development technology especially the internet world is one of needs that are not let go from life human beings . The spread of internet technology and its emergence various new type of online game make student moment This focused to a new playing arena . Formulation problem anything forms change pattern behavior child consequence use of internet media, how the role of teachers and parents to internet usage in children . Research objectives For describe forms change pattern behavior child consequence use of internet media, for describe the role of teachers and parents to internet usage in children age Elementary School . Research Methods Study This including study field research with type study descriptive qualitative , namely research that seeks give description about phenomena and conditions that occur based on conditions natural object research . Research results Change behavior child that happened is a number of student during class hours No focus study and busy alone , students the perform velocity movements (content on Tik Tok), when reprimanded by his teacher , the student he paused for a moment , and repeated it. Again when the teacher is not see to direction , besides That when the teacher explains There is cool students draw anime characters in books he wrote , the student who was disturbing his friend during class hours in progress like take book , take fountain pen his friend . Not only that , students become late come to school due to forgetting to play the game time . Conclusion in study Based on research that has been implemented so can withdrawn conclusion that forms change pattern behavior child consequence use of internet media can in the form of change positive and change negative .

Keywords: *Change , Behavior Pattern , Internet Media*

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INTRODUCTION

Development technology especially the internet world is one of needs that are not let go from life human beings . The spread of internet technology and its emergence various new type of online game make student moment This focused to a new playing field (Mujaddid and Safi'i n.d.) . Lately This development technology seen rapid in the middle current modernization life human . Currently Good children , teenagers and parents No detached and separated from the name technology . Various forms application Good in the

form of online games or other virtual world applications that have created by application vendors that can accessed with easy (Hidayat and Safitri 2025) . Especially online game applications at the moment. it's very easy interesting attention children and parents For try it with objective finish mission or get points highest from game said . Application games that use internet media, for example various type games that can be played with easy and obtainable usage that exceeds the targets planned by the vendors. Many vendors make game race For advance his efforts . But matter the No fully impact positive in development a application game (Yuanata 2025) .

Network wireless connecting one media with another media or what we know with the internet now This is very rapid . In 2014 , the number of internet users only reached 88.1 million people and soaring up to 221 million in 2024. This is show the importance of the internet in support progress technology and needs daily Indonesian society . (source rri.co.id accessed on December 8 , 2024 at 17:49 WITA) . The Internet can be one of indicator progress technology . However can also be a decline for its users . if under review from side negative . The reason simple , thing This because of if the internet media utilized For positive things , for example For various knowledge so That is one of progress use technology . However if the internet is used For negative things , for example via the internet can change behavior in demand somebody to be lazy to move or do other activities , then That is one of decline use technology (Rosalina, Yanti, and Halimah 2025) .

In today's era this , society Already get to know the internet with various the device , practical only using Tab or HP and when this is the Internet part life daily can seen from style alive , almost every child have a cellphone, laptop, and Tab. One of impact negative from the Internet is "ADDICTIVE", children age a friendly school with internet life , spend time wrestle with the virtual world so that forget with his duties and obligations (Sunarsih , Sukartiningsih , and Raharjo 2025) . The process of socialization as former personality No develop with Good Because more Lots time spent For playing with HP , Tab, and laptop. Skills very useful social For supplies life together No in process Because not enough practice hang out in a way direct with environment social local , and the consequences seen characteristic want to avoid self from his group , lazy to study , difficult concentration , no fast responsive with command and not care with environment (Hamdi, Yuliansyah , and Madihah 2023) . Development convenience internet access also causes negative influence , namely student with easy access information or sites from the internet that can mentally damaging circles student namely sites that contain pornography (Nababan and Naibaho 2025) . Lack of supervision parents at home to gadget use in children cause child can access free things including sites that smell pornography , and violence (Ananda et al. 2025) .

Based on observation the beginning was carried out at SD Inpres 1 Toboli North Parigi District , found impact change behavior in children namely : at the time entry time of worship. In the past before the internet developed , at the time entry children's prayer time the quick Go to the mosque and then worship together However condition moment This when the internet started known by children happen change pattern behavior like being lazy in worship , the same goes for change pattern interaction they to Friend peers . In addition , based on interview with the class VI teacher of SD Inpres 1 Toboli that when

activity learning in progress there is students who do not concentration in learning , existence students who do not do tasks and existence students who do not do homework When given homework. Not only that , students are also more tend say dirty words to them hear from social media.

METHOD

Study This including study field research with type study descriptive qualitative , namely research that seeks give description about phenomena and conditions that occur based on conditions natural object research . Types of research This used For describe and answer issues - issues phenomenon or events that occur at the time certain (Mujaddid and Safi'i nd) . Research descriptive in general No directed For testing hypothesis , because the purpose For describe What there is " related" with variables - variables or conditions - conditions in situation . Research implemented in a way interaction directly at the place to be observed . Researchers do observation , recording and searching know dig related sources with research that will be carried out in the environment school For to obtain a maximum and necessary results a method research that is true can accountable answer (Dedi Andrianto , Sudarwin Sudarwin , and Wakib Kurniawan 2025) .

FINDING AND DISCUSSION
RESEARCH RESULT

Researcher do observation to participant educate class VI on April 24 , 2025. Observation results show that internet usage has big impact to child age Elementary School . Changes behavior child that happened is a number of student during class hours No focus study and busy alone , students the perform velocity movements (content on Tik Tok), when reprimanded by his teacher , the student he paused for a moment , and repeated it. Again when the teacher is not see to direction , besides That when the teacher explains There is cool students draw anime characters in books he wrote , the student who was disturbing his friend during class hours in progress like take book , take fountain pen his friend . Not only that , students become late come to school due to forgetting to play the game time . The influence of the internet also has an impact on interactions social child Elementary School , namely student be friends with make group or groups certain , speaking languages slang that has a negative meaning such as the words " anjay , anjir , picme , culun , goblok , tolol ". Apart from the impact negative There is impact positive that occurs due to the internet such as knowledge student to material unlearned lessons explained by the teacher , making it easier student in look for reference in learning.

On the point second (Imitate) style talk / action internet figures) obtained results obtained results as many as 11 students whose behavior No appear The same very or very rarely observed , there were 11 students whose behavior appear very in situation certain , 3 students whose behavior appear in a way consistent in various situation and 0 students whose behavior appear almost every moment become habits . At the point third (Shows preference to content certain such as : games, vlogs, etc.) are obtained results as many as 14 students whose behavior No appear The same very or very rarely observed , there were

11 students whose behavior appear very in situation certain , 0 students whose behavior appear in a way consistent in various situation and 0 students whose behavior appear almost every moment become habits . At the point fourth (Comparing) self or other people with figure from the media) obtained results as many as 11 students his behavior No appear The same very or very rarely observed , as many as 13 students whose behavior appear very in situation certain , 1 student whose behavior appear in a way consistent in various situation and 0 students whose behavior appear almost every moment become habit .

Based on explanation above obtained results calculation whole in part observational learning aspect 47% behavior student No appear The same very or very rarely observed , as much as 43% of behavior appear very in situation certain , 10% behavior appear in a way consistent in various situation and 0% behavior appear almost every moment become habits . In the section modeling aspect (imitation) behavior) at point first (Imitate) style dress , talk , or habit from the internet) obtained results as many as 12 students his behavior No appear The same very or very rarely observed , there were 8 students whose behavior appear very in situation certain , 6 students whose behavior appear in a way consistent in various situation and 0 students whose behavior appear almost every moment become habits . At the point second (using words/ phrases from internet content in conversation daily) obtained results as many as 13 students his behavior No appear The same very or very rarely observed , there were 8 students whose behavior appear very in situation certain , 3 students whose behavior appear in a way consistent in various situation and 0 students whose behavior appear almost every moment become habit.

On the point third (change) attitude to rule or adults after watch content) obtained results as many as 11 students his behavior No appear The same very or very rarely observed , as many as 12 students whose behavior appear very in situation certain , 2 students whose behavior appear in a way consistent in various situation and 0 students whose behavior appear almost every moment become habits . Based on explanation above obtained results calculation whole in part modeling aspect (imitation) behavior) 36% behavior student No appear The same very or very rarely observed , as much as 28% of behavior appear very in situation certain , 11% behavior appear in a way consistent in various situation and 0% behavior appear almost every moment become habits . In the section third aspects of self-efficacy (confidence self child) at point first (Believe self in display self in front friends) obtained results as many as 11 students his behavior No appear The same very or very rarely observed , as many as 13 students whose behavior appear very in situation certain , 1 student whose behavior appear in a way consistent in various situation and 0 students whose behavior appear almost every moment become habit.

On the point second (Dare) try matter new after see from the internet) obtained results as many as 9 students his behavior No appear The same very or very rarely observed , as many as 10 students whose behavior appear very in situation certain , 6 students whose behavior appear in a way consistent in various situation and 0 students whose behavior appear almost every moment become habits . At the point third (feel inferior because compare self with internet figures) obtained as many as 15 students his behavior No appear

The same very or very rarely observed , there were 8 students whose behavior appear very in situation certain , 2 students whose behavior appear in a way consistent in various situation and 0 students whose behavior appear almost every moment become habit .

Based on explanation above obtained results calculation whole in part self-efficacy aspect 35% behavior student No appear The same very or very rarely observed , as much as 28% of behavior appear very in situation certain , 11% behavior appear in a way consistent in various situation and 0% behavior appear almost every moment become habit

DISCUSSION

The presence of the internet in the midst public moment This utilized as channel For convey information with very wide reach and capacity . Adequate knowledge and ease access it make public the more familiar with the internet (Sari et al. 2025) . As for forms change pattern behavior child consequence use of internet media can produce change positive and change negative . Change pattern negative behavior between other :
1. The decline concentration studying in school
2. Interaction social child in be friends make group or groups certain
3. Swearing
4. Children tend to comfortable be in home and reluctant For interact outside House.
5. Imitating things negative like imitate velocity movement up to forget time
6. Play online games until forget time.
7. The decline discipline time (often comes) late to school).
(Kristanti , Ristiana , and Iswatiningsih 2025)

Apart from the changes pattern negative behavior , there are also changes pattern behavior positive in children . Changes pattern formed behavior includes :
1. Creative
2. Convenience access material in activity learning
(Winandika et al. 2025)

Based on results research obtained study This in line with research conducted by (Muhammad Hafiz and Gazali Mukhtar 2025) entitled " The Influence of the Internet on Behavior Study Students ”. In the research that has been done the show the impact of the internet on behavior child user teenager especially circles students who do not only give impact positive but also negative impacts .

Parent have not quite enough answer For to advise children they How using the Internet as source effective and safe education . They do not only must know about benefits of the internet for learning children , but they also have to know about effect negative . Relationship online communication between parents and children is a aspect important things needed For give guidance and direction . In Huston and Ripke's view as explained by (Muhammad Hafiz and Gazali Mukhtar 2025) , parents own role as protector and filter

when children start take not quite enough more answers big and start arrange life they alone . How are parents ? interact and communicate with child teenager they will impact on the attitudes held by teenagers said , and finally will to form character child in term long If pattern communication This Keep going continue .

The role of teachers as motivators in Use of internet media in Class VI of SD Inpres 1 Toboli North Parigi District , namely with to awaken interest Study student with using learning strategies in a way vary , make pleasant atmosphere , providing praise and give assessment . According to (Muhammad Hafiz and Gazali Mukhtar 2025) state that , For get satisfactory results , teachers are required creative to awaken motivation Study students . Below This put forward a number of instruction namely : a) Raising interest students , In case This method For to awaken interest Study student that is Using learning strategies in a way varies . b) Create a pleasant atmosphere , c) Giving appropriate praise to high achieving students , d) Giving evaluation (Nurkhairadi and Pratiwi nd) .

This matter proven with a 6th grade teacher who has carry out his role as a motivator , namely with using a variety of strategies , creating pleasant atmosphere , providing praise and give assessment . The teacher using various strategies such as that is with learning with using a laptop for the purpose as tool servant For access to the internet, so students don't either feel bored with lesson . The teacher use method learning game-based , as well as based on audio visual media. This method is very helpful student Because make student become Spirit in learning especially during the day namely at 11.00 WITA with thus this use of the internet can push interest Study students who were previously Already start sleepy So enthusiastic return in Study .

this digital era , the internet is part not inseparable from life students . Therefore that , the role of the teacher as educator and mentor in Internet use has become very vital (Muhammad Hafiz and Gazali Mukhtar 2025) . Teachers don't only teach material lessons , but also provide student with the skills and ethics required For navigate the virtual world safe and responsible answer .

The role of parents in to form behavior student moment using the internet as source learning involving : First , they must give intensive guidance in the learning process , and secondly , they must do supervision to internet usage (Nurkhairadi and Pratiwi nd) . Parents responsible answer in support children they in utilize the internet as tool learning with arrange internet usage , including determine limitation time daily For use of internet media.

CONCLUSION

Based on research that has been implemented so can withdrawn conclusion that forms change pattern behavior child consequence use of internet media can in the form of change positive and change negative . Change positive that is : make it easier student look for reference in learning , creative , knowledge student increase to material unlearned lessons explained by the teacher, imitate character a character who likes help and have hobby new . As for the changes form behavior negative is : imitating the tiktok velocity movement during class hours ongoing , disturbing his friend moment study , discipline

decrease , come late , make group certain , speaking dirty (anjay , anjir , picme , stupid , idiot , picme) and child more comfortable communicate virtually rather than meet direct with his friend .

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