MISUSE OF DIGITAL TECHNOLOGY TO THE USE OF TELECOMMUNICATION INDUSTRY TECHNOLOGY DEVICES USED BY CHILDREN

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Abstract

This study will analyze the misuse of technology in the telecommunications industry by examining the technology gadgets used by children, where many youngsters are now too lazy to participate in activities, too lazy to learn, and too reliant on cellphones. There are several instances of children abusing digital tools and devices. Yet, how do youngsters in Indonesia actually utilize the internet? This research is conducted in a library, which is a way of conducting research that involves reading books or periodicals and other data sources in a library. Additionally, this study employs case study and descriptive methodologies. The data and discussion indicate that internet abuse by children fosters a closer connection between children and the internet, particularly those under the age of 12, despite the negative consequence of addiction, which results in children interacting less with other family members and peers. As for other reasons, the internet is frequently seen negatively due to its content, which includes pornography, violence, and cyberbullying. On the other hand, the internet is believed to have a beneficial effect because it may be utilized by youngsters as a tool for learning. As a response, parents must supervise their children's use to avoid any negative consequences. Several prior research have demonstrated that young internet users were exposed to the internet at an early age.

Keywords: *Misuse of digital tools, Internet, Children, Parental Guidance*

1. INTRODUCTION

When you hear the word "digital technology," what comes to mind? Certain objects are clearly familiar, such as computers and all their supporting gadgets. This is not entirely accurate, given that computers are merely one manifestation of digital technology. Thus, what is the precise definition of digital technology? Digital technology is a tool that no longer relies on manual work but rather on automatic operating systems with computerized systems or computer-readable formats. Numerous sorts of digital technology tools exist, one of which will be explored in this journal such as telecommunications sector technological equipment, the internet, and cell phones. Human relationships with new media are becoming increasingly intimate in today's modern culture. The internet is becoming more common these days in both business and personal life. The internet has also become an inseparable part of everyday life, whether at work, in public, or in the home, demonstrating the critical nature of digital literacy in a modern culture where human engagement with the internet, especially its users, is becoming increasingly intense (Kurnia et al., 2019).

Children born today were raised in an era of digital technology, when computers and other gadgets such as smartphones and tablets have become daily companions (Masrah, 2017). According to research provided by uswitch.com, more than a quarter of youngsters globally have a gadget by the time they reach the age of eight. One in three children begins using a smartphone at the age of three, and one in ten children begins using gadgets at the age of two (Murdaningsih & Faqih, 2014). In another case, a Common Sense Media survey of 350 parents in Philadelphia, United States found that children as young as four years old already possess a personal smartphone device that is not supervised by their parents. Moreover, 25% of parents claimed to leaving their children alone with gadgets at bedtime, 33% of parents did admit that their children aged 3-4 years enjoy using multiple smartphones, 42% admitted that their one-year-old child enjoys using gadgets to play games, watch videos, and use applications, while 70% of parents agreed to allowing their children aged 6 months to 4 years to play smartphones while they were doing homework, and 65% of parents do the same to calm their children when in public places (Louis, 2015).

The number of gadget users in Indonesia is increasing substantially, and it is predicted that the number of gadget users in Indonesia would surpass the number of Indonesians themselves (Rahmah, 2015). Indonesia, with a population of 260 million people, is the fourth most populous country on the planet, making it a valuable market for digital technology (Kusyanti & Prastanti, 2017; Pratama, 2018).

The objectives of this paper is to identify issues related to children's usage of technology and the internet. In Indonesia, how do youngsters utilize the internet? What are the possible consequences of youngsters having access to the internet? What happens if digital tools or devices is misused by children?. In this paper, we aim to find and provide a little knowledge that we have. Here we will also discuss the important role of parents in guiding their children in the use of the internet and digital telecommunication devices.

2. RESEARCH METHOD

The library research method was used in this study, and it is defined as a research approach that is carried out by reading books or publications in conjunction with other data sources found in a library or other informational resource. In this research, case study and descriptive methodologies are used.

3. RESULT AND DISCUSSION

Currently, internet usage is increasing significantly in all nations, according to the results of a survey done by Hootsuite in a report entitled "Digital 2021." There are 4.66 billion internet users worldwide, out of a total population of 7.83 billion. This figure represents an increase of 316 million people (7.3%) over the same period in 2020. Indonesian internet users reached 202.6 million in early 2021, an increase of 15.5% or 27 million over the January 2020 period (Basoeky et al., 2021). The internet, which was first introduced towards the end of the 1980s as a new media medium, is a technology network that is expanding at a breakneck pace (Hill & Sen, 2005).

The internet penetrates daily life via a variety of devices, including laptops, tablets, mobile phones, and smartphones. Modern humans can use the internet to accomplish a

variety of tasks, including searching for information, planning trips, reading newspapers, writing, reading articles, communicating, sending, chatting, discussing, holding conferences, listening to music and radio, placing orders or purchasing goods online, developing and maintaining relationships, protesting, actively participating in politics, playing games, creating shared knowledge, as well as downloading software, and digital data, and so on (Fuchs & Horak, 2008).

As a matter of fact, how many children in Indonesia are internet users? According to Candra (2013), a quantitative survey of 100 school students aged 6-12 years in Surabaya in 2013 revealed that 27% of children utilized the internet for the first time at the age of 8. It was used by 19% of children under the age of seven and 12% of children under the age of six. Interesting findings are several respondents claimed to have known the internet since the age of five or even before. Data shows 12% of children have known the internet at the age of 5 years, 4% at the age of 4 years, and 1% at the age of 3 years (Candra, 2013). As a result among this study's findings, it is clear that people that use the internet at young age caused by their introduction to it begins at the age of toddlers (Kurnia et al., 2019).

Indonesia has a very large number of internet users, according to the Indonesian internet service provider association, a survey conducted in April 2016 of 133 million people found that the majority of internet users are between the ages of 35 and 44 years, accounting for approximately 39 million people. Children account for approximately 25 million internet users, with the remaining internet users ranging in age from 25 to 34 years to 55 years and above. Consequently, people of all ages have engaged in activities on the internet, reflecting widespread use of the internet (Azizah et al., 2017).

Generation X refers to parents born between 1960 and 1980. This generation is unfamiliar with the internet, and as a result, their activities are carried out independently without the assistance of the internet. Generation Y refers to those born between 1980 and 1990. This generation is characterized by technical advancements such as the internet and gadgets, which contribute to this generation's more innovation and open-mindedness than generation X. Following Generation Y, we have Generation Z which is the generation that was born in the late 1990s, during a period of rapid technology advancement in a variety of disciplines, with easier and more affordable access (Herlina et al., 2018). Almost all of the Z generation's activities have been done through the internet. Therefore, the term "digital native" is frequently used to refer to Generation Z. A digital native is someone (particularly children and teenagers) who has been exposed to constant technical advancements since birth, such as the advent of computers, the internet, animation, and so on. This is why digital natives' personalities and habits tend to be distinct from those of the previous generation. They frequently possess insight, knowledge, and an extremely receptive mind to technological advancements, are adept at absorbing diverse information, and can adapt to any situation (Azizah et al., 2017)

Parents face significant challenges raising children in this digital era, as internet users do not differentiate between children and adults. Many parents in the digital age struggle to choose the optimal approach to raise their children. On the one side, the use of digital technology in the home, such as the internet and video games, is unavoidable; on the other contrary, children and parents might suffer from the media's harmful effects. As we approach the digital era, the challenge of maximizing children's potential becomes more difficult (Zulfitria, 2018).

Digital Parenting is a parenting or educational initiative that educates parents about the digital native world and prepares them to prepare their children for the rapid development of technology. Digital Parenting is parents accompanying their children as they navigate the digital era, and there are some skills that parents must possess in order to avoid being mislead by today's technology. These abilities include the ability to speak with children, secure children's electronics, and reach agreements with youngsters (Azizah et al., 2017)

Children under the age of five may be given devices, but their use should not exceed two hours and should be limited to their leisure time. The use of gadgets for more than two hours every day will have an effect on children's psychology. While the digital world presents numerous new chances for personal development, it also poses a threat. Parents must establish a parenting style that protects children from harm and maximizes their digital potential. Because digital technology affects every aspect of human existence, parents must comprehend these changes in order to guide their children (Herlina et al., 2018)

According to the World Health Organization (WHO), between 5% and 25% of preschool-aged children have developmental problems. Numerous child development problems, such as motor delays, language difficulties, and social behavior, have worsened in recent years. Children are particularly susceptible to abuse and harassment. Hence, parents have a critical role in guiding their children's internet use. The crucial reason for parents to do in this digital era is to apply the right parenting style to their children (Nahriyah, 2017).

While numerous communication technologies were designed to make life easier and more comfortable for humans, they are frequently misused by users with diverse motivations and interests, resulting in unintended negative consequences. While there is no empirical evidence that the predominance of aberrant social conduct is a result of technological misuse, it is a fact that these two phenomena coexist.

There are currently a significant number of elementary school (SD) students ages 6-12 who are adept in operating and having various forms of modern media. According to data in 2010 from the Children's Media Development Foundation (hence referred to as YPMA), children in Indonesia watch approximately 7–8 hours of television every day (YPMA, 2010). The widespread use of new media by children can affect their behavior, including in their relationship with parents, other family members, school friends, playmates, and other people around them. Theresa Orange and Louise O'Flynn discuss various behaviors associated with television use in their book The Media Diet for Kids (2005), including antisocial behavior, apathy, children having a vague understanding of sex, early adulthood, and the development of energy imbalances. This condition is also prevalent in several regions of Indonesia, particularly where new media has reached youngsters, both in urban and rural areas. Observations in three elementary schools in Bendosari District, Sukoharjo Regency revealed that over 70% of children aged 6-12 years were familiar with, possessed, and capable of operating at least two types of modern media. On the premise of this phenomena, this study examines the use of new media and patterns of social interaction among children aged 8-12 years in Sukoharjo Regency, assuming that the use of new media has a significant impact on the patterns of social interaction of children aged 8-12 years. When children have a high level of media use, their social contacts are indirect or mediated, their sociability and social sensitivity are low, they tend to be aggressive, their

communication prioritizes content above relationships, and they are egalitarian (Efendi et al., 2017)

What consequences will children's internet use have? Children's relationships with the internet, particularly those under the age of 12, frequently raise the question of whether using the internet has any negative consequences. This concern naturally arises because the internet is frequently cited as a source of addiction in youngsters, resulting in decreased interaction with other family members and peers. Another reason is that the internet is frequently seen negatively due to its content, which includes pornography, violence, and cyberbullying (Kurnia et al., 2019). On the other hand, the internet is believed to have a beneficial effect because it may be utilized by youngsters as a tool for learning. For instance, a study conducted by Danby et al. (2013) demonstrates that children can benefit from internet use at home. According to Kurnia et al. (2019), children require parental advice in order to use the internet positively, and parental guidance is required to have adequate technical skills, knowledge, and emotions for accessing various types of information and entertainment via the internet. But what if children make use of digital tools or devices? Foremost, they may develop mental illnesses, become bullies or victims of bullying, acquire accustomed to hate speech or violence, and become accustomed to pornographic content. As a logical consequence, parents' responsibility in this scenario is critical in guiding their children to use the internet, digital devices, and mobile phone applications responsibly.

The number of social media users who exceed mainstream media is taken into account, as is the power of social media in the field of journalism. Mass media can be accessed exclusively on a restricted basis by subscribers or those who have broadcast coverage within regional limits. While using social media, users are not restricted to the social media networks to which they subscribe. Lately, social media is not only used for connection and socializing; it is also utilized to communicate news reports and current happenings. The proliferation of accounts associated with social media enables information to reach a broader audience, and in some cases, a global audience. Due to the diversity of existing social media platforms, information will travel quickly via a variety of different sorts of material, depending on the social media platform used by consumers. On social media, information is not only in text format, but also in audio, visual, and audio visual formats such as video. In some circumstances, news or information uploaded on social media is viewed as a source of information worthy of replication for transmission via commercial media (Adhistian et al., 2021)

4. CONCLUSION

Digital technology is a tool that no longer requires manual human work, but rather an automatic operating system with a computerized system or a computer-readable format. Additionally, there are numerous sorts of digital technology tools, including those used in the telecommunications business, the internet, and mobile phones, which will be explored in this journal. The influence that internet users will have on children is their relationship with the internet, particularly those under the age of 12, in addition to the negative impact of addiction, which causes children to engage with other family members and peers less. Another reason is that the internet is frequently seen negatively due to its content, which includes pornography, violence, and cyberbullying. On the other hand, the internet is

believed to have a beneficial effect because it may be utilized by youngsters as a tool for learning.

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