ANALYSIS THE USE OF GADGETS ON LEARNING OUTCOMES OF FOURTH GRADE STUDENTS ELEMENTARY SCHOOL

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ABSTRACT

The analysis is intended to determine how large the influence of the use of the gadget on the results of study participant learners. Methods of research are used in the analysis is that qualitative so will result in the data descriptive form of words that are studies library (Library research). The type of research used in this analysis is library study, which is a series of activities relating to library data collection by exploring, examining, analyzing, identifying knowledge, reading and recording and processing research material sourced from books, journals, notes, reports, encyclopedias, magazines, research results (theses and dissertations) and other relevant sources data analysis technique collection were used, namely editing, organizing, and finding and analysed using data analysis deductive, inductive and comparative. The results of the analysis conducted proved that the use of gadgets at primary school learners can influence negatively or affect positive, then of the need for oversight and direction that both parents and educators on how to use and the use of gadgets that can assist in the learning activities. The use of gadgets in learning activities can have a positive effect if gadgets are used as learning media such as the use of gadgets to find wider material, help in learning to write, count, read and become interesting media for students. As in several journals that researchers use in their analysis which states that if the intensity of the use of gadgets is considered and their use is correct it will have a positive impact on student learning outcomes so that learning outcomes increase.

Keywords : Gadgets, Results Learning.