

**ANALYSIS OF THE USE OF GADGETS IN INCREASING THE
LEARNING MOTIVATION OF ELEMENTARY SCHOOL STUDENTS
(Case Study Research at SDN Nanggewer, Sukahaji . District
Majalengka Regency)**

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Abstract

This study aims to (1) determine the use of gadgets on students at SDN Nanggewer, (2) find out the impact of using gadgets on learning motivation at SDN Nanggewer, Sukahaji District, Majalengka Regency, (3) find out the efforts made by educators in increasing students' learning motivation. through the use of gadgets at SDN Nanggewer, Sukahaji District, Majalengka Regency. The method in this study uses a case study method with a qualitative approach. Data collection techniques used in this study are observation techniques, interview techniques and documentation techniques. And the data analysis technique used is data reduction, data presentation and conclusion drawing. The results obtained in this study are that the use of gadgets by students at SDN Nanggewer can have positive and negative effects depending on students using gadgets. The negative impacts of using gadgets on students at SDN Nanggewer include students preferring to play online games, social media and other applications on gadgets, students being undisciplined in collecting assignments, students not being active in Whatsapp Group learning, and using gadgets too often. can interfere with eye health. Therefore, it is necessary to have good supervision and direction from educators and parents. The efforts made by educators in increasing students' learning motivation are educators providing encouragement to students by reminding them of the initial goals to be achieved, educators and parents collaborating in conducting supervision, teaching educators using various methods and interesting learning media.

Keywords : Gadget, Learning Motivation