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The Role of Parents in Supervising Gadget Use For Children Aged 4-7 Years in Delta Bumi Sudiang Housing

*Peran Orang Tua dalam Pengawasan Penggunaan Gawai Pada Anak
Usia 4-7 Tahun di Perumahan Delta Bumi Sudiang*

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Abstract

Keywords: *Children, Gadgets, Supervision, Parental Role*

This study examines the role of parents in supervising the use of gadgets in children aged 4-7 years in Delta Bumi Sudiang Housing. The goal is to understand the picture of gadget use, the role of parents in supervising it, and the positive and negative impacts of gadget use. This research uses a qualitative approach with data collection techniques through observation, interviews, and documentation. The results of the study show that parents have an important role in supervising children when using gadgets, such as limiting time for use, setting an example, and accompanying children while playing. The positive impacts of using gadgets include making communication easier and practicing creativity, while the negative impacts include hearing loss and eye health. Parents also give directions to children to consume content with Islamic nuances. Thus, the role of parents in supervising the use of gadgets is expected to form a generation that has good behavior and morals.

Abstract

Kata Kunci: *Anak, Gawai, Pengawasan, Peran Orang Tua*

Penelitian ini mengkaji peran orang tua dalam mengawasi penggunaan gawai pada anak usia 4-7 tahun di Perumahan Delta Bumi Sudiang. Tujuannya adalah untuk memahami gambaran penggunaan gawai, peran orang tua dalam mengawasinya, serta dampak positif dan negatif dari penggunaan gawai. Penelitian ini menggunakan pendekatan kualitatif dengan teknik pengumpulan data melalui observasi, wawancara, dan dokumentasi. Hasil penelitian menunjukkan bahwa orang tua memiliki peran penting dalam mengawasi anak saat menggunakan gawai, seperti memberikan batasan waktu penggunaan, memberikan teladan, dan mendampingi anak saat

bermain. Dampak positif dari penggunaan gawai meliputi mempermudah komunikasi dan melatih kreativitas, sementara dampak negatifnya meliputi gangguan pendengaran dan kesehatan mata. Orang tua juga memberikan arahan kepada anak untuk mengonsumsi konten bernuansa Islami. Dengan demikian, peran orang tua dalam mengawasi penggunaan gawai diharapkan dapat membentuk generasi yang memiliki perilaku dan moral yang baik.

INTRODUCTION

Parents are the first environment of children that have an influence on the growth and development of children or the younger generation. According to the Great Dictionary of Indonesian Language, parents in a special sense are father and mother. Parents are components of the family consisting of fathers and mothers who consciously educate their children to reach adulthood.

Parents have a great responsibility in providing guidance to their children, the first task of father and mother is to form the child's personality with full responsibility in a harmonious atmosphere between parents and children. Allah SWT says in the Qur'an surah Ar-Rum verse 30, Translated:

"Therefore, face your face straight to the religion (Islam in accordance with) the nature of Allah who has created man according to it. There is no change in God's creation. That's a straight religion, but most people don't know."

Therefore, the role of parents is very important in life, especially mothers are the first school for their children. The efforts of parents in guiding children towards the formation of noble and commendable morals are

adjusted to the teachings of Islam, namely in providing good and correct examples, because children like or have a tendency to want to imitate and try high. Most children are closer to their mothers than their fathers or other family members. Therefore, the role of maternal education is basic education that cannot be underestimated or ignored at all. Because the role of mothers is very important and mothers are wise and good at educating their children. The good or bad education of mothers for their children will have a big influence on the development and character of their children in the future. This study seeks to analyze the general overview of use *Gadgets* for children aged 4-7 years in Delta Bumi Sudiang housing, the role of parents in supervising the use of *Gadgets* children aged 4-7 years in Delta Bumi Sudiang housing, as well as knowing the positive and negative impacts of using *Gadgets* for children 4-7 years old in Delta Bumi Sudiang housing

RESEARCH METHODS

This study uses a field research design with a qualitative approach to understand the role of parents in supervising the use of gadgets in

children aged 4-7 years in Delta Bumi Sudiang Housing. The type of data collected is qualitative data obtained through observation, interviews, and documentation. The main source of data comes from 4 parents who have children aged 4-7 years in the complex. The data collection technique was carried out through structured interviews with selected parents. The interview was conducted at the research location, namely at the Delta Bumi Sudiang Complex located on Jl. Goa Ria RT.006/RW.008, Laiang Village, Biringkanaya District, Makassar City, South Sulawesi Province, 90242.

The data analysis process is carried out descriptively by means of data reduction, data presentation, and conclusion drawn. Data reduction was carried out by identifying common patterns in parental supervision of children's use of gadgets. The presentation of data was carried out by summarizing the results of the interview in the form of a structured narrative. Conclusions are drawn by relating the findings to the research objectives and drawing appropriate conclusions.

The research flow chart is used to describe the process that goes through this research, starting from the data collection stage to analysis and drawing conclusions. This flowchart helps in visualizing the steps taken in the research, as well as making it easier for the reader to understand the process as a whole..

RESULTS AND DISCUSSION

Overview of Gadget Use in Children Aged 4-7 Years in Delta Bumi Sudiang

Delta Bumi Sudiang Housing, when parents are busy working they free their children to play gadgets so as not to disturb, and most parents do not schedule the use of gadgets for their children, so that children use gadgets without being constrained by time constraints that result in addiction in playing.

The applications used are not under parental supervision, so it can be ensured that children can access any application. Although most toddlers and elementary school children only access youtube, tiktok, instagram, whatsapp and games. In adolescence, most access youtube, tiktok, instagram, telegram, webtoon, wattpad, whatsapp, games, and information finder applications needed in their school education.

The carrying of gadgets at school will interfere with children's focus in learning, therefore it is necessary to anticipate, so that children remain in the proper corridor. Parents are obliged to sweep their children at certain times, in order to anticipate unwanted events. This is a form of prevention of negative actions that can occur in society.

Supervision of Gadget Use in Children Aged 4-7 Years

a. Definition of Gadgets

Gadget is a term in English that means a small electronic device with various special functions. A gadget in a general sense is considered an electronic device that has a special function on each device. For example, computers, gadgets, games and others. A gadget is an electronic device that has a practical purpose and function, especially to help human work.

Gadgets can also be used positively or negatively, the number of gadgets among children is an indication of luxury that is specific, the number of children who are abandoned by their parents because of the busyness of their parents and parents also forget about the future life of their children, so that on the other hand there will be social jealousy of the child towards his friends or maybe a child will prefer to imitate other people who are made his idols rather than follow his parents.

Gawai makes a double-edged sword, if used properly, it will provide benefits for adults and children. However, if the use of Gadgets is used negatively, the harm will be greater than the benefits provided. (Achmad Sunarto, 2014: 141).

Gadget usage globally can be classified as:

1) Gadgets can be used to announce lessons, progress, invitations and as a reminder tool and can provide effectiveness against time and economic difficulties.

2) Give the freedom to discuss messages at the desired time or reject messages that you don't like.

3) Reviving the bond of brotherhood between those who send messages and gadgets can help communicate with others.

4) Gadgets have an addictive impact on users.

5) Gadgets can be used to surprise others, terrorize, insult others, make the wearer autistic, waste the wearer's time. (Sunarto, 2004: 58).

Gadgets have always been considered something unusual or something cleverly designed beyond the normal technological objects that existed at the time of their creation. Gadgets are sometimes also referred to as gizmos.

b. Various Gadgets

1. Smart Phone

Smart phones were first invented in 1992 by IBM in the United States, namely 34 companies that manufacture electronic devices. But at that time SmartPhone was not as sophisticated as it is today. Smart phones were first equipped with the facilities of a calendar, a phone book, a world clock, a note-taking section, email, and games. But one thing you need to know is that this Smart Phone made by IBM is not equipped with buttons but is equipped with touch screen or touchscreen technology, although the way to press it is still using a stylus stick. At this time, there are many companies that have developed Smart Phones to be popularly used, such

as Nokia, Samsung, Blackberry, Motorola, and many more.

2. Tablets

Elisa Gray was the inventor of the first laptop, this laptop device functions for writing, in 1945 Venner Bush invented the memex device, then he developed it from the invention of Elisa Gray, the tool invented by Venner Bush is large similar to a desk that functions to record pictures and writing, but the more sophisticated technology in the 2000s Bill Gates invented a gadget called a tablet

c. Supervision of Gadget Use

In an era that continues to develop like today, technological sophistication is not spared from our daily lives, one of which is Gadgets. Gadgets themselves are practical handheld electronic devices to carry anywhere in which we can access the internet, access various applications such as social media, applications for communication, applications for playing games and even we can do work or study anywhere very easily when we have a gadget.

Children have become active users of electronic products and gadgets. Often we meet many parents who provide Gadget facilities that are used as a medium in educating their children who are still in school to become one of the parents' shortcuts in accompanying their children or acting as caregivers for the child.

The applications used are not under parental supervision, so it can be ensured that children can access any

application. Therefore, it is necessary to anticipate so that children remain in the proper corridor. Parents are obliged to sweep their children at certain times, in order to anticipate unwanted events. This is a form of prevention of negative actions that can occur in society.

The Role of Parents

The term "role" refers to the part or task that has the primary authority to perform. Role can also be interpreted as something that is responsible or responsible for an event, especially when it occurs. There are also those who interpret roles as part of what is played or the responsibility of the job. In addition, there are also those who interpret roles as part of an activity that must be done.

Based on the explanation above, what is meant by the role by the author is a function or part of the main task held by parents to be carried out in educating their children. The role here is more focused on guidance that involves or involves parents with children. In addition, the Ministry of National Education states that a role is a collection of behaviors that are expected or possessed by an adequately qualified individual in society. Roles are primarily determined by individuals who are distinctive or special.

In addition, the role of parents as the first and main educator is the basis of other roles, which can be described as future roles as follows:

- 1) As a Coach and Supervisor

Parents as Coaches and Mentors, parents must first educate their children and then others. In accordance with its function. Parents as educators must be able to foster and guide children in various things, one of which is by habituating and training children from an early age to do good and have noble morals. The lack of religious education that is not given from an early age makes it difficult for children to accept the religious values taught.

Another thing that can be done for children's education is to appreciate. If there are children who succeed in completing the task well, they need to be appreciated. This appreciation is a positive form of reinforcement and at the same time a good motivation. Then gifts can also be said to be motivation, but not always. Because a gift for a job, it may not be attractive to someone who is not happy and untalented for a job.

2) As an Example or Example

In the family environment, children first receive guidance regarding religion, both through example, behavior, treatment, words, and so on. Fathers and mothers are role models or the main role models for children. Various words and behaviors carried out by parents will be emulated and imitated by children.

3) As a Facilitator

The smooth running of education in this case is greatly influenced by economic problems. This is not a significant problem for elderly people with an adequate economy, but for elderly people with a weak and

insufficient economy, it is a significant problem. Therefore, parents who are able to meet the educational needs of their children are expected to be able to convey understanding to their children while also trying to find ways to meet the educational needs of their children financially and materially. In other words, parents know what they must do to plan their education so that they can achieve their dreams and aspirations.

4) As a Supervisor and Controller

In the family, the foundations of experience are usually laid through compassion, the need for authority, and the value of obedience. As parents who are responsible for their child's safety and well-being, they can raise their children in a way that is consistent with religious values.

Therefore, children are not only affected by the methods used, but relationships between fellow family members will also play a role in influencing their souls, especially children who are in the stage of growth and development or underage.

Overview of Gadget Use in Children Aged 4-7 Years in Delta Bumi Sudiang Housing

Gadgets are one of the most advanced items that present various applications, be it social networks, news media, and entertainment for users. In this day and age, children are allowed to use Gawai and they are immediately given the freedom to use Gawai, even though the introduction of Gawai to

children at school age is considered too early.

The use of Gadgets in children today is no longer a taboo thing, from young to old people know how to use Gadgets, early childhood is also given the opportunity to use Gadgets freely.

The following are the results of an interview with Rasdiana/Mama Rufi, a mother of 1 child who is 4 years old in Delta Bumi Sudiang Housing regarding opportunities for children to use Gadgets. She explained that:

"Sometimes there is something Rufi wants to learn beyond what she is currently seeing, especially since she has a great curiosity. We also give Rufi the opportunity to play Gawai when she has finished her daily activities, has finished bathing, eating, studying, and playing. Rufi was given the opportunity to play Gawai for about 2-5 minutes.

A critical period in a child's development will make it easier for the stimulus to be captured by the child. Children will be more sensitive and respond well, usually marked by great curiosity from the child who often asks what he sees around him.

The results of the interviews conducted by the researcher provide an overview that children are allowed to use Gadgets on the grounds that there are children's curiosity that must be fulfilled through Gadgets, is one of the digital learning tools for children that can increase creativity and knowledge.

This can certainly affect the development of children. Enrich vocabulary for children, or when

children imitate what they hear from gadgets. Mrs. Dalwah also explained that:

"Children are given the opportunity to use gadgets because they are interested in seeing videos that are wrapped in a unique and interesting way, especially full of colors. That's why children feel at home playing gadgets"

The speed of children in learning gadgets is very amazing, at a fairly early age when they are not good at reading and writing, children will search for content or applications using the mic mark on the keyboard easily. Accessing websites or applications freely that are beyond parental control, content that interests children will often watch for a long period of time. Children who are addicted to playing with gadgets when their gadgets are taken tend to be easily angered and even throw unclear tantrums, sometimes throwing things around them or even rolling around while screaming on the floor. As a result of the author's interview with Mr. Destiny/Father Uwais, he said that:

"We gave him the opportunity to use Gawai because he saw his brothers using it, so he was interested in using it. He also has the right to know the technology that exists so we hope that what he watches can be useful even though not everything can be filtered."

From several interview results conducted by the researcher, the researcher concluded that the picture of the use of Gadgets in Delta Bumi Sudiang housing that children are given the opportunity to play Gadgets because

of their high curiosity and parents think that technology can help children's development.

The Role of Parents in Supervising the Use of Gadgets in Children Aged 4-7 Years in Delta Bumi Sudiang Housing

Parents in today's world will be troubled with sophisticated technology, therefore supervision from parents when children play gadgets must always be played well. Based on the results of the researcher's observations, there are children who use gadgets for positive things and vice versa and lack of direct assistance from parents.

Every parent has a different parenting and discipline for their children. One of the things that can be done is to be firm and disciplined when children play gadgets for too long. Parents are obliged to control every thing that their children do, such as the duration of using the gadget so that it is not excessive which will affect their growth and development.

Scheduling children's time to play gadgets must be done, and parents play an important role in this. Experts suggest that the maximum time for children to play Gadgets per day is 1-2 hours, this is done so that children are not addicted to Gadgets and do not damage their eyes.

The role of parents towards children must always be played. Monitoring websites and content that is viewed regularly is one of the effective things that parents can do. Inviting

children to discuss and play more often can help increase children's creativity

Some of the roles that parents can play in supervising their children playing gadgets are as follows:

a. Parents provide limits on the time of using gadgets for children

The use of gadgets can indeed provide many benefits in terms of ease of accessing various kinds of interesting information, especially learning information for children. Providing time limits for children to play gadgets can minimize the negative impact on children. Based on the results of the researcher's interview with Takdir/Father Uwais regarding the time limit for children to play Gadgets, he explained that:

"We provide an opportunity for uwais to play Gawai only on holidays, when he comes home from school on Friday to Sunday before the Maghrib prayer. Even so, we still give a break not only to play Gadgets, on holidays you have to take a shower first and when you are not watching youtube at mealtime, he also plays more often with his friends in the afternoon. Uwais also understood that when his playing time ran out, he returned it to us."

As a result of the interview with the father of destiny / father uwais, the author concluded that he limits his child's time by prioritizing the child's productive days to study at school. When the time to use the Gadget has expired, he acts decisively by taking the Gadget and understanding the time of use, so that the child will understand and

be more aware of himself to return the Gadget.

Mrs. Dalwah revealed that:

"We limit her use to 1-2 hours, she often watches videos of letter and number recognition. Restricted so that his eyes don't hurt"

Based on the results of the interview, it can be concluded that restrictions on using gadgets can minimize the impairment of children's eyesight.

Mrs. Risna Kawani/ Mama Aulia also said that:

"Aulia limits playing gadgets for about half an hour, the rest of the time Aulia plays with her brother and cousins."

Based on the results of the interview, it can be concluded that the child's interaction with the surrounding environment is also still considered. Frequent play with gadgets can reduce children's interaction with other people so that they tend to ignore their surroundings. Another statement was expressed by Rasdiana's mother, if she limits the time for children to play gadgets because they are still young and so as not to damage the child's developmental nerves.

"Rufi usually plays Gadgets for only 2-5 minutes, because he is worried that it can damage his developing nerves."

Based on the interview, it can be concluded that if the use of gadgets is not restricted, it will damage the child's developmental nerves. Often the author finds that because of the frequency of

playing gadgets, children will be imagining what they see even in their sleep. Kicking his parents when delirious in his sleep because he thought he was playing football on the field.

From some of the interviews above that the researcher has conducted, it can be concluded that the time limit carried out by parents helps so that children are not addicted to playing gadgets, often the author encounters when children often play gadgets, their emotions will be irregular, they are more easily angry.

Time restrictions made by parents can also prevent damage to children's vision. Excessive use of gadgets can also affect children's interaction with their surroundings, even though it is known that children still need social interaction for aspects of their development. Parents need to distract their children with things they like, such as looking at pictures in books, outdoor activities by playing, or even inviting children to experiment. Therefore, the role of parents related to time restrictions for children in the use of gadgets is needed so that it does not have fatal consequences in the future.

b. Parents Give/Be an Example for Children

Children will imitate what is around them, so they need to give good examples from parents. Children are easy to imitate, when parents exemplify bad things such as the use of gadgets in front of children, they will ask for the same thing, sometimes children even reverse their parents' words if they are

being advised. This was revealed by Mrs. Dalwah that:

"Dhea, if you play Gadgets, don't sleep around, later his eyes will be damaged. Sit down. I also get used to not playing gadgets in front of dhea, so as not to feel neglected"

Based on the results of the interview, it can be concluded that playing gadgets too often in front of children will interfere with the child's mentality, he will feel unnoticed. Often the author finds that parents use gadgets to play games and watch movies, not just communicate. This can also interfere with the child's behavioral and emotional development.

Likewise what Pak Takdir did, he revealed that:

"Uwais, the voice of the gadget should not be loud, later if you are called uwais, you won't hear it. Uwais when he is focused on playing Gadgets, he tends to ignore it when called, just shut up. I remember that if I do that, I won't be allowed to play Gawai anymore."

Based on the results of the interview, it can be concluded that by setting an example for children, parents warn their children not to be too loud because if they are called, they will not hear it. Parents also warn their children not to play with their gadgets while lying down because their eye health will be disturbed. Mrs. Risna Kawani expressed a different thing,

"Before watching Aulia, I warned not to imitate the bad things she watched. Don't talk loudly, aulia, girls must be calm and speak politely."

Based on the results of the interview, it can be concluded that children will imitate what they hear and see, so parents play an important role in warning and informing moral values.

Parents are obliged to invite their children to use gadgets in a good way, such as taking children to watch the story of the Prophet Muhammad, Nussa and Rara, or other Islamic spectacles. This was expressed by Mrs. Rasdiana, that

"When it's time to play with gadgets, I invite Rufi to watch or read the stories of the Prophet Muhammad."

From some of the interviews above that researchers have conducted, it can be concluded that parents play an important role in being a good example for children, exemplifying good behavior needs to be affirmed to children, such as children must behave politely, both to older and younger people.

What comes out of the parents' mouths also needs to be considered because children will imitate their parents who are used as role models by children. Parents not only give warnings but also provide information after the warning so that children are not confused. So the role of parents in setting a good example in the use of gadgets is very important for children.

c. Parents Accompany Children When Playing Gadgets

Parents must always accompany their children when playing gadgets, this is done so that children do not access things that smell negative or

pornographic. Children who are not accompanied by their parents will be wrong in using their gadgets due to a lack of information and direction from parents. When children feel accompanied and supervised, children will use their gadgets well Mrs. Rasdiana revealed that:

"Rufi when playing Gawai, I always accompany him, before going to bed I usually read the stories of the Prophet Muhammad. Accompanied to be more aware."

Based on the results of the interview, it can be concluded that mentoring when children play gadgets is a sign of parental care for their children.

Parents must also always be updated about technology, because children are always curious. So when parents accompany the child, it is necessary to provide accurate information to the child.

d. Parents Restrict/Choose Applications/Sites on Children's Gadgets

The development of science and technology has brought changes to almost the entire structure of human life. In Indonesia, the number of gadgets is growing very rapidly. A variety of attractive, interactive and flexible applications and websites on gadgets facilitate humans to meet their needs.

The applications contained in the gadget are not only applications about learning about letters or pictures, but there are entertainment applications, such as social media, videos, pictures and even video games. In reality,

children will use their gadgets more often to play games than to study or play outside the house with friends their age. "An application or software is one of the ready-made programs that is made to perform a task or instructions that have a specific function and purpose

Parents provide the opportunity to use gadgets to their children to facilitate the process of learning to recognize numbers, recognize letters, count, and read. Interesting media can motivate children in learning, such as videos of singing while learning. Mrs. Risna Kawani revealed that:

"Aulia chose interesting media to learn to be more enthusiastic, because she already wants to enter kindergarten.

Based on the interview, it can be concluded that choosing the right application can facilitate the learning process of children in recognizing numbers and letters and interesting media that makes children enthusiastic about learning. Mrs. Dalwah also said the same thing, that:

"Dhea prefers to learn from youtube kids because there is singing, dhea also plays talking ginger games. If you play the game, you like to sing, later the cat will also sing."

Based on the interview, it can be concluded that children will be enthusiastic in learning if they sing for a long time or sing while learning. Of course, because of the role of parents in choosing a good application and its assistance.

Another thing was expressed by Mrs. Rasdiana, that:

"Rufi usually plays games that choose colors. He chose the color and kept guessing, if he didn't know, he would have asked. Now I have learned to recognize numbers and letters. Every time I want to sleep, the stories of the prophet Muhammad are read through an application. I do this to train Rufi's fine motor skills"

Based on the results of the interview, it can be concluded that choosing a good application or learning media for children can help their growth and development, such as training children's fine motor skills. Listening to and seeing animations of the Prophet Muhammad's story can provide a good example for children to develop themselves.

From some of the interviews above, researchers can conclude that choosing a good application will help children's growth and development, by hearing and seeing animations of the Prophet Muhammad's story, singing while learning, and playing while learning.

The selection of applications for children's viewing is recommended to use the youtube kids application, because often the author finds that children who do not use youtube kids tend to have their watches not filtered properly, especially if they are not supervised by parents. In this era of globalization, there is such a thing as parental control whose function is to control and limit children from accessing content that is not appropriate

for their age and has received approval from parents.

Positive and Negative Impacts of Gadget Use in Children Aged 4-7 Years in Delta Bumi Sudiang Housing

Gadgets are modern communication tools. Gadgets are increasingly making communication between humans easier. It's no secret that today's children have been exposed to gadgets from an early age. Some people believe that gadgets can help the child's development process, but there are also those who think that gadgets can be harmful.

a. The positive impact of Gawai is:

1) Easier Communication

Gadgets can make communication between parents and children easier, this was revealed by Mr. Takdir

"Usually during work or outside the house, Uwais sends voice notes on WhatsApp because he is not good at writing. This is done to report his condition at home, tell him about his activities at school or even ask when he will come home. When he holds a Gadget or wears a Gadget of his brothers."

Based on the interview, it can be concluded that Gawai can facilitate the child's communication with his parents, either by sending a voice note or just a video call.

2) Increase Knowledge

Gadgets can make it easier for children to access the knowledge

obtained from the applications in them, as revealed by parents in the researcher interview session.

3) Train Children's Creativity

Gadgets can train children's creativity, this is evidenced by the child's ability to adapt to the surrounding environment and the development of the times.

In addition to the positive impact, of course, Gawai also has a negative impact.

b. The negative impact of Gawai is:

1) Can damage the eyes

Playing Gadgets not only has a positive impact, but can also have a negative impact on its users, including the number of children who become addicted to playing Gadgets and

experience eye radiation and even lose their sanity due to games, this has also been revealed by Mrs. Dalwah in an interview conducted by researchers.

2) Can influence children's behavior

Gadgets not only affect the mindset or behavior of adults but can affect children's behavior. As revealed by Mrs. Rasdiana who has been interviewed by researchers.

3) Hearing impairment

Playing with the gadget for too long can interfere with hearing, if it is too long, it can make the child behave as if he is still holding the gadget, so that he lacks focus on activities. This is as revealed by Mr. Takdir in an interview conducted by the researcher.

even play during school holidays. Without a time limit, the child will be addicted and will have a bad impact on him. The role of parents in giving examples when playing Gawai is also necessary, for example not playing Gawai in front of their children, not playing while lying down, not hearing Gawai's voice loudly, and not imitating the negative things of Gawai. Moral values exemplified by parents are certainly needed so that children behave politely.

The role of parents in accompanying children, if parents do not accompany children, they are worried that children will access things that smell negative or pornographic. When playing Gadgets, sometimes children will ask about the things in it,

CONCLUSION

Based on the results of observation, interviews and data collection, the researcher draws conclusions from several points, including:

The description of the use of Gawai in children aged 4-7 years is that children use Gawai because of their high curiosity, so parents give them a chance. Parents also think that technology can help children's development.

The role of parents in supervising the use of gadgets in children aged 4-7 years in delta housing in the Bumi Sudiang delta is in the form of time restrictions on using them. Such as restrictions on wearing for 1-2 hours, half an hour, 2-5 minutes, and some

accompanying children when playing Gadgets can also minimize children's misunderstandings in understanding technology.

The role of parents in limiting children's applications, when accompanied by parents, applications or websites opened by children will be more controlled. The use of youtube kids for an early age, using it to see applications to learn to recognize numbers and letters, know colors and know the history of the Prophet Muhammad through an interesting and interactive application. Application control can be done with a parental control system through a google family link. Without any restrictions on the application, children will be exposed to negative things, which will certainly have an impact on the future.

The positive impact of using Gadgets is in the form of making communication between children and parents easier if they are far away, they can be through whatsapp or other chat

applications. Increasing children's knowledge, with gadgets children will easily access learning sites such as color experiments or learning to make handicrafts. In addition, the positive impact of playing Gadgets is to train children's creativity, with which children can adapt to the surrounding environment and of course the development of the times, such as the application of color experiments.

The negative impact of using Gadgets is in the form of damage to eye health, if children are exposed to radiation from Gadgets excessively. Affecting children's behavior, if they play Gadgets frequently, children will rarely interact with their environment. Hearing impaired, children who listen to the Gadget with a loud voice will not hear when called, especially when they focus on the Gadget so they will ignore the surroundings. Sometimes it's just silence when called even when we're talking beside him.

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