

ABSTRACT
Effects of the Use of Gadgets on Student Learning Achievement
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Keywords: Use of Gadgets, Learning Achievement.

Many students use gadgets that cause students to be negligent in carrying out their tasks of learning, besides that many students become depressed because they cannot escape gadgets and even hurt themselves and others so they can use gadgets.

The research method that researchers use is quantitative research methods sourced from questionnaires distributed by researchers to respondents, observations and interviews. Apart from the questionnaire, observation and interview data were also obtained from Kalianget 1 High School students.

The sample in this study were 227 students at Kalianget 1 High School. Determination of Samples using Proportional Random Sampling method by lottery. The statistical method in this study uses a quantitative approach using simple linear regression data analysis. Data processing using SPSS version 20.0 for windows. The results showed that the use of gadgets influenced student achievement. Based on the analysis of data that has been done there is an influence indicated by the t value of 23,260 with a significance of $0.002 < 0.05$. T value is $23.260 >$ from t table 2.834984.

Based on data analysis that has been done there is a positive effect indicated by the t value of 23,260 with a significance of $0.002 < 0.05$. T value is $23.260 >$ from t table 2.834984. Afterward the efforts that could be made by the Sumenep 1 High School SMKN, the teacher supervised the students and students not to use gadgets during the teaching and learning process, and imposed sanctions if there were students or students found using gadgets during the teaching and learning process.