

## Correlation among parents digital literacy and children gadget usages and social behaviors

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**Abstract:** This study aims to describe the impact of the habits of students playing gadgets and understanding digital parental literacy on the social concerns of elementary school students in Madiun. This research uses a quantitative approach to the type of correlation study. Data sources used in this study are primary data sources and secondary data sources, while the data collection technique is to use a questionnaire, while secondary data are collected by observation, interview, and documentation instruments. Validation used to test the truth is the correlation test and triangulation of research sources. Data analysis uses the interactive model of Miles and Huberman. The research that has been done shows that 83% of students play gadgets with playing duration reaching more than 5 hours in one day, 17% of other students play gadgets with playing duration reaching 4 to 5 hours in one day. The habits of students playing gadgets are influenced by friends, family activities, and attention, the environment in which they live. Other negative effects due to the habit of playing online games affect the quality of sleep, eating patterns, and some children imitate the style of play that is played and practiced to peers in real life. The positive impact due to the habit of playing gadgets increases the vocabulary of foreign languages namely English. Negative impacts are more dominant due to the habit of playing online games.

**Keywords:** Digital Literacy, Social Behavior, Usage Intensity

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## INTRODUCTION

The decline of a country is marked by the harmony of a society. Miscommunication between ethnic groups makes social interaction tenuous. This tenuous social interaction is the cause of conflicts in society such as brawls. The statement is in line with the opinion expressed by Soekanto&Sulistiyowati (2013: 58), namely:

Social interaction is very useful for studying and studying many problems in society. For example in Indonesia, forms can take place between various ethnic groups, between groups called majority and minority, and between educated groups and religious groups and so on. Social interaction is the key to all social life because, without social interaction, there would not be a life together.

Without interaction, caring between people will not appear in the community. That is why social care must be preceded by social interaction that is intertwined first. Social care will be created through good interaction between fellow humans whose nature is as a social creature. This social interaction must be instilled, familiarized, and taught starting from childhood. Desmita (2013: 184) believes that children's social development, namely:

As is the case with children's early childhood, interacting with peers is an activity that takes up a lot of children's time during their middle and late childhood. Children aged 2 years spend 10% of their daytime interacting with peers. At the age of 4 years, the time spent interacting with peers increases to 20%. Whereas children aged 7 to 11 spend more than 40% of their time interacting with peers.

From the above statement stated that children aged 7 to 11 years of elementary school-age children spend 40% of their time to interact. In this technological era, it becomes a challenge for children to develop social interactions with peers and the environment where children at primary school age are synonymous with the pleasure of seeking entertainment through games.

Through the advancement of technology, social care began to collapse due to several factors including the use of human-made technology, namely the internet (interconnection network). According to Ngafifi (2014: 37) argues about technological developments, namely:

When humans are still at the irrational stage (traditional and affective), humans have been able to produce various technologies that are still simple. Along with the development of rationality, humans have produced various technologies that are quite complicated, but in the end, the existence of these technologies is used as a tool to achieve human life goals. Technology has influenced the mindset of humans themselves, and consequently, technology has also greatly influenced actions and patterns of human life. "

Technology indirectly affects the mindset, actions, and patterns of human life. Moreover, technology such as the internet is used by humans as one of the satisfaction needs of life.

Because the internet becomes a daily human need where every human being accesses the internet for personal needs. Every human being can access the internet anytime and anywhere coupled with the rise of the establishment of internet cafes (internet cafes) that are around the community environment. Because the ease of accessing the internet causes weak social interaction and even begins to lose social care to their peers and in the social environment of the community. According to Budiargo (2015: 29) the development of internet users, namely:

From year to year, computer and internet users continue to increase. At present, 149 million people worldwide use internet facilities reaching 12% per month. The goals and behavior are different. Adults generally use the internet as part of work and to get information, while children access the internet for entertainment needs, such as games, music, and getting to know other people. "

The data shows children accessing the internet for entertainment needs, such as games, music, and getting to know others. Games are the child's top choice because at primary school-age children are more inclined to entertainment and games.

Among elementary school-age children, they access the internet to look for entertainment such as games. One of the children's entertainments that is directly connected to the internet is online gaming. Pitaloka (2013: 4) thinks about online games, namely:

Online games are one of the many technology products that illustrate the power of science. Online games allow gamers (individuals who play games) to have the freedom to explore themselves. Their play activities are based on backgrounds that are different from each other. Every student gamer has their reasons for choosing to play online games. The results of the study showed that the background of student gamers who like online games includes several things. Among them are online games that are considered fun and entertaining. For them, online gaming is a routine activity after school.

The habit of playing online games has become a routine activity for elementary school-age children. Without realizing that online gaming habits can impact on children's social development.

The habit of playing children playing this online game causes the loss of interaction which starts to impact on the social care of children who should have social care instilled and fostered from an early age. When children play online games, children are more focused on the game they play as a result the child does not see the situation and conditions that are around him. According to Jinan & Christina (2015: 98), signs of social problems of children who habitually play games are:

There are signs that children withdraw from playing games, that is, children begin to be alone in the room to play games, regardless of the home situation, children rarely go out with their peers because they enjoy playing alone, children begin to find it difficult to answer when asked the development of friends. His friend because he started not caring about friends.

It cannot be imagined if the child is in the habit of playing games will cause social development problems in children.

Indeed humans cannot live alone without help from others. According to Walgito (2003: 26) "Man is essentially a social creature in addition to other traits, then naturally humans need relationships with others, humans naturally have the urge to relate to their surroundings". If children begin to leave the stage of social development activities just because they are in the habit of playing online games, it will disrupt the social development of children in their peers and their environment.

Based on the facts in the field, it was found that grade 5 students at Nglames State Elementary School 01 in Madiun Regency were accustomed to playing online games at internet cafes. The student was seen filling the cafe after returning from school. The habit of playing online games makes students only prioritize online games. For example when students play online games, students only focus on the game while the people around them are ignored. This makes the child's social concern questionable. Therefore, the research needs to be done.

## **LITERATURE REVIEW**

Understanding of social networking is an online media that functions or is useful to facilitate its users in conducting relationships and social interactions with other users, social networking is one of the developments of the mass media, and the emergence of social networking is preceded by an initiative to connect people from all parts of the world world. According to Nasrullah (2015: 40) "social networking is the most popular medium in the category of social media. This medium is a tool that can be used to conduct social relations, including the consequences or effects of social relations in the virtual world. So with the existence of social networking, humans can easily be interconnected.

That social networking is a tool or media that serves as a facilitator of the relationship between individuals. According to Putra (2014: 3) states that social networking is:

A social structure formed from nodes that are woven with one or more specific types of relations. Social networking can be interpreted as a means of unifying one individual with another individual so that it becomes a society that is interconnected (interacting) with each other.

That way social networking is a medium that is used to communicate, interact between individuals, and organizations, and can exchange information quickly and easily.

From some of the expert opinions above, it can be concluded that social networking is an internet-based communication media which is a means of connecting a social structure or social order in which the individuals or organizations involved in it have a specific relationship so that it is possible to communicate with one another.

Apart from being a communication tool, social networks have a variety of different types. According to the son (2014: 5) various social networks can be categorized into different types, namely: (1) Facebook; (2) Twitter; (3) MySpace; (4) MySpace, (5) Instagram; (6) Google+; (7) LINE ". All of that is from technological progress from time to time social networking is a tool or the same media, which aims to communicate remotely between individuals with other individuals.

Facebook is a social networking site that humans use to interact remotely with humans. Facebook was made to make it easier for human life, especially to communicate with other people through an unreal world. Next to Twitter, Twitter is a website owned and operated by Twitter, Inc., and is one of the social networking and microblog services. Most of the world population consider that Twitter is one of the social networks that is easy to use and efficient. MySpace, MySpace is one of the most popular social networking sites for people in the world. Social networks, especially MySpace, have become social networks that are used as a means for daily status updates. Furthermore Instagram, Instagram is a social network in which the focus is on sharing photos of users. The next social network is Path, a path is a social network where people who use it can update about their activities. This social network has very unique features, one of which is activity updates. Furthermore, Google +, Google+ is a new social network launched by the internet giant (Google) to rival the previous popular social networks. Finally LINE, LINE is a free instant messaging application that can be used on various platforms such as smartphones, tablets, and computers. The various social networks mentioned above are types of social networking that are often used in daily life in various parts of the world.

While Kaplan & Haenlein (2010: 62) make a classification for various types of existing social networks based on the characteristics of their use. According to them, social networking can be divided into six types, namely "(1) collaboration projects; (2) blog and microblog; (3) content or content; (4) social networking sites; (5) virtual game world; (6) virtual social world".

Website collaboration projects, where the user is allowed to be able to change, add, or remove content contained on the website, such as Wikipedia. Blog and microblog, where users have the freedom to express things on the blog, such as feelings, experiences, statements, to criticism of something, such as Twitter. What follows is content or content, where users on this website share multimedia content, such as e-books, videos, photos, images, etc. others like Youtube. Then the social networking site, where our users get permission to connect by making personal information. Furthermore, virtual game world, where users through 3D applications can appear in the form of avatars as they wish and then interact with other people who take the form of avatars as well as in the real world such as online games. Finally, the virtual social world, is a virtual world tangible application which allows users to live and live. Kaplan & Haenlein (2010: 62). The types of social networking above are types of social networks that are often used by the people of Indonesia and in various parts of the world. From both opinions it can be concluded, that social networks is a media of information and communication which has unlimited reach so that we can communicate with anyone anywhere without restrictions, so that social networks have roles and functions according to their individual needs.

Humans as social beings are certainly not possible to separate his life with other humans. It is no longer a secret that all forms of culture, life, and social systems are formed because of interactions and conflicts of interests between one human being with another human being. Kurniawan (2016: 157) "Social care is an act, not just limited to thoughts or feelings. The act of caring is not only knowing something right or wrong, but there is a willingness to make the slightest movement. As a social creature, humans do not only rely on their strength, but need other humans in certain respects, and must respect, love and care for one another to against various kinds of circumstances around it

Another opinion expressed that social care is an act or desire to help others. Soenarko & Mujiwati (2015: 36) raise the opinion that: care is about caring, caring attitude, caring attitude. When caring is numb. Social care is an interest or interest in helping others, so social care is an attitude of connectedness with humanity in

general, an empathy for every member of the human community. In the process of social communication grow sensitive to the problems or problems of each person in finding solutions.

Interest in interest in helping others is a result of the values that are embedded in the community be it the environment, the family, the school, or the wider community. From the two opinions above it can be concluded that social care is an attitude of concern for others, the desire to help, and efforts to make it happen by helping to solve problems that occur in others.

The development of the world shows amazing progress in the field of science and technology. Technologies created to facilitate human life are increasingly sophisticated, making it easy to communicate. But the concern among others is declining. According to Alma, et al (2010: 209) "Factors that cause social concern to decline are: technological advancements such as the internet, entertainment facilities, television shows, and the entry of western culture". However, the highest contributing factor to the lack of social awareness is the internet, because with the internet information and entertainment can be accessed, so it is fun they forget about their goals and ignore the surrounding community.

Naim (2012: 208) also expressed the opinion that the factor of decline in social care is: one of the factors of social change is the factor of massive social change. The current of modernity is the main driver of this social change. The real implication of the current is an increasingly mechanical life. Interaction between one person and another is based more on interests rather than ketulusa. People get along because they have the same tentative career, political, business, economic interests.

This makes the lack of concern for others, the more loss of human life makes the selfish and materialist human beings. From the two opinions above that the decline in the care factor is caused because of the impact of technological progress as the impact of the times of development makes a person's individualistic, selfish, and materialistic nature appear Far friends feel close and close friends become far away.

Social care is an action and attitude in the form of assistance or actions for others and society. Indicators of social awareness in class include (1) Conducting social action; (2) empathize with fellow friends; (3) Building harmony among class citizens. While social care in the class includes yaiutu (1) Providing facilities to contribute; (2) Performing social action; (3) Facilitating social activities (Fathurroman, et al, 2013: 192). The indicators above are a form of social care that will be applied in the school environment.

Concern is an attitude or action that aims to help someone who needs help. These indicators include several things, namely (1) Want to be involved in community activities; (2) Able to work together; (3) Willing to share with others; (4) Not hurting other people's feelings; (5) tolerant of differences; (6) Acting politely (Samani and Hariyanto, 2012: 51). The indicator is a basic benchmark to form and foster students' sense of social concern for other students.

## **METHOD**

This research uses a quantitative approach with the type of correlation study. Data sources used in this study are primary data sources and secondary data sources, while the data collection technique is to use a questionnaire, while secondary data are collected by observation, interview and documentation instruments. Validation used to test the truth is the correlation test and triangulation of research sources. Data analysis uses the interactive model of Miles and Huberman.

## RESULT

The use of the internet in a globalized world continues to increase. One of them in the world of education the existence of the internet has become a necessity. This affects the role of parents in the education process of their children. The pattern of parental communication with children influences the formation of a child's attitude and character. Parents are required to have good information literacy skills in the digital age to be able to align with the information needs of their children. In the concept of digital literacy, a person not only has the skills in using various information technology and communication technology devices, but also for the process of reading and understanding the content of the content of the technological device and the process of creating and writing into new knowledge. This study aims to analyze the ability of digital literate parents in primary schools in utilizing electronic information sources on the internet as a learning resource with the Instant DCA method. This research method uses a descriptive quantitative approach. The results of this study are 1) the technological dimension; there are still some respondents who have not maximized the functions of the technological devices that become their daily needs, 2) while in terms of cognitive dimensions; the ability of respondents to use the internet to facilitate daily activities is good enough, 3) and in terms of the ethical dimension; respondents have been able to maintain personal things on the internet and understand also the negative impact of technology if its use is abused by children. The role of parents for elementary school students in utilizing electronic information sources as learning resources must be balanced with digital literacy skills which is good so parents can participate in providing control in the use of the internet in the learning process.

This research aspect studied is the duration of students' habit of using social networks and the impact on social care. In this study data collection techniques include observations in the form of questionnaires to students and parents as well as interviews with parents. Subjects studied included six students and six parents. The data from the results of observations, interviews, and documentation are as follows:

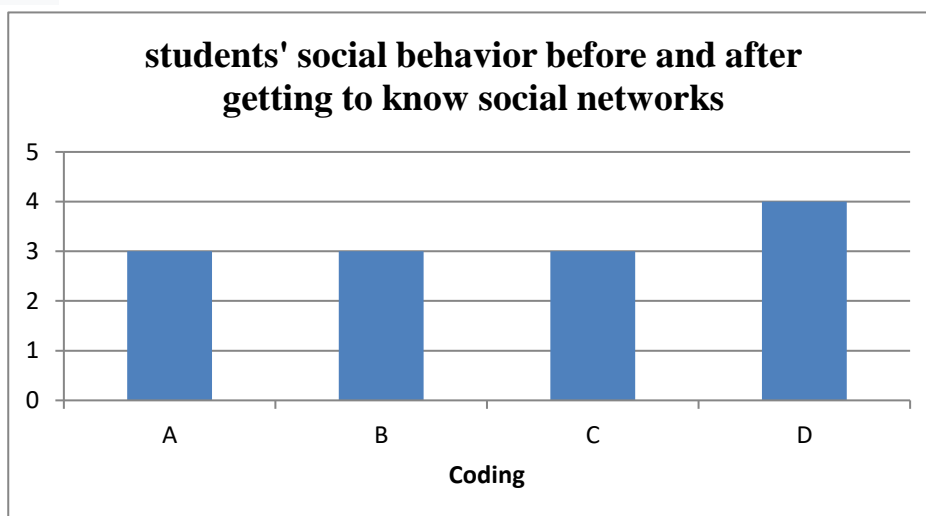
### Students Questionnaire Data

From observations made this researcher uses the closed questionnaire and questionnaire, the questionnaire is given to grade 5 students B. The use of the questionnaire is the goal of gaining knowledge of students' habits in using social networks in their daily lives and their impact on social care.

The questionnaire was given to six students in grade 5 B to be the subject of research, from the Agket there were 2 indicators which included the use of social networks and the impact of social networks on caring. Each Indicator consists of 10 questions that will be marked ( $\sqrt{\quad}$ ) by students with choices always, often, rarely, sometimes. Apart from closed questions this study also has 2 open questions which ask the experience of using social networks.

Based on the results of a questionnaire for class V B students, the researchers took six subjects namely AS, MP, AB, YES, AF and AN. Of the six subjects often use social networks with a duration of more than 7 hours per day. Of the six students showed an increase and decrease in social care before and after getting to know social networks. This was proven based on the results of the questionnaire analysis. Based on the results of the questionnaire analysis, before getting to know social networks, 3 students always did social care. 3 students who often did social care, and there are 4 students who always and very often experience a decline in social care attitudes.

**Figure 4.1** students' social behavior before and after getting to know social networks



Notes:

A. = before getting to know social networks, always increased social awareness

B. = before getting to know social hearing, often decreased social awareness

C. = after getting acquainted with social hearing, it rarely increases social awareness

D. = after getting to know social hearing, sometimes and often experience a decrease in social awareness

### Students' Parent of Interview Data

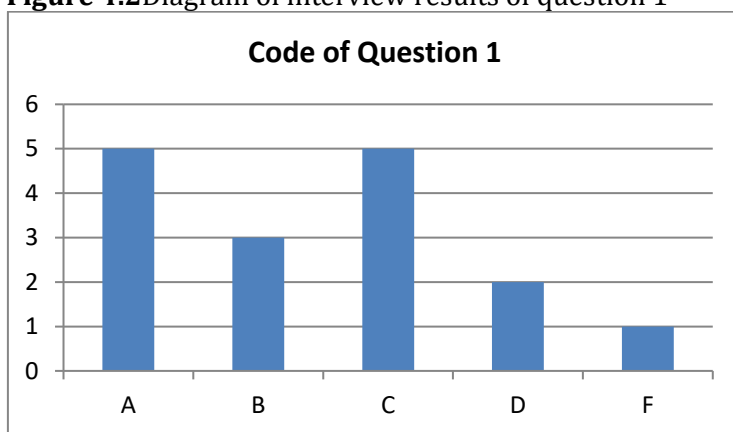
After determining the subject of research in class V B students at Elementary School 1 Taman Madiun, the next is conducting interviews with the guardians of students or parents of students. Based on interviews with parents the students can describe the results of the interview as follows

The interview activity is carried out after obtaining or determining students who are the subject of research. The target of the interview is focused on six parents of students whose children often use social networking. Interviews were conducted on June 6-7, 2017 with daily activities carried out by the father / mother child at home with his Social Network. In the interviews conducted several questions are used to gather information. These questions are contained in the interview guidelines which can be seen in appendix 2.

The results of the interview from the first question that was asked obtained the results that according to the six parents who stated that their children often use social networks. The activities of their use also varied including some children often use social networks when they go home from school using social networks using mobile phones. Besides some children are using their free time. The results of the interview the first question that was conducted to six parents of students can be seen in Figure 4.2



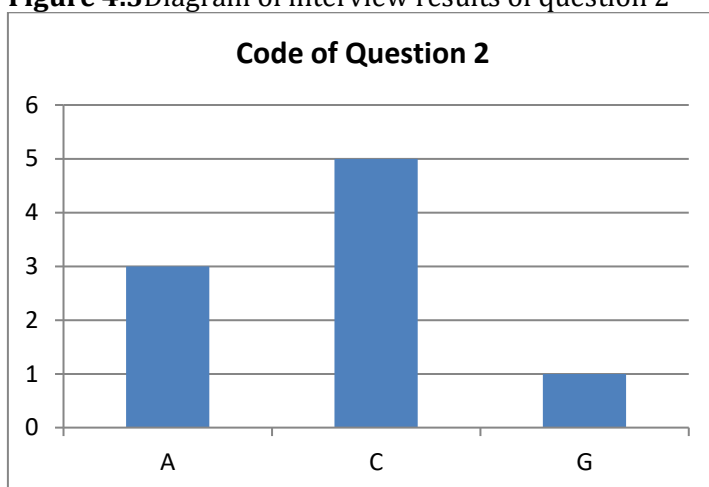
**Figure 4.2**Diagram of interview results of question 1



- A. = social networking
- B. = after school (at home)
- C. = handphone
- D. = free time
- F. = care

The second question posed to 6 parents of students is about what makes the father / mother allow children to use social networking. Interview results show that there are several result due to development, era, due to the development of smartphone which is now equipped with social networks and insistence from children.

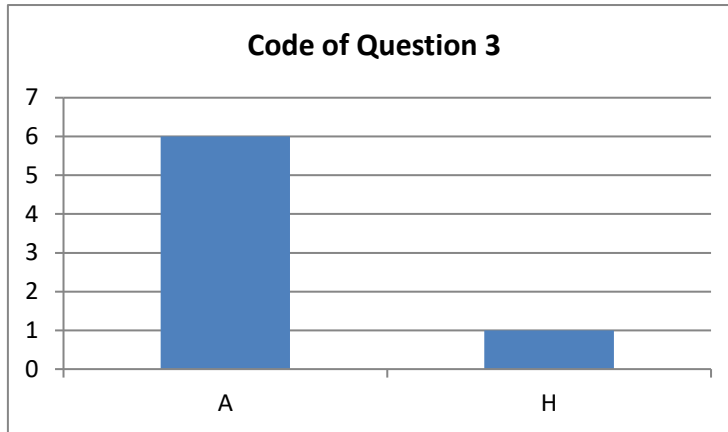
**Figure 4.3**Diagram of interview results of question 2



- A. = social networking
- C. = smartphone
- G. = disagree

The third question asked is whether the father / mother provide supervision when the child uses social networking. From this question, some parents also reprimanded or gave advice and supervision of children in using social networks even though there was little negative impact that he obtained. From the results of the interview the third question that has been conducted to seven parents of students can be seen in the picture below.

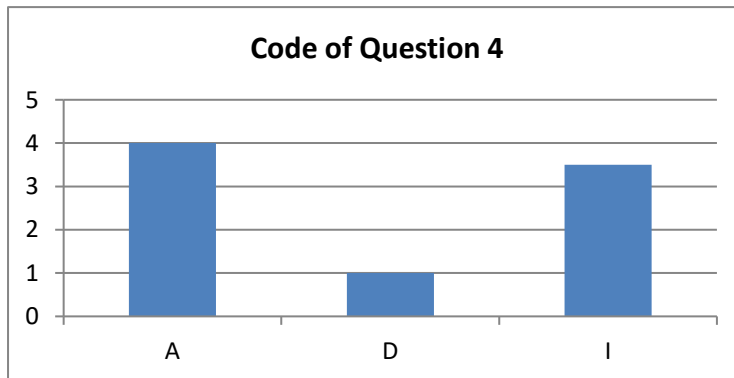
**Figure 4.4**Diagram of interview results of question 3



A. = social networking  
H. = negative

The fourth question posed to parents is the habit of the father / mother child when using social networking affects the time of helping parents at home. Based on the results of the interview, five parents stated that before knowing the social network they were active in helping, whereas after knowing the social network affected the activities and time help parents, whereas one parent stated social networking does not affect time and help. The results of the fourth question interview that was conducted to seven parents of students can be seen below.

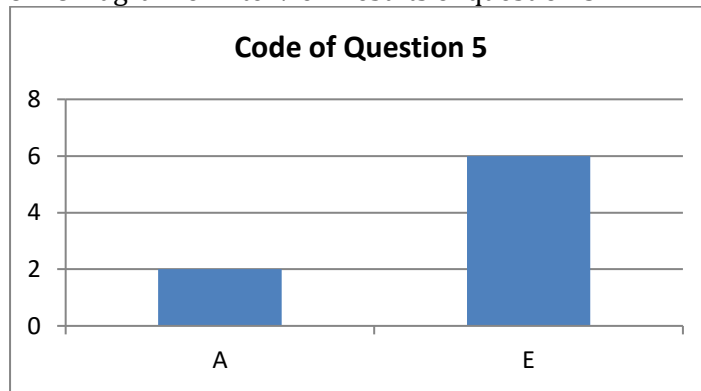
**Figure 4.5**Diagram of interview results of question 4



A. = social networking  
D. = free time  
I. = influential

For the fifth question, which is about caring attitude of children / mothers with friends in school before using social networks. It was obtained that some parents stated that before students knew the social network, racial concerns were still owned but. While other parents stated that the concern to help their friends was reduced so the results of the fifth interview conducted to the seven parents of students can be seen in the picture below.

**Figure 4.6**Diagram of interview results of question 5

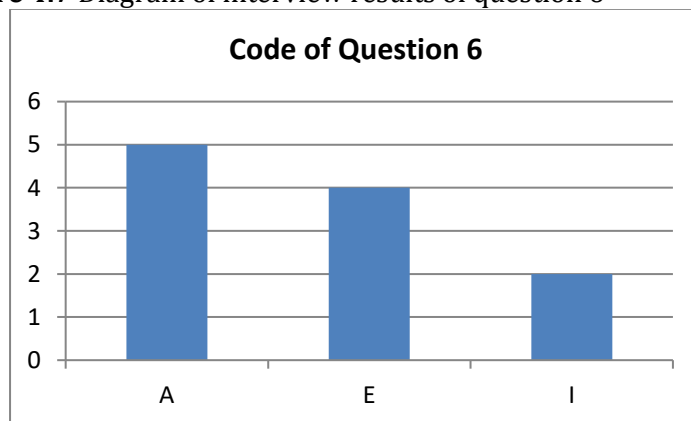


A. = social networking

E. = care

Next to the sixth question posed to the six parents of students about how caring attitude of the father / mother with friends at school after using social networking, the results are obtained that after the child knows the social network until the child shows a change. These changes can be in the form of an increase and decrease in caring attitudes social. Increasing and decreasing social care can also affect the level of caring attitude of students. The results of the sixth interview conducted for the seven parents of students can be seen in the picture below

**Figure 4.7** Diagram of interview results of question 6



A. = social networking

E. = care

I. = influential

From the interview results from the questions that have been obtained, it is obtained that the habits of students using social networks influence or have an impact on student care. Therefore, the role of parents as the closest people to students is very important in monitoring children's relationships, especially in monitoring children's habits. In addition, students' habits in using social networks need to be balanced with other activities such as learning, helping, helping. Then it is not possible to affect the attitude of social care.

### Validity Data

In this study the researchers used an interactive model. Data validation was carried out using three components namely data reduction, data presentation, and concluding. In this study to find valid data using student

questionnaires, parent questionnaires, and parent interviews. Then the reduction of this study from the results of the questionnaire filled out by student's as many as six students and questionnaires filled out by as many as six parents as well as parent interviews about student habits during a day's activities at home as stated in the interview questions. Interview transcripts were coded to make it easier to trace the data obtained.

After the data has been reduced the next step is the presentation of the data. In this study the data presented in the form of duration of student habits using social networking and social care of students are then analyzed and examined the validity of the data using triangulation techniques. Invalid data will produce incorrect data conclusions while valid data will produce the right data conclusions following the focus of the problem being examined

### **Data Analysis**

Research conducted at Elementary School 1 Taman Madiun obtained data in the form of student questionnaires and interviews discussed above. From the results that already exist, the researcher can conclude the following research findings. Based on the results of the questionnaire and observation of the research subjects as well as interviews with student guardians or parents of students regarding the habits of students using social networking, there are some data obtained about the factors that trigger the emergence of students' habit of using social networks, including:

#### **Duration of use of social networks**

The duration or duration of children in the use of social networks is one of the factors that influence the habits of students using social networks. Based on the data obtained in this study, all subjects often use social networks with a duration of more than 7 hours per day.

#### **Social interaction of students when using social networks**

When using social networks student interactions will also be seen, in this case it can be seen how students' social interactions when using social networks. Based on research conducted, some students prefer to use social networking in interacting rather than interacting directly based in fact.

#### **The reason students like social networks**

One of the things that causes students with social networking include high self-confidence and privacy. Based on the research conducted, initial liking or interest is caused by two things including the development of the age and technological advances and the environment occupied by a separate trend among students.

#### **The reaction or attitude of the students' parents when they find out their children are using social networking**

One of the causes of children accustomed to accessing social networks is the lack of parents in guiding and directing children in these issues. Being assertive and wise parents or the closest people of students are very important in efforts to overcome or prevent negative impacts on children. .

## **CONCLUSION**

### **Impact of Habits Students using social networking**

Students 'habits in accessing social networks over time will have various impacts, especially on students' social care. As for some of the impacts arising

from the habits of students in accessing social networks based on the findings of this study include:

- a. Students are accustomed to using social networking to change attitudes, namely the sense of caring begins to fall, a lot of time is wasted.
- b. The level of concern with peers as well as with neighboring neighborhoods began to decline.
- c. The negative impact resulting from the habit of accessing social networks affects caring attitudes towards the family, increasing student laziness to help parents.

In the data presentation that has been stated above, the brief findings about the study of the impact of internet-based social networking on social care. From six students studied, the six students had a duration of using social networking reaching more than seven hours per day. The six students access via mobile phones that are accessed using the internet network. Each of the six students each had a mobile phone that had been bankrupt with the internet. Of the six students studied, it was found to be accessing social networks when they returned from school, and during their free time.

The level of concern of the six students is still influenced by the guidance of parents while at home. Of the six students, among them have a low attitude of caring after they are social networking. While some students still have the desire to care for the environment and peers.

Based on an explanation of the research findings in students' habits of using social networks can be detailed as follows:

- a. Types of social networks used include Facebook, Instagram, WhatsApp, Line, Blackberry, and Twitter
- b. In one day the majority spent 6 to 7 hours to access social media through mobile phones.
- c. Students' habits in using social networks are influenced by friends, their environment, and family
- d. Students are accustomed to accessing social networks because of the development and trends of the times

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