

# The Impact of Internet Use for Students

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**Abstract.** Development of Internet technology increasingly modern and sophisticated not only benefit users but also have an effect that is not good for users, especially among students, from a study of 120 students sampled, Internet usage will become addicted and more likely to have negative and less support in learning activities. This is evident from the results of research using the Internet for social media as much as 82 respondents or 68.33% answered always and 50 respondents or 41.67% answered frequently, use for online gaming activity, response of 120 respondents 65 respondents or 54, 17% answered always utilize the internet for online games, 50 respondents or 41.67% answered frequently use the internet for online games, while utilizing the Internet for watch youtube, 56 respondents or 46.67% answered frequently use the Internet to watch youtube and 62 respondents or 51.67% always use the Internet to watch youtube, answers of 120 respondents 41 respondents or 34.17% answered rarely use the Internet to learn and seek information

## 1. Introduction

Internet is a collection of millions of computers around the world that are connected between each other, the Internet is a medium that does not have the limitation of information on each user, many people are highly dependent on the Internet, because the Internet has many advantages that can simplify a lot of work, the internet is helpful for effectiveness and efficiency. The shape of the effectiveness and efficiency of a given Internet such as Internet has many services for its users so much to give ease and pamper users. With the presence of the internet which is the development of information and communication technologies.

Online activity on social media such as Facebook in Indonesia has reached 42.5 million, the fourth highest in the world, about 18% of the population of Indonesia has had the most popular social media accounts in this world. The number of Twitter users in Indonesia amounted to 5.7 million, the third largest in the world. The number of mobile phone users in Indonesia has reached 266 million numbers, exceeding the population of Indonesia itself Indonesian population as a whole reached 245 million people, including one of the countries with the largest population in the world. The number of Internet users reached 55 million people. Number of Internet users in Indonesia dominate Asia amounted to 22.4%, after Japan Technological developments are increasingly modern and sophisticated this is not the only benefit users but also have an impact that is not good for users, especially among students [1].

Is perceived very well that the development of Internet technology has changed the pattern of community interaction, both business interaction, the interaction of economic, social interaction, and cultural interaction. Internet has contributed so much to society, company, industry, education and government, communication, publications, as well as a means to obtain the information needed by



everyone, especially among students who are essentially still in the process of self, is still full of flavor curious, and unstable. With this fact it is possible to abuse the use of the internet [2].

## 2. Literature Review

Internet or Internetworking is generally defined as the largest computer network in the world to connect all existing computer network (Intranet, Wide Area Network, Metropolitan Area Network, Personal Area Network, etc.) along with all computers, connected devices (Smartphone, Tablet, Switches, routers, hubs, and other connecting devices), as well as the computer itself, into a single container world's computer networks. The time spent using e-mail and surfing online has increased significantly between years 1996 and 2001, various types of Internet use has been associated with positive and negative effects, symptoms of dysphoric has been associated with several types of internet use like shopping, playing games, or doing research, conclusions drawn from this study is that the use of the Internet is one of the main factors which affects academic performance and social life of students [3, 4].

Social media sites have become common, giving people new ways to interact with each other and communicate with the world. Social networking became popular between 2004 and 2006, after Facebook and MySpace were created. Facebook, for example, has more than 500 million members and is still growing and about 85% of students who use facebook, figures are expected to grow because Facebook users will continue to grow [5].

Ghana declared 60% agree with the scenario of 2020, education high will be very different from the way of learning now. There will be mass adoption of teleconferencing and distance learning to leverage technology resources, a large number of learning activities will move to individualized, just-in-time, there will be a transition to a "hybrid" classes that combine components of online learning with the lack of lectures on campus, Requirements for graduation will be significantly shifted to the adjusted results [6].

At this time the increasingly widespread use of the Internet, not only in developed countries, but also in many developing countries, including Indonesia, India and China. Although the time spent on people in general to perform online access can be very productive, compulsive Internet use can be a bad influence on the life, work and relationships within the family. If your child or your child feel more comfortable with friends online than with friends in the real world, or you can not refrain from playing online games or unlock your smart phone or other gadget, it is possible that you or your children already using the Internet too much (the term: Internet addiction) [7].

## 3. Methods

This research uses descriptive quantitative research, data obtained from a population sample is analyzed according to the statistical methods used then interpreted Qualitative research was also described as a model that goes that occur in natural settings that allow researchers to develop the level of detail from high involvement in the actual experience. One identifier qualitative research is a social phenomenon studied from the perspective of the participants [8]. This type is chosen because the researcher intends to describe the intensity of the impact of Internet use on student vocational high school in the city of Pekanbaru both positive and negative impacts arising without testing the hypothesis, descriptive study can provide a picture or description on a state as clearly as possible without any treatment of the object researched.

### 3.1. Population, sample and sampling techniques

Random sampling or sampling probability sampling method is something that provides the same opportunity or opportunities to be taken to every element population. Is a sampling technique selected randomly, how this can be taken when analyzing the study tended to be descriptive or generic nature. Each element of the population shall have equal opportunity to be selected into the sample [9]. In this study, the authors define the study population are students of Vocational High School located at SMKN 4 Pekanbaru with the number of students in 1120, will be taken a number of samples by random sampling, number of samples recommended in using random sampling techniques, with the estimation

procedure the sample is 100-150 samples. But others argue that the sample size is ideal for random sampling that is five times the number of indicators / questions. In this study used 120 samples that meet both of these assumptions.

**4. Results and Discussion**

*4.1. Internet usage time*

The survey conducted by the author of the 120 respondents said they have all been familiar with the internet and always use. They start waking up to sleep again did not seem to exist apart from the internet on their phones, they use the Internet in learning activities, recess school, after school, before bed even getting out of bed. Frequency at 4 table above shows more than 55% of them always use the internet from morning till night, the frequency is decreased visible in Table 5 that when I wake up, although there are some respondents who answered always use the internet when I wake up.

*4.2. Impact of internet use*

*4.2.1. Internet for social media.* Deviations social behavior is felt most noticeably at this time include less or do not want to hang out with peers. Students are more likely to confine or cool to enjoy interacting via social media than hanging out with friends around, they are more focused in the virtual world, regardless of what was happening around him, This is evidenced by the questioner that has been done with the data as follows:

**Table 1.** Question: Do you use the Internet for social media?

	frequency	Percent	valid Percent	Cumulative Percent
valid Rarely	1	, 8	, 8	, 8
Often	37	30.8	30.8	31.7
Always	82	68.3	68.3	100.0
Total	120	100.0	100.0	

From the table 1, the answers of 120 respondents 82 respondents or 68.33% answered always use the Internet for social media, 37 respondents or 30.83% answered frequently use the Internet for social media and only 1 person or 0.83% of respondents who answered rarely utilize for social media.

*4.2.2. Internet for online games.* Lying or cheating is done to cover up his mistake. Some students lied to get into internet cafes (cafe) opens an online gaming site. For hours he take the time to play this game. In addition to the time that should be used to help parents for students who need help parents even used ostensibly to the cafe to look for material assignment. In terms of looking for material for the task just a little while, but the opening hours of gaming sites, maybe parents do not know if their children skip school because of farewell from home as usual wearing a school uniform and wearing school bag. But it was in the bag already there is a change of clothes so as not to get caught out later if to cafe Students of nowhere. Parents are only realized after a call from the school if their children skipped school often and when questioned admitted, online games search.

**Table 2.** Question: Do you use the Internet for online games?

		frequency	Percent	valid Percent	Cumulative Percent
valid	Rarely	5	4.2	4.2	4.2
	Often	50	41.7	41.7	45.8
	Always	65	54.2	54.2	100.0
	Total	120	100.0	100.0	

From the table 2, the answers of 120 respondents 65 respondents or 54.17% answered always utilize the internet for online games, 50 respondents or 41.67% answered frequently use the Internet for online games and only 5 people or 4.17% of respondents who answered rarely utilize internet for online games.

4.2.3. *Internet for online shopping.* International Data Corporation (IDC) Indonesia said Internet users in Indonesia is still much to do online shopping transactions. In a recent survey of IDC themed e-commerce, found the fact that the number of new online shopping activity by 13.3 percent compared to the number of Indonesian Internet users as a whole.

**Table 3.** Question: Do you use the Internet for online shopping?

		frequency	Percent	valid Percent	Cumulative Percent
valid	No	42	35.0	35.0	35.0
	Rarely	42	35.0	35.0	70.0
	Often	36	30.0	30.0	100.0
	Total	120	100.0	100.0	

From the table 3, the answers of 120 respondents 42 respondents or 35% answered not use the Internet for online shopping, 42 respondents or 35% said rarely use the Internet for online shopping and 36 respondents or 30% answered frequently use the Internet for online shopping.

4.2.4. *Internet to learn and seek information.* The internet is the easiest to meet the needs in finding the information we want, news and a variety of necessary information can be found on the internet, the way in which it was very easy, simply by typing the name of a website address or search for it with the search engines, in seconds the information that we find we get. This happens because basically their individual needs are very diverse, so that their needs are what caused the motive to find information on a medium that most considered accurate and fast, in this case the Internet is widely used because it offers a variety of literature and references of knowledge in accordance with user needs.

**Table 4.** Question: Do you use the Internet to learn and seek information?

		frequency	Percent	valid Percent	Cumulative Percent
valid	Rarely	41	34.2	34.2	34.2
	Often	41	34.2	34.2	68.3
	Always	38	31.7	31.7	100.0
	Total	120	100.0	100.0	

From the table 4, the answers of 120 respondents 41 respondents or 34.17% answered rarely use the Internet to learn and seek information, 41 respondents or 34.17% answered frequently use the Internet for online shopping and 38 people or 31.67% of respondents who answered always use the internet to learn and seek information

4.2.5. *Internet to watch youtube.* Youtube is a website that provides a wide range of videos from the video clip to the movie, as well as videos made by users themselves youtube, youtube is one of the largest video service provider at this time, the negative effects can be used to search youtube porn videos, video- violent video, the video can broken person's name.

**Table 5.** Question: Do you use the Internet to watching youtube?

		frequency	Percent	valid Percent	Cumulative Percent
valid	No	1	, 8	, 8	, 8
	Rarely	1	, 8	, 8	1.7
	Often	56	46.7	46.7	48.3
	Always	62	51.7	51.7	100.0
	Total	120	100.0	100.0	

From the table 5, Answers from 120 respondents 1 or 0.83% of the respondents answered not use the Internet to watch youtube, 1 person or 0.83% of respondents answered rarely use the Internet to watch youtube, 56 respondents or 46.67% answered frequently use the Internet to watch youtube and 62 respondents or 51.67% always use the internet to watch youtube.

4.2.6. *Internet to access pornography.* Pornography on Internet media in Indonesia thrives caused by the ease of use of the Internet itself, weak supervision and security, as well as the rise of online communities that participate in the spread of` pornography on the Internet media in Indonesia, Action porno already widely reported in the print and electronic media about sexual crimes caused by the internet, especially those that occur through social networking site facebook, the victims are usually women of school age, easily offender abducted, molested and even raped the victim.

**Table 6.** Question: Do you use the Internet to access pornography?

		frequency	Percent	valid Percent	Cumulative Percent
valid	No	56	46.7	46.7	46.7
	Rarely	60	50.0	50.0	96.7
	Often	4	3.3	3.3	100.0
	Total	120	100.0	100.0	

From the table 6, as many as 56 respondents or 46.67% answered not use the Internet to access Pornography 60 people or 50.0% of respondents answered rarely use the Internet to pornography That means they've access to pornography sites and 4 people or 3.3% of respondents answered frequently utilize the internet to pornography, Of the data is very alarming because they as students who should not know considered taboo but once and there is even frequently use the Internet to access pornography.

4.2.7. *Internet to keep up with technology.* The trend among teenagers was once spread through television or radio, is now living in an era where all information is available on the Internet makes the Internet a forum for distributing trend, many trend created by young people for the world's attention. Later, several trends in social media widely heard in the ears of society, keeping abreast of increasingly sophisticated technology is one of pleasure, especially for adolescents who happy to explore all the latest things they think are very attractive, whether it was spotted and just part of the trend or until lifestyle, moral decadence among students, who always seeks the fulfillment of material desires, has led some students to be rich in material but poor in spirit.

**Table 7.** Question: Do you use the Internet to keep up with technology and trends?

	frequency	Percent	valid Percent	Cumulative Percent
valid No	41	34.2	34.2	34.2
Rarely	35	29.2	29.2	63.3
Often	44	36.7	36.7	100.0
Total	120	100.0	100.0	

From the table 7, the answers of 120 respondents 41 respondents or 34.17% answered not use the Internet to follow technological developments and trends, 35 respondents or 29.17% answered rarely use the Internet to follow technological developments and trends and 44 respondents or 36.67% who answered frequently use the Internet to follow technological developments and trends.

**5. Conclusions**

The conclusion that can be drawn from Study Use of Internet Among Students In Vocational School District 4 Pekanbaru internet is a negative impact because it has become an addiction, use of the Internet are more likely to ha-negative and less support in learning activities. This is evident from the results of a study of 120 respondents use the Internet for social media as much as 82 respondents or 68.33% answered always and 50 respondents or 41.67% answered frequently, use for online gaming activity, response of 120 respondents 65 people or 54.17% of respondents answered always utilize the internet for online games, 50 respondents or 41.67% answered frequently use the internet for online games, while utilizing the Internet for watch youtube, 56 respondents or 46.67% answered frequently use the Internet to watch youtube and 62 respondents or 51.67% always use the Internet to watch youtube.

The third indicator is the indicator most use of the Internet by students at SMK 4 Pekanbaru three indicators above even greater than the indicator use the Internet to learn and seek information.

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