

Analysis of the lack of application of adolescent morals In the digital era (Case Study of Bunut Village, Torgamba District, South Labuhanbatu Regency)

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Abstract

The background of this research problem is that the influence of the development of digital information technology has a very important role in shaping the behavior of an individual. Teenagers are more concerned with their affairs and do not care about others, this can be seen from the more often teenagers play gadgets. This research is qualitative research. The method used in this study is a descriptive method. The research data collection technique used observation, interviews and documentation. The subject of this study is Parents, while the object of this research is adolescents. The results of this study show that the factors that cause the lack of application of adolescent morals in the digital era are: First, parental factors such as low parental attention, lack of knowledge about digital devices. Second, self-factors (adolescent morality) such as excessive use of digital devices and children's lack of social sense, and the low interest of teenagers in religious activities and the weak role of the surrounding environment also contribute to the decline in good moral attitudes

Keywords: Digital era, Morals, Teenagers.

INTRODUCTION

The digital era is often referred to as the mondial era, or the global era. In the digital era that is all connected where people tend to rely on electronic media to get some information or establish communication rather than using other media, so that users have very broad access to information and technology via the internet and mobile devices(Manurung et al., 2023), (Rahmatullah et al., 2022). This has a significant impact on their mindset, behavior, and social interactions. Indeed, initially every innovation was created to provide positive benefits and many conveniences for human life. However, everything on earth certainly has positive and negative impacts(Sofiyan et al., 2022).

One of the most worrying problems of the development of this digital era is the damage to adolescent morals, which is marked by a decline in politeness, mutual respect, solidarity and concern for the surrounding environment. Many parents are confused by their children's behavior in adolescence(Muttaqin et al., 2023). However, it is not uncommon for the cause to be their poor relationship with their parents(Comission, 2016), (Purwoko, 2019). Items that are widely known as digital devices that are in the hands of children are like addiction, what is meant by addiction to digital devices is that these devices create a fairly severe dependency and seem to be inseparable from children who are developing in patterns of discipline and self-control,(Susri Adeni, 2024). Worse still, their mentality will be damaged and they grow up faster, but their souls are slow to develop. The most basic example that can be seen is that children have difficulty managing their emotions, they get angry more easily, rebel and often ignore their parents' directions and orders, (Adillah, 2023).

Children born in this era are directly faced with "two worlds", namely the real world and the virtual world, parents play a very important role in creating environmental conditions so that children are better prepared to face various challenges in the digital era(Rizki, 2023). Therefore, moral development is very important, so that children have sufficient provisions to live their next life. Morals also have a very important role for every individual without exception. Basically,

morals have been possessed by every human being since birth, but morals must still be formed. Because in this digital era, adolescent morals are declining due to sophisticated technology that has been misused by adolescents (Febriani et al., 2022). Therefore, moral development is very important, so that children have sufficient provisions to live their next life (Utami et al., 2023).

The lack of implementation of adolescent morals also occurs in Bunut Village, Torgamba District, where many teenagers are starting to gradually abandon moral values which ultimately lead to reprehensible traits in their surroundings. Based on initial observations that researchers have seen, teenagers are more concerned with their own affairs and do not care about others, this can be seen from the more frequent teenagers playing gadgets at home compared to playing with friends like children in the past (Nambiar et al., 2019), (I Gede Yudha Septiana, Made Citra Wibawa, 2022). Even when they meet on the street they can no longer greet their environment and instead focus only on their digital screens. Based on these problems, it states that the digital era has a very big impact on many aspects of life, both socially and individually, especially for teenagers who are experiencing a period of transition and growth.

RESEARCH METHODS

This type of research is qualitative research. Qualitative research is an approach that is collected in the form of words, pictures instead of numbers, (Sugiyono, 2011). Even if there are numbers, they are only as support. The data obtained included transcripts, interview documentation, field notes, photos, personal documents and others, Sudarwan (in Adillah, 2023). The main objective of this descriptive qualitative research is to provide a clear and accurate picture of the phenomenon to be investigated. This research method uses a descriptive method. This is because the problems to be studied are complex and dynamic, therefore this problem is considered complex and can change according to the time and conditions experienced by the research subject. The data collection techniques used in this study are observations, interviews, and documentation related to this research.

RESULT AND DISCUSSION

Digital Age

The digital era is a term used in the digital world, which is a world that uses the internet network, especially computer information technology. The digital era is a new medium that is often used to describe digital technology (Alatas, 2023). This new media has special characteristics that can be manipulated, whether it is a network or the internet (Humida, 2020). The digital era is an era where an era has experienced rapid progress leading to digital. This era is marked by such quick and easy access to information (Harry Saptarianto et al., 2024). The world community has entered the XII century, one of the characteristics is that humans have entered the global era. In this era, humans are facilitated by the sophistication of information technology and transportation. In terms of information, humans have been connected by sophisticated communication tools in a matter of seconds through telephone, fax, internet, and others that hack the borders of countries and continents (Nainggolan, 2022).

Adolescent Morals

According to Al-Ghazali, morality is interpreted with an order that is firmly embedded in the soul from which various actions emerge easily and lightly, without the need for thought and consideration. Others define morality by a set of values and qualities that reside in the soul,

by which the guidance and standards of an act are judged as good or bad by a person, for whom he then commits the act or undoes it (Wartini, 2016). This is in line with the definition of morality put forward by Ibn Miskawaih, namely morality is a state of the soul in which a person decides to do certain actions or attitudes without considering the consequences (Miskawaih, 2022). The Ministry of Health divides the adolescent period into three parts, namely early adolescence (10-13 years), middle adolescence (14-16 years), and late adolescence (17-19 years). In terms of physicality, the adolescent period is characterized by changes in physical characteristics and functions.

The word "adolescent" comes from the Latin word *adolescere* which means to grow or to grow maturity. Many people who define adolescence, such as DeBrun, define "adolescence as a period of growth between childhood and adulthood." A lot of growth between childhood and adulthood, (Partono, 2020).

Factors That Result In Minimal Implementation Of Adolescent Morals Based on observations and interviews that have been conducted, it was found that there are several factors that result in the lack of application of adolescent morals in Bunut Village, Torgamba District, namely the parental factor and the factor of oneself (Adolescent). From the observations made by the researcher, the researcher sees that the attention and lack of supervision from parents towards children is still lacking, this is because parents are busy working. Parents work almost every day, so they don't have enough time with their children. This was expressed by Mr. AS "parents as farmers every day leave in the morning and return home in the evening. Sometimes work has to be done at home. Because it is always busy and difficult to divide time with children, of course. Therefore, leave the task of caring for the wife" (Interview, February 13, 2025).

Lack of Knowledge About Digital Devices

In addition, another factor from parents is the lack of sufficient knowledge about digital devices, so parents only know that mobile phones are only used for good things, such as studying or communicating with friends or family. Basically, digital devices not only have a positive impact but also have a negative impact, but of the many positive impacts, adolescents are more likely to be negative in nature, this is because adolescents who are still labile are easily influenced by foreign cultures. There are many parents in Bunut Village who only know that digital devices such as mobile phones can only be used for learning, and even many parents in Bunut Village are not good at using mobile phones. parents do not know many things that can be accessed with Handiphone (gadget), so this is what causes children to be uncontrolled to use gadgets.

Lack of Moral Imposition in Adolescents

In addition to parental factors, the cause of the lack of moral application in adolescents is caused by themselves. Adolescents have not developed good morals as human beings, adolescents are still labile because they are vulnerable to an unhealthy environment and an unhealthy environment, human-human relationships, parent-child relationships have not been established. Most teenagers already have gadgets and also their own social media accounts. So it will be very difficult for parents to supervise their children. Many teenagers today deceive their parents by using gadgets for school purposes. However, the reality is that they use gadgets for other things. Moreover, there are still some parents who are tech-blind, so this is an opportunity for teenagers to freely use gadgets for negative things.

Teenagers in Bunut Village often spend more time playing mobile phones than studying or other more useful things. This is because according to them, mobile phones are much more interesting than books or doing other activities. In addition, the factor of teenagers themselves is the lack of social sense of teenagers, so when gathering with friends, everyone is busy with mobile phones and existing online games such as online games such as PUBG, Mobile Legends, Free Fire and many more. Which in the online game is not only playing games, but also being able to communicate with each other with their co-stars. Communication between fellow players of this game sometimes uses bad language. They sometimes curse, speak harshly, and even insult

their parents. This was revealed by the speaker, one of the teenagers with the initials MRH revealed "sometimes I'm tired to win the match, eh his teammates even for a while)

Residential Environment to Continuously Interact In addition, peers or peers are also the main factors that can push teenagers towards negative things. This is in accordance with Gerung's theory which describes social interaction as a relationship between two or more people in which the actions of one person influence, change, or improve the actions of others, or vice versa. From this, it can be seen that peer behavior can influence or even change a person's behavior due to these interactions (Afriliani et al., 2023). With the influence of this peer association, which causes teenagers to feel that if they do not follow the actions taken by their friends, they are considered not to be part of their group or community. And adolescence itself is a time of searching for identity, so they will try things that they consider trendy. Even though it is clear that it is saah and violates the norms in society.

Based on statements from several sources, that they play online games have become addicted, even they don't remember the time. And when playing the online game, when they lose against the opposing team they play without them realizing it, they are rude, cursing, and insulting. As we know that this online game is loved by many teenagers, both boys and girls. So that with communication that uses bad language, teenagers imitate the bad co-stars. So over time teenagers get used to using bad language and even speaking rudely to others.

Efforts to Overcome the Lack of Implementation of Adolescent Morals

1. Active Family Roles Parents should be more involved in children's lives, including providing guidance in the wise use of technology and social media. Strengthening the role of fathers and mothers as first educators is very important.
2. Revitalization of Character Education in Schools Schools must play an active role in shaping students' character through religious activities, mentoring programs, and approaches to local values.
3. Optimizing the Role of Religious Leaders and Communities Religious leaders, such as ustaz and dai, can be more active in organizing youth activities such as routine studies, Islamic boarding schools, and spiritual guidance.
4. Positive Use of Social Media Village governments and local communities can create social media-based da'wah or moral education content to attract the interest of teenagers with an approach that is appropriate to the times.
5. Empowerment of Adolescents in Positive Activities Through the youth organization, adolescents can be involved in social, sports, art, and cultural activities that can develop their morals and skills

Based on this, efforts are needed to overcome the lack of moral absorption of adolescents in Bunut Village, Torgamba District, South Labuhanbatu Regency. Efforts that can be made start from parents, namely parents must pay enough attention. Parents or religious leaders can apply moral education to children so that they can avoid things that cause low moral values by introducing Allah by strengthening faith and belief, recognizing oneself and the environment, maintaining a relationship with Allah, understanding the values and norms of good and bad, right and wrong, and the limits of which are allowed and which are not. In addition, parents must also create a harmonious family and provide supervision over children's associations. In addition to parents, efforts that can be made from the head of the environment and the community are to make activities that can reduce the effects of addiction to playing mobile phones, such as the activities of mosque teenagers.

CONCLUSION

The digital era brings both positive and negative impacts. One of the negative impacts is the lack of application of adolescent morals. There are several factors that cause it, including factors from parents, the adolescent himself and from the social environment. The factors from parents are the lack of attention to the child and the lack of supervision of the child's association. In addition to the parental factor, another factor is from the adolescent himself, where adolescents use cellphones too often than do other activities. So that the efforts that can be made are that parents must pay more attention to adolescents, implement moral education for adolescents, and create an environment that is able to help adolescents to carry out other activities besides playing handhphone.

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