



## Assistance in Building Positive Character in Social Media for Orphanage Children

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**Abstract:** *Children are a golden age in their growth, so that various information that comes in both verbally and visually will be recorded well, therefore children aged 2-13 years need to receive assistance and supervision over all their activities. Since the COVID-19 pandemic hit the world, all learning activities have changed to online learning, as a result of online learning, there has been a change in children's attitudes. This change is due to children accessing social media a lot and receiving less guidance from their parents, resulting in excessive use of social media. For children and teenagers who have parents, monitoring will be possible, but for children and teenagers in orphanages, do they receive monitoring, assistance, and supervision from parents? Therefore, in this community service activity, the researcher wanted to know more about monitoring the use of social media by children in orphanages. Several games were carried out to determine the extent of children's use of social media, and as a result, the games could divert children's tendencies to use social media.*

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## Introduction

The increasing use of social media in Indonesia has positively and negatively impacted its users. The dynamics of the lives of children and teenagers these days cannot be separated from social media because it has become a trend that cannot be separated from society's life today. There are positive and negative impacts resulting from the use of social media by children and adolescents, as research has been conducted by F. Spty Rahayu, L. Kristen, and S. Fuhrensia Wersemetawar, 2019, in his research, it was stated that the results of research on the use of social media carried out by 376 students from high schools, vocational schools and junior high schools in Depok sub-district, Sleman Regency, Yogyakarta Special Region had positive impacts such as students easily making lots of friends, strengthening relationships, and can grow self-confidence and become more expressive, students can learn about etiquette and etiquette in communicating. Meanwhile, the negative impact is that it causes children and teenagers to become lazy and rarely socialize directly with other people, thus potentially making children and

teenagers become anti-social individuals<sup>1</sup>.

The use of social media by children and teenagers if they do not receive direction and assistance from their parents, will have a negative impact that can be felt by teenagers, namely that children will find it difficult to socialize, even though social media can create credibility and wider connections<sup>2</sup>. Therefore, it is necessary to develop positive character and values in children to avoid negative impacts and have a positive impact on social media. Social media is currently very developed in Indonesia, such as the results of research on the use of social media in Malaysia which states that the use of social media by teenagers without parental assistance has a negative impact, especially on the destruction of morals, the emergence of crime, pornography, fashion, the destruction of friendly relations, actions and words that do not comply with the norms in the area where the student lives<sup>3</sup>.

Indonesia is one of the countries that has the largest number of social media users in the world. Users of Facebook, Twitter, Instagram and others from Indonesia occupy a fairly large portion of the total number of social media users. Data from research conducted by BBC Indonesia states that social media such as Facebook only has a positive impact of 15% on the character of young people. while 40% said they were worried or very worried that social media could have a negative influence on children and teenagers<sup>4</sup>. Social media is online media that is used to interact, socialize, and share. The development of information technology has brought a change in society, but with the birth of social media, people's behavior patterns have experienced a shift in existing culture, ethics and norms, and the use of social media in Indonesia itself can also be categorized as high in users.

Reporting from Widi Shilvina's article, Bayu Dimas, 2023, states that the number of active social media users in Indonesia in 2023 will be 167 million people, this means that social media users are 60.4% of the total population of Indonesia

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<sup>1</sup> Flourensia Sapty Rahayu et al., "Dampak Media Sosial Terhadap Perilaku Sosial Remaja Di Kabupaten Sleman, Yogyakarta," in Seminar Nasional Inovasi Teknologi UN PGRI Kediri, e-ISSN: 2549-7952, p-ISSN: 2580-3336 (Kediri: UN PGRI Kediri, 2019), 39-46, [https://drive.google.com/file/d/1-FoOFEWLh0mffre5NjualMUxzba\\_iEL3/view?usp=drive\\_link](https://drive.google.com/file/d/1-FoOFEWLh0mffre5NjualMUxzba_iEL3/view?usp=drive_link).

<sup>2</sup> Arifin Al Alamudi, Bagi Remaja, Ini Dampak Positif Dan Negatif Memakai Media Sosial (Medan, 2021), <https://sumut.idntimes.com/news/sumut/arifin-alamudi/bagi-remaja-ini-dampak-positif-dan-negatif-memakai-media-sosial?page=all> (accessed Jul. 20, 2023).

<sup>3</sup> Nurul Izzah Noor Zainan et al., "Impak Media Sosial Terhadap Keruntuhan Akhlak Dalam Kalangan Pelajar: Satu Tinjauan Awal," in Proceedings of International Conference on Language, Education, Humanities & Social Sciences (i-LEdHS2021) (Universiti Teknologi MARA Cawangan Kelantan, 2021), 1-6, [https://drive.google.com/file/d/1uG5Fl87-YnGwaRGWbK0I1UPhp4xRAmg2/view?usp=drive\\_link](https://drive.google.com/file/d/1uG5Fl87-YnGwaRGWbK0I1UPhp4xRAmg2/view?usp=drive_link).

<sup>4</sup> BBC NEWS INDONESIA, "Media Sosial 'Merusak' Perkembangan Moral," [https://www.bbc.com/indonesia/majalah/2016/07/160718\\_majalah\\_mediasosial\\_moral](https://www.bbc.com/indonesia/majalah/2016/07/160718_majalah_mediasosial_moral), Jul 19, 2016., last modified 2016, accessed July 19, 2016, [https://www.bbc.com/indonesia/majalah/2016/07/160718\\_majalah\\_mediasosial\\_moral](https://www.bbc.com/indonesia/majalah/2016/07/160718_majalah_mediasosial_moral).

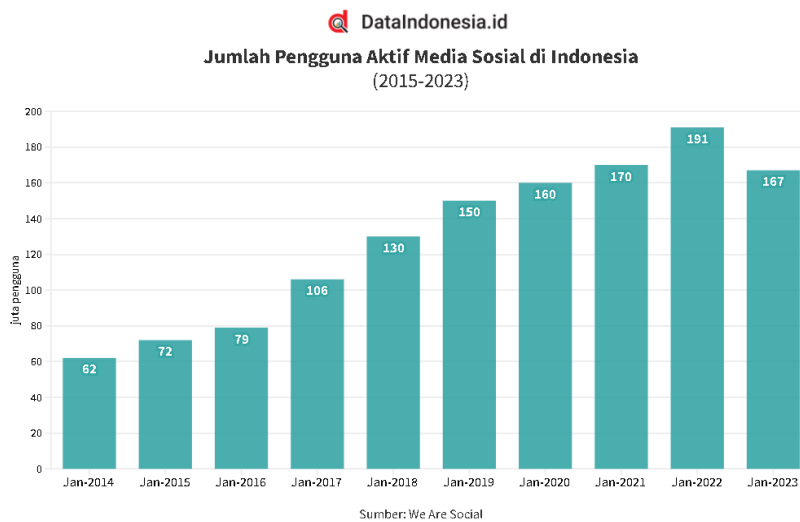


Figure 1. The number of active social media users

Based on the graph above, it can be said that the number of active social media users in January 2023 was recorded as 167 million people throughout Indonesia, this means that social media users are equivalent to 60.4% of the Indonesian population<sup>5</sup>. This high number of users is dominated by adults and parents, children and teenagers who are also actively involved in social media. Most social media enforce certain age rules when registering, the average age is 13 years<sup>6</sup>.

At a young age using social media is certainly very risky for the younger generation because it can be influenced by their thought patterns, especially in national life. The Indonesian people's perspective as an Indonesian nation must be cultivated from a young age so that they are not easily influenced by new ideas adopted by several people who are considered role models in their expertise in civics. As written by Nayla Rizqiyah, and Dinie Anggraeni Dewi, 2021, they stated that based on the results of research conducted on Twitter social media users. The research states that technological advances have brought the younger generation to a phase where they need to receive positive reinforcement from the use of social media. It needs to be acknowledged that Twitter's social media has had a positive impact, namely in the form of the birth of new thoughts and the process of self-actualization. This is normal because adolescence is a time when someone wants to know their identity and what contribution they will make to society. Therefore, teenagers need to receive special assistance in using social media in order to gain national insight so that they can strengthen their basic structural and self-identity of teenagers by applying the basic values of national insight that they obtain in everyday

<sup>5</sup> Widi Shilvina and Bayu Dimas, "Pengguna Media Sosial Di Indonesia Sebanyak 167 Juta Pada 2023," DataIndonesia.Id, last modified 2023, <https://dataindonesia.id/internet/detail/pengguna-media-sosial-di-indonesia-sebanyak-167-juta-pada-2023>.

<sup>6</sup> Hanifah Nur Erma et al., "Dampak Media Sosial Terhadap Konflik Dimasyarakat," EDUSOSHUM (Journal of Islamic Education and Social Humanities), ISSN 2776-5229 1, no. 1 (2021): 12-20., [https://drive.google.com/file/d/1WTGpukxzTfQE8xYaVsquAnXXAhvCMbhS/view?usp=drive\\_link](https://drive.google.com/file/d/1WTGpukxzTfQE8xYaVsquAnXXAhvCMbhS/view?usp=drive_link).

life, as a nation and state<sup>7</sup>. If there is a link between social media and national values, there are several research results that show that social media has an influence on the younger generation regarding national insight<sup>8</sup>.

The use of social media can have a negative impact on children and teenagers, because the use of social media must be wise, namely by always accompanying children when using social media. Guidance and assistance to children and teenagers in using social media as a medium for communicating with friends and family, apart from that, social media can be used to increase creativity because social media often displays unique images that trigger children's creativity. Social media can also provide an opportunity to communicate with other people who have the same hobbies or interests, thus providing an opportunity to gather with people to build communities that have a positive impact on life.

Apart from the benefits mentioned above, it turns out that there are several negative things that can be detrimental, including the risk of meeting unknown strangers and sometimes becoming a victim of fraud from these foreigners, the presence of shows that are not age-appropriate for children and teenagers, or sometimes become a victim of cyberbullying<sup>9</sup>.

The importance of assisting and supervising the use of social media for children in their teenage years really needs to be done because recently it has been very difficult for most Indonesian children to be separated from the world of gadgets. According to data from the Central Statistics Agency (BPS) for 2022, it is stated that in Indonesia 33.44% of young children aged 0-6 years can use cell phones and 24.96% of young children can access the internet<sup>10</sup>.

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<sup>7</sup> Nayla Rizqiyah and Dinie Anggraeni Dewi, "Pengaruh Media Sosial Twitter Terhadap Wawasan Kebangsaan Remaja Indonesia Dari Perspektif Psikologi Sosial," *Journal on Education* E-ISSN: 2654-5497, P-ISSN: 2655-1365 03, no. 03 (2021): 230-235.

<sup>8</sup> Nanang Andhiyan Mergining Mei, Elis Anita Farida, and Anna Kridaningsih, "Pengaruh Media Sosial Terhadap Wawasan Kebangsaan Pada Generasi Muda," *CIVICUS: Pendidikan-Penelitian-Pengabdian Pendidikan Pancasila & Kewarganegaraan* p-ISSN 2338-9680, e-ISSN 2614-509X 9, no. 2 (2021): 1-6.

<sup>9</sup> Alodokter.com, "Mengenal Dampak Media Sosial Terhadap Anak Dan Remaja," <https://www.alodokter.com>, last modified 2021, <https://www.alodokter.com/orangtua-waspada-media-sosial-pada-anak-dan-remaja>.

<sup>10</sup> Monavia Ayu Rizaty, "Sebanyak 33,4% Anak Usia Dini Di Indonesia Sudah Main Ponsel (Jakarta, 2023)," <https://dataindonesia.id/internet/detail/sebanyak-334-anak-usia-dini-di-indonesia-sudah-main-ponsel>.

Persentase Anak Usia Dini yang Menggunakan Telepon Seluler dan Mengakses Internet  
(2022)

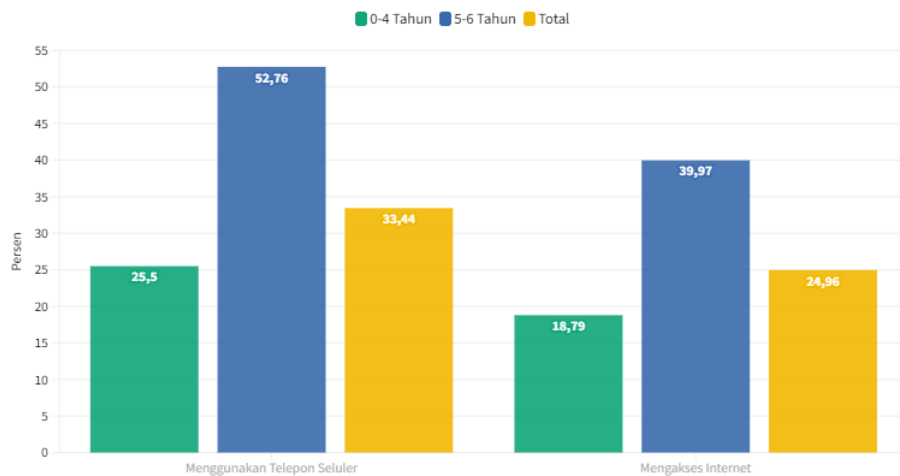


Figure 2. Percentage of young children using mobile phones and the internet  
Source: Indonesian Central Statistics Agency

Based on the data above, it is very necessary to assist and supervise the use of gadgets and social media for teenage children, because the presence of social media as a result of the development of information and communication technology has had a very extraordinary impact and has even become a phenomenon. because social media has changed the way humans communicate in all fields, among other things, it is used for marketing communication, political communication or it can even be used for communication in learning systems. This proves that social media has brought changes to humans regarding the way they communicate from conventional to modern and digital-based so that communication becomes more effective<sup>11</sup>.

It is important to assist children and teenagers in using social media because the effects of social media can cause mental health problems such as stress, anxiety disorders, depression, even feelings of wanting to commit suicide, or even becoming victims of bullying in cyberspace. Along with increasingly rapid developments in the fields of technology and information, children's mental development is also experiencing changes that need to be taken into consideration<sup>12</sup>. Monitoring of the use of social media by children and teenagers will be monitored if there is a complete family environment where there is a father and mother, but whether the use of social media by residents of orphanages is well monitored or there is no monitoring. Therefore, there is a need for direct checks in orphanages regarding how to monitor the use of social media by children

<sup>11</sup> Ahmad Setiadi, "Pemanfaatan Media Sosial Untuk Efektifitas Komunikasi," *Cakrawala, Jurnal Humaniora Universitas Bina Sarana Informatika*, P-ISSN: 1411-8629, E-ISSN: 2579-3314, AMIK BSI Karawang 16, no. 2 (2016): 1-7, [https://drive.google.com/file/d/1kDznJ7\\_MmnUbKvruIORmZHI0tj5iw807/view?usp=drive\\_link](https://drive.google.com/file/d/1kDznJ7_MmnUbKvruIORmZHI0tj5iw807/view?usp=drive_link).

<sup>12</sup> Ardanti Restinanda Primaningtyas and Jane L. Pietra, *Pengaruh Media Sosial Terhadap Kondisi Kesehatan Mental Remaja*, 2023, <https://yayaanpulih.org/2023/01/pengaruh-media-sosial-terhadap-kondisi-kesehatan-mental-remaja/>.

and teenagers living in orphanages. The aim of this check is to find out how social media is used in orphanages.

One of the orphanages chosen was the Rumah Harapan Central Cikarang orphanage. Based on the results of a survey at the Rumah Harapan orphanage, children living in the orphanage are already familiar with social media and online games. Based on this data, community service was carried out at the Rumah Harapan Cikarang Central orphanage with the theme of character formation and positive values that must be fostered in children to avoid the negative impacts of using social media. The implementation of community service (PKM) focuses on directing children to use social media to shape the character of the orphanage residents so that they comply with the norms, values, and ethics in using social media and are expected to have a positive influence when using social media.

## **Method**

To achieve the aim of directing the use of social media for Rumah Harapan orphanage children, the method used includes several stages, including:

Preparation stage, in the preparation stage there are three stages that need to be carried out, namely first, the preparation and data collection stage which consists of a location survey, data on the children in the orphanage, school level, and age of the children in the orphanage, their level of understanding about values. At this stage, the thing to do is contact the management of the Rumah Harapan Cikarang Central orphanage to coordinate and ask for permission to carry out Community Service activities. After obtaining permission, the next step is to prepare assistance, direction, and counseling materials. Apart from the materials, the methods that will be used also need to be prepared, such as games for the orphanage children.

**Second**, the selection of counseling and mentoring programs that will be carried out in orphanages are tailored to the needs of children in orphanages, because they are based on research by Fazrian Thursina, 2023, stated that the results of research conducted in the city of Bandung showed that the influence of social media on mental health was due to excessive use of social media causing anxiety, stress, depression and loneliness in teenagers<sup>13</sup>.

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<sup>13</sup> Fazrian Thursina, "Pengaruh Media Sosial Terhadap Kesehatan Mental Siswa Pada Salah Satu SMAN Di Kota Bandung," *Jurnal Psikologi dan Konseling West Science* 1, no. 01 (2023): 19-30, [https://drive.google.com/file/d/1PLAj1WhcSh0f5-YCuRzUO9O2EA1CY2d6/view?usp=drive\\_link](https://drive.google.com/file/d/1PLAj1WhcSh0f5-YCuRzUO9O2EA1CY2d6/view?usp=drive_link).



Figure 3. (A) Discussion With The Head of The Orphanage Management, (B) Community service team members, (C) Conditions in orphanages during the day

*Third*, this program focuses on teaching about social media usage policies, the importance of privacy and security in using social media, and how to interact healthily and positively on social media. This is proven by the results of research conducted by Fitri Handayani, Riqqah Annisa Maharani, Desyandri, and Irdawarni, 2022, which stated that the positive impact of social media for teenagers is that teenagers can repeat school lessons available on YouTube and Google. so that children can use technology to support their learning and children can transfer knowledge. The negative impact that occurs due to the use of social media is the increase in children's laziness when completing school assignments, this happens because children feel comfortable playing with social media and forget about their main duties as students, so it has an impact on children's emotional levels which increase every day, and children's polite attitudes decrease in their relationships with teachers and other people<sup>14</sup>.

The next stage is the implementation stage. In the implementation stage there are several activities carried out including: *first*, material presentation activities regarding the use of social media and the values of Pancasila and citizenship<sup>15</sup>, *secondly*, after this, the children of the orphanage were trained in their creativity through creativity of folding origami paper<sup>16</sup>, *third*, after the children are creative with origami, the next activity is a quiz, the quiz material given is related to the Pancasila and citizenship material that has been presented<sup>17</sup>, *fourth* game session which includes several games, including (1) One Word Game, (2) Guess the Word Game; and (3) ABC Five Basics game.

<sup>14</sup> Fitri Handayani et al., "Pengaruh Penggunaan Media Sosial Terhadap Perkembangan Anak Usia Sekolah Dasar," Jurnal Pendidikan Tambusai, ISSN: 2614-6754 (print) ISSN: 2614-3097(online) 6, no. 2 (2022): 11362-11369, [https://drive.google.com/file/d/1XbGZ2Agwv--zwVay7qwbMAX3WCCCChAv/view?usp=drive\\_link](https://drive.google.com/file/d/1XbGZ2Agwv--zwVay7qwbMAX3WCCCChAv/view?usp=drive_link).

<sup>15</sup> S. Syahira, "Pengertian Pancasila Menurut Tokoh Sejarah Dan Ahli," <https://umsu.ac.id/>, last modified 2023, accessed July 17, 2023, <https://umsu.ac.id/berita/pengertian-pancasila-menurut-tokoh-sejarah-dan-ahli/>.

<sup>16</sup> Sukma, "Pengembangan Kreativitas Anak Melalui Keterampilan Melipat Kertas Origami Di RA Al-Muslimat, Tarbiyatul-Aulad," Jurnal ilmiah Pendidikan Anak 8, no. 2 (2022): 35-48.

<sup>17</sup> Fai, "Lambang Garuda Pancasila Arti Dan Makna," [umsu.ac.id](https://umsu.ac.id/), last modified 2023, accessed July 18, 2023, <https://umsu.ac.id/berita/lambang-garuda-pancasila-arti-dan-makna/>.



Figure 4. (A), (B) and (C) Tutorial for Creativity Through The Art Of Origami Paper Folding

So that all game participants can take part in the game, there are explanations for all types of games that have been prepared. For the one-word game, the method of play requires participants to use only one word to guess the object in question at each stage. This game aims to hone participants' abilities to think quickly and creatively. The hope of this game is to hone participants' abilities to think quickly and creatively<sup>18</sup>. The next game is the Guess the Word game, the method used in this game is that all the game participants are divided into two groups facing each other, each participant has a picture that is kept above their head, and then the opponent will show the picture in a style according to the picture provided, Opponents who are opposite are required to guess the style being demonstrated. If the answer matches the picture, it will change to the opposite. If you can guess, then you will change with the other participant. If the first person does not succeed in guessing the word then he or she moves to the back of the line and will be replaced by the second to sixth players. This game can hone participants' ability to think quickly using only grids<sup>19</sup>.

The third game is the ABC Five Basics game, the way to play this game is to start by selecting the category to be played, then the players from each team will raise their hands by saying "ABCD" using their fingers, The finger used determines the letter that will be the reference for mentioning the category<sup>20</sup>. Each player is given the opportunity to name a category from a previously determined letter, and the team that cannot continue in that category is deemed to have lost. This game stimulates participants to think quickly and responsively in finding categories that correspond to the specified letters. The hope of this game is to stimulate participants to think quickly and

<sup>18</sup> Pusdatin, "Ini Bunyi Pancasila Dan Makna 5 Lambangnya," Bpip.Go.Id, last modified 2021, accessed July 23, 2023, <https://bpip.go.id/berita/1035/673/ini-bunyi-pancasila-dan-makna-5-lambangnya.html>.

<sup>19</sup> Rizki Pratama and Hadi Warsito Wiryosutomo, "Penerapan Bimbingan Kelompok Teknik Bermain Tebak Kata Untuk Meningkatkan Percaya Diri Berbicara Di Depan Umum SD Negeri Mliriprowo," Jurnal BK UNESA 10, no. 1 (2019): 131-142, [https://drive.google.com/file/d/1UC55365-nLno\\_R2PLQ4zVA5XH5FNBORy/view?usp=drive\\_link](https://drive.google.com/file/d/1UC55365-nLno_R2PLQ4zVA5XH5FNBORy/view?usp=drive_link).

<sup>20</sup> Pratama and Wiryosutomo, "Penerapan Bimbingan Kelompok Teknik Bermain Tebak Kata Untuk Meningkatkan Percaya Diri Berbicara Di Depan Umum SD Negeri Mliriprowo."

responsively in finding categories that match the specified letters<sup>21</sup>.



Figure 5. (A), (B) and (C) The ABC Five Basics Game

## Results

### *Game Implementation Process*

The implementation of assistance in character building for children in using social media at the Rumah Harapan Cikarang Central orphanage went well, and the enthusiasm of the children visiting the orphanage was very high, this was proven by their enthusiasm in participating in all the activities. The first activity is a game consisting of the word guessing/picture guessing game, the one-word game, and the Five Basic ABC game.

The first game is a game of Guess the Word/Guess the Picture. During the game "Guess the Word," children at the orphanage were encouraged to think quickly and creatively. The children's enthusiasm and enthusiasm for participating was very high, and they were eager to guess and try to find out what word matched the picture in question. This process helps us to understand how children respond and think quickly and how this can contribute to the formation of more positive character traits<sup>22</sup>.

The second game is the One Word game. In the game "One Word," children are encouraged to use their imagination and quick thinking to guess objects with just one word. The children were very enthusiastic and enthusiastic about participating in this game. They try to give creative and precise answers, thus showing that they have intelligent thinking abilities. This process provides a clearer view of how children react to challenges and how they strive to participate actively in fun activities like this.

<sup>21</sup> F. Frisca, "ABC 5 Dasar, Permainan 90-an Yang Masih Seru Hingga Sekarang," *Fimela.Com*, last modified 2016, accessed July 23, 2023, <https://www.fimela.com/lifestyle/read/2452947/abc-5-dasar-permainan-90-an-yang-masih-seru-hingga-sekarang>.

<sup>22</sup> Sabumiku.com, "Permainan ABC Lima Dasar Mengajak Anak Melatih Kata Bersama Dengan Jari-Jari Kecil Mereka," *Www.Sabumiku.Com/*, last modified 2021, accessed July 21, 2023, <https://www.sabumiku.com/budaya-indonesia/permainan-abc-lima-dasar/>.

The third game is the ABC Five Basics game. In the game "Five Basic ABCs" children are directed on how to collaborate in finding categories that correspond to the specified letters. The children were very enthusiastic and active in providing relevant categories and trying to win the game. They also seem to appreciate every opportunity given to provide answers, even though some of them may not be able to name the right category. The processes that occur in this game help researchers to see the extent of children's ability to think quickly and show how they interact in a positive and supportive play environment.

***Level of Satisfaction of Orphanage Children***

Although it is impossible to measure the level of satisfaction from the implementation of assistance to the children at the Rumah Harapan orphanage, the quick response and enthusiasm of the children for each game shows that the children at the Rumah Harapan orphanage are quite satisfied. They really enjoyed every game session and they were very happy as shown by their expressions in participating in the mentoring activities and games held. The children looked happy and laughed during the game, showing that this activity provided an enjoyable experience for them.

Apart from that, this activity also provides an opportunity for children to feel valued and recognized for their efforts in playing and interacting well with their friends or team. This gives children a sense of satisfaction and happiness and increases their confidence in communicating and collaborating. The first session's activities in the form of three educational games were able to lighten the mood of the children in the orphanage so that they became happy and could smile with happiness. In a fun, upbeat atmosphere, children feel valued and important, helping to increase their overall positive feelings and character development.



*Figure 6. One Word Game Documentation (Figure A), Guess the Word Game Documentation (Figure B), ABC Five Basic Game Documentation (Figure C)*

### ***Counseling and Assistance in the Use of Social Media***

After all the games are finished and the children feel happy, counseling and mentoring are then carried out regarding the influence of the use of social media on teenagers' lives, especially on attitudes toward citizenship. With this assistance, children from the Rumah Harapan orphanage were given exposure to the negative effects of using social media. After watching several videos, researchers explained to the children in the orphanage the effects of social media use on humans. Some of the negative impacts resulting from frequent use of social media are increasing levels of stress and depression at the adolescent level. Apart from that, excessive use of social media can have an impact on teenagers' psycho-social problems, such as adjustment and self-esteem. Teenagers who frequently use social media become less socially interactive, which can cause depression at the teenage level.

Another influence of the use of social media is that the dynamics of people's lives have become excessive, so that acculturation with the touch of information technology results in the birth of freedom when conveying ideas personally. In fact, society finds it difficult to distinguish between criticism and suggestions, and we often encounter more and more "blasphemy" every day. Social media has changed the social life of a humanistic society into an individualistic society. Technological advances with the development of social media cannot be rejected and cannot be separated from the younger generation, especially in relation to when the younger generation receives or conveys information about national and state life to broaden national insight.

### **Discussion**

Based on the results of the implementation of community service in the Rumah Harapan orphanage, there are several things that can be discussed, including the need to equip children, especially teenagers, with an understanding of social media and its influence on themselves and the surrounding environment. The method that needs to be used in assisting the influence of social media use on children that is somewhat approaching is the participatory action research method. This method is considered quite relevant because the children living in the Rumah Harapan orphanage are not used as research objects but as research subjects, so the children will understand that excessive use of social media will have an impact on them.

The impact of the increasing use of social media among children and teenagers which can be felt directly by Indonesian society is that there are religious practices in society that have not been able to create a strong moral commitment either emotionally or rationally, or also spiritually so that there is an increasing shift in national values from the younger generation, especially children and teenagers. Apart from that, the increasingly weak strategic control role of educational institutions means that the

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process of carrying out enlightenment and transformative social change is experiencing fewer obstacles. Therefore, there needs to be more action in the process of assisting children and teenagers in using social media by directly involving the children of the Rumah Harapan orphanage to become research subjects, so that they can see and feel directly the impact and influence of excessive use of social media<sup>23</sup>.

The COVID-19 pandemic that has hit all countries has had an impact on changing the way of learning, namely through online methods. This change in method forces all parents of students to provide online learning facilities and infrastructure, namely in the form of gadgets. Based on the results of mentoring at the Rumah Harapan Cikarang Central orphanage, it can be concluded that the children who live in the orphanage will feel guided if they are used as subjects in the mentoring rather than as objects. so that their understanding of the risks of using social media is acceptable to them and they will try to protect themselves from the freedom to use social media. This method is a Participatory Action Research (PAR) method that places them as perpetrators of the risks of using social media<sup>24</sup>.

Initially, the use of gadgets was very good in supporting learning, but over time the use of gadgets began to shift in function because school children began to access various social media. According to Ramadhanti H. B, 2020, stated that the impact of using gadgets in supporting learning is that schools have not been able to provide counseling to students and parents about how to use gadgets wisely during the Covid-19 pandemic, so there is no control over the use of information and communication technology during the Covid-19 pandemic, as a result, school children are addicted to using social media<sup>25</sup>. The shift in the use of gadgets from learning needs to using social media is because social media provides something more interesting, so children and teenagers prefer games that use gadgets, because playing conventional games takes time, and space, is boring, and tends to cause lots of conflicts with playing friends.

The new habit of children and teenagers using social media has received less monitoring from parents because there are still many parents who do not realize and understand that the use of gadgets has positive and negative impacts in their use. Therefore, there needs to be an outreach to parents of students regarding awareness of parenting styles for children who are addicted to playing gadgets, and children need to need alternative games outside the home so that they can be used as a substitute for games on gadgets<sup>26</sup>. Based on this condition, children and teenagers must be given a

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<sup>23</sup> Agus Afandi, Mohammad Hadi Sucipto, and Abdul Muhid, *Modul Participatory Action Research (PAR) Untuk Pengorganisasian Masyarakat (Community Organizing)* (Surabaya: UIN Sunan Ampel Surabaya, 2016).

<sup>24</sup> Riyanto Adji, *Manfaat Metode Participatory Action Research (PAR) Dalam Pembangunan Wilayah Rt Di Masa Pandemi* (Bekasi: President University, 2021).

<sup>25</sup> Ramadhanti Husnah Bintari, "Kecanduan Gadget Di Masa Pandemi Covid-19 Pada Siswa Kelas XII MIPA SMAN 1 Sutojayan Kabupaten Blitar, 2020," *Jurnal Kesehatan Hesti Wira Sakti* 8, no. 2 (2020).

<sup>26</sup> Listiyani Siti Romlah et al., "Dampak Penggunaan Gadget Pada Anak Dimasa Pandemi Covid-19

method of assistance in using gadgets, such as providing games with gadget tools such as guessing pictures.

Pictures that will be shown to children through the display on the gadget screen, or several questions about science and when answering them, children can access them via Google, or direct children and teenagers to watch educational videos from YouTube such as learning mathematics or other types of lessons that are considered difficult. In this way, it is hoped that children and teenagers will better understand that gadgets and social media can support their education and growth.

## **Conclusion**

Based on the results of Community Service Activities (PKM) regarding education, counseling, and social media assistance at Rumah Harapan Cikarang Pusat, Bekasi Regency, it can be concluded that this activity is an alternative in developing the character of children living in orphanages, especially in using gadgets and avoiding addiction to social media. Assistance in using social media has opened up children's understanding of the function of social media because it is not only a means of entertainment but also a tool for creativity. Many children have developed their creativity by using the social media YouTube, such as in the art of paper folding "origami", children's creativity develops more quickly beyond what has been taught during counseling. After the children in the orphanage feel comfortable with play and creativity, the children are directed to recognize and understand the influence of the use of social media on national values in each individual. In this section, children learn together lightly about education about Pancasila which is delivered through games and questions and answers about Pancasila, such as the symbols of Pancasila, the sound of the principles in Pancasila and there are still many questions about Pancasila

Overall, this mentoring activity is quite good at opening the minds of the children who live in the Rumah Harapan orphanage to the positive and negative impacts of using social media as well as providing opportunities for children to develop creativity and also an understanding of noble national values. It is hoped that activities like this can continue to be carried out to have a positive impact on the development of the character of the prospective young generation for a better future for Indonesia with a good personality.

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The implementation of Community Service assistance activities regarding the Formation of Positive Character of Children in Orphanages Using Social Media cannot be separated from the collaboration of various parties, Therefore, researchers would like to

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