



The Impact of Gadgets on Children's Development: Delayed Speech and Autistic Disorders

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Abstract: Not only do adults use devices, but also adolescents and young children as young as kindergartners and toddlers. The child's brain is at its prime for growth between the ages of 0 and 5 years old. Because it may influence and define a child's future development, the toddler stage is crucial for maximizing a child's growth. The usage of technology from a young age will have an impact on children's development and may lead to an increase in autism incidence. The goal of this study was to determine how utilizing gadgets affected autistic children's impairments in speech and language development.

The field of information and communication technology is one where technological advancements happen extremely quickly. A person's medium for social interactions in the modern era of globalization, particularly to build social contacts and converse exclusively via gadgets. Right now, teens and young people, including children in kindergarten and toddlers, are already utilizing electronics in addition to adults. So this can lead to AUTISTIC DISORDERS.

Keywords: Gadget, Children's language children's development, infant development

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INTRODUCTION

Children that play with electronics often remain quiet while doing so, regardless of what is going on in the environment. Children have unknowingly developed a dependent on utilizing gadgets, and this is one of the effects that has a significant impact on children's development.

Addiction to gadgets makes kids sluggish and insensitive to their surroundings, which might affect how they develop. The usage of devices can lead to people preferring to spend their time alone and avoiding social interaction, while psychosocially disturbed youngsters may cause them to stutter and speak too soon. The number of people with autism has grown every year. Autism cases peaked in 1990 at 1:2,000 new births. In the United States, the number of kids who are at risk of developing autism grew to 1 in 150 in 2000. While in the UK, the most recent statistics from the American Center for Disease Control and Prevention in 2002 revealed that according to Wardani (2009), there are at least 60 new cases of autism for every 10,000 live births and it affects between 6,000 and 15,000 children under the age of 15. The Director of Mental Health Development at the Ministry of

Health estimated that there were around 112,000 autistic children in Indonesia between the ages of 5 and 19 in 2013. It is estimated that 1.68 out of every 1000 children under the age of 15 have autism.

Autism is often identified before the third birthday. But there are other signs that appear as early as infancy, such as a delay in social interaction and language (progression) or normal development that stops and reverses before the age of three.

Early infancy has a key time span, sometimes known as the "golden period," during which the human brain grows and develops at its fastest rate. Toddlers are particularly open and sensitive in embracing many forms of learning and enrichment, both good and negative, since their developing brains are more malleable than those of adults at this time. Toddler development and growth will be at their best if their environment supports them positively, or vice versa. Children now frequently own technology like smartphones, tablets, telephones, and computers as a matter of course. Children who are in the golden years of character, morality, and moral education should get considerable attention.

This study also examined respondent characteristics including mother's education, employment, child's age, gender, age of introduction to/use of device, and gadget kind. Higher education, secondary education, and basic education are the three categories under which mothers' education is divided. There are two categories of occupational mothers: those who work and those who do not. The child's age is divided into five (5) sections. Children at KPSP are divided into the following age groups: 24-36 months, 37-48 months, 49-60 months, 61-72 months, and > 73 months. The kid must be at least one year old, one year, two years old, or three years old before being introduced to or using a device. 4 years, but no more than 5. Smartphones, tablets, and laptops fall within the category of frequently used technology. The KPSP form, which has 3 questions for children aged 24 months, 36 months, 54 months, and 60 months, is used to measure children's speech and language development factors. While there are just 4 questions on the KPSP form for children who are 30 months old.

Based on table 1, it can be seen that 22 respondents (66.7%) made up the majority of parents of highly educated children. There is no significant difference in the nature of job working mothers and non-working mothers differ from one other. There were 17 responders (51.5%) who did not have a job. 16 respondents (48.5%) were working mothers. Both entrepreneurs and employees in the public sector are parents. Therapy clients at UPTD Autism-Education and Culture There are 12 children (36.4%) in the Oce of Sultra who are between the ages of 37 and 48 months (between 3 and 4 years), and there are 9 children (27.3%) who are between the ages of 73 and 6 years. However, 29 children (7.9%) of the therapy patients were men, making up the majority.

Intensity of Use of Gadgets	Frequency	Percentage
Low	7	21.2
High	26	78.8
Amount	33	100.0

Source: Primary data, 2019

However, similar to a blade, the device has both beneficial and harmful effects on the youngster. In terms of psychology, childhood is a time where kids learn to know things they don't yet know. Children's growth will be impeded if they are already hooked to and negatively impacted by the device because early experiences have a significant impact on later developments. Additionally, unintentional kids frequently use the "What You See is what you Get" principle. If parents and families do not provide focused and comprehensive direction, its implementation will have a

detrimental impact on children's development. Children learn from what they observe. At an early age is the stage of development of motor intelligence, the intelligence of thinking, emotional intelligence, language and communication shows that early childhood is the future of a nation's assets that must be considered in each phase of development. There was also an effect on language development in children. when children watch a video on YouTube or other sites, making the child only one-way communication, where it has a serious impact on early childhood. We can see that a lot of animated films that only displays the image without any dialogue in the story, which makes communications child in one direction, in addition to mute the video as well makes children lose time to get to know and learn new vocabulary. Additionally, we observe instances of this bus when children as young as 2 years old have been given the device, which will impair their two-way communication. Children will endure speech delay as a result, which will make it difficult for them to communicate with others. While the development of a child's language abilities is a skill that is crucial for communication, particularly for those who have started preschool and especially kindergarten.[2:64]

Generally the stages of child development can be divided into several age ranges, each of which shows the characteristics of its own.

According to study , the majority of kids do not typically use devices (more than 30 minutes per week), as evidenced by the findings of research on kids whose development deviates from gadget usage. A kid's development may be impacted by a youngster using gadgets for too long since it makes them lethargic to move around and engage in activities, interact less with their environment, and hinder their socialization process. While three socialization processes were required for people to become capable members of society.[3:54] According to Hurlock (1996), this socialization process appears to be distinct but is really interconnected in the ways that are listed below. (1) Recognize appropriate social behavior and practice it. (2) Acquiring social skills necessary for community participation. (3) Developing attitudes and social conduct toward other people and community social interaction..[4:65]

CONCLUSION

The device can have both beneficial and bad impacts, like the two sides of a blade. To ensure that children develop to their full potential, teachers and parents must be astute in how they approach the use of devices on kids, how to maximize their beneficial effects while minimizing their negative ones.

With so many entertaining elements available, it's easy for kids to get used to it. Many of the effects and advantages of the technology, among others, help children develop their brains and creativity. Learning to read and write letters has a similar beneficial effect on a child's brain development as coloring. Learning to read and write on paper or in a book doesn't take children a lot of time or effort. Children will be more willing to study since these programs frequently include captivating images. Also developed was the capacity to picture youngsters.

The device also gathers data on any detrimental effects on infant development. In terms of psychology, childhood is a time where kids learn to know things they don't yet know. Children's growth will be impeded if they are already hooked to and negatively impacted by the device because early experiences have a significant impact on later developments.

In order to ensure that kids develop to their full potential, teachers and parents must be wise about how to approach kids' usage of devices, how to maximize the beneficial effects of gadget use while minimizing the bad ones.

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