Self-Management of Youth Transmigrant in the Use of Information Technology

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Abstract: Addiction to internet cyberspace technology, like Facebook, Twiter, Messenger, Line, WhatsApp, which attacks many online behavior excessively, especially among teenagers. Addicted to schools, Even Internet home offices cannot stop her craving home. Young said cyberspace labeled online did a lot of harm, losing control of explaining what the internet used and its life was. An internet addict, like alcohol or other alcoholic drinks, instead turns to spending hours even in full on the internet as a substitute for extreme addiction, days in front of a safer computer. Likewise, teenagers in Margo Mulyo Village have started to love the progress of the virtual world from the dependence on games that exist in the world of information and technology in the form of cellphones and online game tools in internet cafes. The Bentiring Self-Migration Settlement, which has been inhabited since 1983, began with the village of Bentiring to become the location for a pilot project for independent transmigration based on requests from the community.
Keywords: self management, youth transmigration, information technology, village, pilot project

1.   Introduction

The family is the smallest social unit that provides the primary foundation for child development. The surrounding environment and school also provide nuances on children's development [1]. Therefore, whether or not the structure of the family and the surrounding community affects the good or bad of the child's personality growth [2]. Humans are essentially social creatures. Since being born requires association and interacting with other people to meet various needs [3]. As social beings. In carrying out the interaction process, he is sometimes angry, irritated, disgusted, frustrated, emotions manifested in the form of behavior, ranging from crime, sexual harassment, violence and juvenile delinquency which even started as a child [4].

Psychologically, childhood is a rapid development and changes in many aspects of development [5]. Childhood experiences have a strong influence on subsequent developments. Knowledge of children's development can help them develop themselves and solve the problems they face. Through an understanding of the factors that influence child development, various efforts can be anticipated to facilitate this development, both within the family, school and community [6]. In addition, efforts can also be anticipated to prevent various obstacles or factors that might contaminate (poison) the development of children. The development of a child into a qualified adult human goes through a long process [7]. Among the influencing factors is the state of the house in which a person is raised. The age to integrate into adult society is no longer felt to be below the level of the older people but on the same level [8]. This research will try to answer problems related to 1) How is youth self-management in the use of information and technology (IT) in the villages? 2) What factors can support Youth Self Regulation in the use of Information and Technology (IT) in Margo Mulyo village, Pondok Kubang subdistrict, Bengkulu Tengah district?

2.   Research Method

This type of research is field research. Namely using the object of research as a source of data or information acquisition [9]. The research approach chosen is a qualitative data approach, namely data that

is described in sentences, separated according to categories to obtain conclusions [10]. Qualitative research is research that intends to understand the phenomena experienced by research subjects such as behavior, perception, motivation, action, etc. holistically, and by means of descriptions in the form of words and language, in a context [11]. Special nature and by making use of various natural methods. In qualitative research, the questions that are asked as research questions include not only: what, who, where, when, how, but most importantly, must include the question why. The why question demands answers regarding the nature that exists in the relationship between symptoms or concepts, while the what, who, where and when questions demands answers regarding identity, and the how questions, demands answers regarding the processes [12]. Qualitative methods have artistic, interpretative, and naturalistic characteristics. It is said to be artistic, because the research process with this method is more artistic (less patterned); called interpretive because the data from the research are more concerned with the researchers' interpretation of the data found in the field; and is called naturalistic, because the research is carried out in natural conditions (natural setting) and without any engineering, manipulation and so on, also because the research is something that is natural and develops as it is, is not manipulated by researchers, and even the presence of researchers does not really affect the dynamics in the object under study [13]. Qualitative research is essentially an effort to observe people in their environment, interact with them, try to understand their interpretation of the world around them. Based on this description, it can be argued that this descriptive case study research seeks to observe and examine a situation in an organization according to what it is (natural), then the results of the research try to describe the object of research based on facts and data and events trying to connect events or research objects as well as analyzing it based on the concepts that have been developed before making it easier for researchers to solve problems [14]. This study seeks to describe the transformation of education and its implications in cultivating children's souls in the use of IT in Central Bengkulu Regency, precisely in the Bentiring area, then analyzed, using a qualitative approach and descriptive method with an activity analysis mindset [15]. Descriptive research in the field of education and curriculum is quite important, describing the phenomena of educational activities, learning, curriculum implementation at various types, levels and educational units.

3.   Result

Self-management of youths in the use of mobile information and technology in the village of Margo Mulyo, ex-transmigration Bentiring, Pondok Kubang subdistrict, Central Bengkulu, Bengkulu Province. In general, teenagers in Margo Mulyo village already have good Self Management. Their self-regulation ability can be seen from the attitude of youths who can maintain good manners towards teachers, parents, community leaders and also their peers, have good motivation to learn seen from their peers who compete with each other positively, they are able to dedicate themselves by participating in activities in the community and able to organize several youth who are involved in several activities, for example, youth recitation. In general, young people in Margo Mulyo village can control their behavior well. They have the nature of courtesy towards elders, community leaders and parents. Teens behave positively in various activities in society However, there are still some teenagers who cannot control their behavior by violating several rules such as going home too late when accessing the internet via wifi at the village hall because they feel cool using wa, instagram, messenger or listening to music, or game play and occasionally open Youtube.

4.   Conclusion

Based on the data obtained from the results of field findings and an analysis of youths in the village of Margo Mulyo, Pondok Kubang subdistrict, it was concluded that the self-management of youths in the use of mobile phones was as follows: 1) Self-management of youths in the use of information and technology (IT) in Margo Mulyo village through three structures, namely Metacognitive, Motivation, and Behavior. 2) Factors that can support youth self-management in the use of Information and Technology (IT) in Margo Mulyo village, Pondok Kubang subdistrict, Bengkulu Tengah district. a) This internal factor contains three causal aspects, namely low self-control, high sensation seeking and low self-esteem.

b) Situational factors that describe the psychological situation of an individual. Where youths will feel psychologically comfortable when they use a cellphone. c) External factors that affect individuals in terms of buying Handphones. The big factor is the influence of the media in marketing the mobile phone and the facilities provided. d. Social factors as needs in student social interactions. 3. Model of Self-Management for Youth Transmigrants in the use of Information and Technology (IT) in Margo Mulyo Village, Pondok Kubang District, Bengkulu Tengah Regency.

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