

CHAPTER I

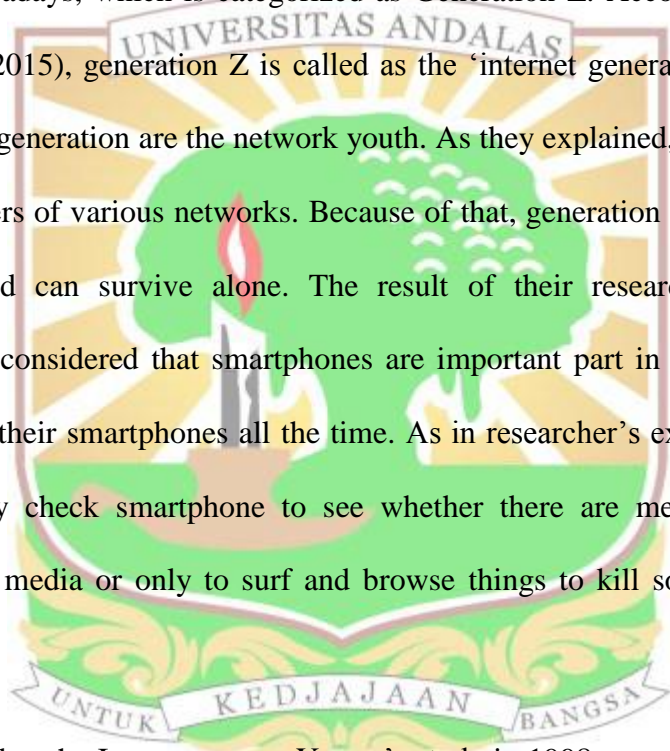
INTRODUCTION

1.1 Background

Today, internet becomes an important thing in our daily activities, such as for watching TV, reading news, chatting with acquaintances, looking for information, playing games, etc. In educational section, Wi-Fis are provided to ease the students in doing tasks and homeworks. Even the systems operated in schools or universities nowadays mostly are internet-based system, for example like the website, portal for students, and so on.

According to Ministry of Communication and Information or Kemkominfo (2014), there are 82 million internet users in Indonesia and 80 percent of them are teenagers between 15-19 years old and with that amount, Indonesia became the 8th most internet user's country. The result of survey done by APJII (2015) stated that 64.7 percent of internet users in Indonesia are senior high school students. The result also showed that 85 percent of internet users access the internet through smartphone. It is not surprising since nowadays most people, especially teenagers, have smartphone. With the existence of smartphone which can connect to internet, it is easier for teenagers to access internet anytime they want to and anywhere they would like to.

The result of survey done by APJII (2015) also stated that most of internet users access the internet for 1-3 hours per day with the most occasions is to communicate through social media. With social media, we can reach people who live far away. There are no barriers anymore to talk and interact with acquaintances that live in different country. However, using social media for too long in a day may bring disadvantages for users. That is what happened to the teenagers nowadays, which is categorized as Generation Z. According to Ozkan and Solmaz (2015), generation Z is called as the 'internet generation' which the people in this generation are the network youth. As they explained, this generation can be members of various networks. Because of that, generation Z is believed to live alone and can survive alone. The result of their research proved that Generation Z considered that smartphones are important part in their life. They always check their smartphones all the time. As in researcher's experience, these people usually check smartphone to see whether there are messages through several social media or only to surf and browse things to kill some time while waiting.



Related to the Internet usage, Young's study in 1998 reported that Internet dependents spent a striking average of 39 hours per week online while the non-dependents spent 5 hours per week online. In 1999, Chen and Chou reported that the Internet addiction "high-risk" group spent an average of 20 hours online while the non-high-risk spent 9 hours per week online. Another study mentioned is a study by Chou and Hsiao (2000) which reported that Internet addicts spent 20-25 hours per week online which is almost triple the number of hours spent by non-

addicts (as cited from Chou et al., 2005). From these studies and facts mentioned in the previous paragraph, researcher concludes that Internet users in Indonesia are mostly Internet addicts.

As stated in Widyanto and McMurrin (2004), several researchers said that along with the benefits the Internet brings, problems excessive use are also becoming apparent, such as neglect of academic, work, and domestic responsibilities, disruption of relationships, social isolation, and financial problems. As in researcher's experience, this statement is proven. It can be seen when taking public transportations. People usually check their smartphone at least once during their trip with public transportation. Some people even played smartphone from the start of their trip until they reach their destination. As in what researcher's saw, mostly they open social media, whether to read messages or just to check it even though there is no message at all. They seem like they don't care about their surrounding anymore. By seeing the facts above, from taking more than 20 hours to online until checking social medias through smartphone everywhere, it can be said that generation Z have less time to socialize with people around them.

In campus, aside of discussion in classes, another way to socialize with people is by taking extracurricular activities. There are so many extracurricular activities in college, such as sports organizations, political organizations, religious organizations, arts organizations, internship, and volunteerism. The more a student takes extracurricular activities, the more he or she interacts with people.

The more a student interacts with other people, it is expected that the time for him or her to use internet will be decreasing so that he or she will have a better social life because they learn more about interpersonal skills. According to surveys of recruiters, they value interpersonal and/ or leadership skills of graduating students the most (Rubin et al., 2002). Cascio in 1995 also stated that interpersonal skills demand increased attention because nowadays teams become a standard mode of operation (as cited from Rubin et al., 2002). Not only makes social life better, joining extracurricular activities will also teach the student how to manage the time as a provision for he or she will be a manager in the future.

From all these facts, logical thinking and expectation, researcher interested in seeing how is the prevalence of Internet Addiction on undergraduate Management students who is categorized as Generation Z and how is the correlation between extracurricular activities and the internet addiction.

1.2 Problem Statement

Based on the research background above, the problem that researcher wants to analyze is the prevalence of Internet Addiction and the correlation between extracurricular activities and Internet Addiction on Generation Z as Undergraduate Management Students in Andalas University. This problem statement produces three research questions:

1. How is the prevalence of Internet Addiction on Generation Z as Undergraduate Management Students in Andalas University based on their age?

2. How is the prevalence of Internet Addiction on Generation Z as Undergraduate Management Students in Andalas University based on gender?
3. How is the correlation between extracurricular activities and the Internet Addiction on Generation Z as Undergraduate Management Students in Andalas University?

1.3 Objective Research

Based on the problem statement above, the objective of the research are:

1. To determine the prevalence of Internet Addiction on Generation Z as Undergraduate Management Students in Andalas University based on age.
2. To determine the prevalence of Internet Addiction on Generation Z as Undergraduate Management Students in Andalas University based on gender.
3. To examine the correlation between extracurricular activities and Internet Addiction.

1.4 Contribution of Research

This research is expected to give contribution on:

1. Helping on understanding the correlation between extracurricular activities and Internet Addiction.
2. This research provides correlation analysis of extracurricular activities and Internet Addiction of Undergraduate Management students which

is in educational sector. Therefore, educational sector can use this to help students in decreasing their addiction to Internet and increasing their quality of social life.

The result of this research is aimed to be used as guidance or resources for the next researchers in any area which relate to the prevalence of Internet Addiction and the correlation between extracurricular activities and Internet Addiction.

1.5 Scope of Research

The result of this research is expected to give information about the prevalence of the Internet Addiction based on gender and age of students and to determine the correlation between extracurricular activities and Internet Addiction. Researcher limits the research context by focusing on Undergraduate Management of Economic Faculty in Andalas University.

1.6 Outline of Research

In order to make it becomes systematic, this research is divided into five chapters, which are:

Chapter I Introduction. It contains the background of the problem, the formulation of the problem, the aim of the research, the benefits of research, the scope of research and systematic writing.

Chapter II Literature Review. It contains the theoretical



foundation of the basic concept of internet addiction and extracurricular activities, and also earlier research comes with the hypothesis.

Chapter III Research Methods. It contains the explanation about population and sample research, the technique of data collection, research variables and operational definitions, testing data and data analysis techniques.

Chapter IV Result and Discussion. Explaining about surveys result that consist of respondent characteristics, frequency of distribution of each variable, validity test, reliability test, and discussion about the prevalence of Internet Addiction based on gender and age and also the correlation analysis of extracurricular activities and Internet Addiction.

Chapter V Closing. In this chapter, researcher will explain about conclusion of research, implication of research, limitation of the research and recommendation for further research.

