

Appendix 1
Interview Guideline

| Purposes of The Study | Theories | Questions for Interview |
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| Definition of Technological Gadgets | <ul style="list-style-type: none"> - Gadgets are tools that have various software applications installed on hardware and software platforms (Ferrer & Vlachos, 2014) - Ramsey (2003) stated that technology (gadget) is the products of human knowledge which involves tools, materials, and systems - Luppicini in (2005) believed that technology (gadget) is a concept of machines that has been constructed based on the knowledgeable systematic engineering. Therefore, | <ul style="list-style-type: none"> - Apakah Anda familiar dengan kata gadgets? Menurut Anda apakah itu? |

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| | <p>technology is products or artefacts that have been constructed based on the human knowledge which involves tools, materials, and systems.</p> <p>- Kumar et. al (as cited in Abdul Wahab, Rose, & Osman, 2012) technology consists of two components: a physical component which comprises of items such as products, tooling, equipment, blueprints, techniques, and processes; and 2) the informational component which consists of know-how in management, marketing, production, quality control, reliability, skilled labour and functional areas.</p> | |
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| <p>The Use of Gadgets</p> | <ul style="list-style-type: none"> - “Using most recent technical communication devices to facilitate the process of learning and teaching, scholars tried to put them in the heart of the educational process.” (Adebayo, 2015) - “Motivation and engagement are frequently identified as the major benefits of using technological tools to support literacy learning.” (Andrews, 2003) - “Communication gadgets such as Smartphone can be a useful resource for students to practice and use their integrated target language skills and to communicate | <ul style="list-style-type: none"> - Apakah yang Anda ketahui tentang fungsi dari gadgets? |

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| | <p>with others outside the Classroom.” (Wishnoebroto, 2012, p. 96)</p> <ul style="list-style-type: none"> - Auger (2010) mentioned that a mobile phone is the type of technology that has functions as a communication tool and information source also could be used for educational purposes - Dehmler (2009) stated that technology refers to kinds of devices most commonly used for communication and entertainment purposes, including computer, cell phones, console and video games, and television. | |
| <p>The Types of Gadget</p> | <ul style="list-style-type: none"> - “The students will be using laptops, e-readers, PDA’s, | <ul style="list-style-type: none"> - Sebutkan macam-macam |

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| | <p>mini tablets etc. Students are learning at their own pace with the help of computers, Laptops, interactive-white boards, simulation devices and mobile phones.” (Rani, 2015)</p> <ul style="list-style-type: none"> - “Electronic gadgets like computer/laptop, projector, microphone, etc are often used in language teaching and learning.” (Adebayo, 2015) - The terms of gadget refer to electronic portable devices such as mobile phone, mp3 player, console game or any other wireless devices (Ganganahalli, Tondare, & Durgawale, 2014). | <p>gadget yang Anda ketahui?</p> <ul style="list-style-type: none"> - Gadget apakah yang paling sering Anda gunakan, dan apa alasannya? |
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| <p>The Frequency on Using Gadgets</p> | <p>- “This tool has mostly affected the young due to their noticeable involvement in spending most of their time pressing the buttons of their beloved cell phones.” (Wafa' N. Muhanna, Awatif M. Abu-Al-Sha'r, 2009)</p> | <p>- Bisa dijelaskan seberapa sering Anda menggunakan gadget?</p> |
| <p>The Students Activities on Using Gadgets</p> | <p>- “They use it (especially the Blackberry) for its dictionary feature.” (Wishnoebroto, 2012, p. 92)</p> <p>- “The gadgets were mostly used for internet messaging, updating Facebook status, twitter and sending short text messages (SMS).” (Wishnoebroto, 2012, p. 93)</p> | <p>- Sebutkan apa saja aktivitas yang Anda lakukan dengan gadget Anda?</p> <p>- Bisa dijelaskan aktivitas seperti apakah itu?</p> |

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| | <ul style="list-style-type: none"> - “The survey showed that there is a growing tendency for the young male adults to use smartphone for their conversation among their peers. They are more likely downloaded application software (apps) that could lead to their enhancement of social activities.” (Survey, 2011) | |
| <p>The Advantages on Using Gadgets</p> | <ul style="list-style-type: none"> - “The majority of students supported the idea that the majority of students supported the idea that the wireless networks increase the flexibility of access to resources of learning independently in any place. Therefore, students can save their time, effort and even money.” (Al-fahad, 2009) | <ul style="list-style-type: none"> - Menurut Anda apakah manfaat dari menggunakan gadgets? |

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| | <ul style="list-style-type: none">- The use a mobile phone in education increase students' enthusiasm to learn, by taking an initiative in using their device as a learning tool (Jumoke, A., & Blessing, 2015).- Godwin-Jones (2011) stated that as long as gadgets are audio-video and computing devices, gadgets are more popular to explore students use in language learning, since gadgets are tools that frequently used by students in order to find the information.- Priyadharshini & Krithika (2016) stated that the benefit of electronic gadgets is provided the students to think differently out of their books | |
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| | <p>and make the students practice their learning skills.</p> <ul style="list-style-type: none">- Gadgets can also give an assist to micro-learning, a modern and effective way of learning (Habitzel, Mark, Stehno & Prock, 2006)- As university students need wide and extensive information, using cell phone unconsciously provide critical thinking and pleased their needs (Muhanna & Abu-Al-Sha'r , 2009).- Al-Fahad (2009) stated that mobile technologies such as mobile phones allow students to enrich and expand students' learning circle by serving latest information. | |
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| | <ul style="list-style-type: none">- By using the internet, students can have access to the material sources more extensive than material that students get in a library in their school and can get advantages of up to date information that is not contained in their textbooks, and perhaps from unfamiliar teacher resources (Ringstaff & Kelley, 2002).- Al-Fahad (2009), the wireless networks provide the flexibility of access materials in any place; therefore, students can save their time, effort, and even money.- Subramaniam and Harun (2013), proposed that smartphone increases the | |
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| | <p>flexibility to access resources in English oral communication class and also impacts to students' presentation performance.</p> | |
| <p>Disadvantages on Using Gadgets</p> | <ul style="list-style-type: none"> - Mobile phone gives space for students to change students' roles with other roles thus disrupting and distracting students' academic activities (Jumoke, A., & Blessing, 2015). - Rabiou et al. (2016) added that the use of mobile phone can impact students' time, during and after school hours, by doing free night calls, chatting, instant messaging, social networking, and exam malpractices, which is obviously influencing their academic performance. | <p>Menurut Anda, apakah kekurangan dan kerugian dalam menggunakan gadget?</p> |

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| | <ul style="list-style-type: none">- Zavodny (2006) stated that technology decreases adolescents amount of sleep and increase difficulties attention that made them lack of academic achievements.- Technology can affect students' homework times and allow students to access negative contents that influence their behaviors (Strasburger, Jordan, & Donnerstein, 2010).- By providing easy accessibility, students will easily access the data and might lead students to do plagiarism (Sudiby, 2011).- Shrivastava (2017) stated that "with the use of gadgets, plagiarism is growing | |
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| | epidemic in approach and access” (p. 3). | |
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