

## A Comprehensive Study Of The Effect Of The Internet On Students' Moral, Social And Spiritual Values From The Perspective Of Teachers

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### Abstract

The users of the internet are subjected to a variety of effects, some beneficial and others detrimental. According to Griffiths (2013) and Rispawati, Sumardi, and Dahlan (2020), a person would have difficulties if they used the internet for an excessive amount of time. Addiction is one of the bad effects that might occur, and it also has a big influence on the anxiety levels associated with communication and cooperation. In addition, excessive use of the internet may be detrimental to a person's personality and mental health.

When someone spends at least five hours a day on the internet—or even the whole day—they are wasting their time, which is another one of the internet's negative effects. It also has an effect on the academic procedures that pupils go through.

where they become very pragmatic and dependent on it. The Internet has a negative influence not just on people's social lives but also on their physical health, their relationships with others, and their ability to find work. Problematic internet use is the use of the internet for multiple life activities that are uncontrolled to the point that it has negative impacts on mental, physical, psychological, and social life. All of the negative impacts of the internet that have been described above are considered to be examples of problematic internet use. The most straightforward example of problematic internet usage in the context of education is the struggle that students have to exercise self-control and refrain from relying on the internet when it comes to completing their academic projects.

Their dependence on the internet is having a negative impact on their mental and moral growth.

The explanation provided above makes it very evident that humans may be affected in both good and bad ways by the internet. The mentality and objectives of internet users are the ultimate determinants of whether the internet will have a beneficial or detrimental influence on their lives. The Internet is but a tool; ultimately, it is up to people to choose how they will put it to use. The users will determine if there are good or negative repercussions as a result.

**Keywords:** Internet, students, impact, moral-value disorder.

## 1. INTRODUCTION:

Technology, namely the internet, has become a need for everyone in our digital age, even university students. They cannot function without the internet while completing everyday tasks. In 2017, 143.26 million people, or more than half of Indonesia's population, were active users. From year to year, the number has risen sharply. University students make up one of the biggest groups of internet users in the nation.

According to Reinaldi & Sokang's (2016) research, practically all students utilise the internet for everyday tasks. Many individuals, and the millennial generation in particular, have been exposed to the internet in many facets of their lives as a result of its widespread usage.

The existence of the internet essentially serves humanity's best interests.

According to the study, the internet and other forms of information technology may be used as tools to help people complete their projects. It is a medium for gaining access to many types of information in order to raise one's level of awareness, competence, and creativity. Internet usage in particular has made using information technology easier and more problematic for individuals. There are both positive and negative effects of the internet, according to several research. According to a study, one of the benefits of the internet is that it helps people finish their projects. People would discover answers to their current difficulties quite easily because to the abundance of knowledge available on the internet. Internet, according to a study, provides the structure, direction, and information needed for improved outcomes. Yet, the negative effects of the internet significantly exceed the beneficial effects. "Problematic internet usage" refers to the bad effects caused by the internet. Researchers assert that the internet negatively affects parts of cognition, attitude, and conduct. The internet may hurt kids' academic achievement in a cognitive sense. Internet use has influenced students' attitudes and behaviours, making them more pragmatists, reticent communicators, and lacking in the ability to cooperate.

Many studies on the effects of the internet on people have been carried out all around the world, including in Indonesia. Studies on the effects of the internet in Indonesia have concentrated more on how it affects knowledge and social connections. Research that examine how the internet affects people's moral principles are still few, and studies conducted in an academic context are even less common. To have a better understanding of the situation, it is crucial to perform research on the effects of the internet on students' moral beliefs. As a result, each individual and stakeholder would be able to make an informed choice while preparing for the negative effects of the internet (Avci, 2015).

## 2. BACKGROUND OF THE STUDY:

In every nation on earth, the internet has become a need for everyone. Students in the USA urgently want internet access for academic reasons. Students in Malaysia are constantly using the internet to collect information, particularly on course materials. The internet has helped many nations throughout the globe, including India, Indonesia, and many more, obtain knowledge and find solutions to their issues. According to research results and conversations among experts, the internet has both beneficial and bad effects, or two sides of the same coin. The National School Boards Association's study findings from 2007 indicated that internet use had a favourable influence on kids' academic achievement.

One benefit is that everyone can easily access a wealth of knowledge, share it with others, and use it as media and learning materials. According to a researcher, the benefits of the internet guarantee better outcomes for people. In summary, using the internet would make it simpler for a person to acquire knowledge, manage everyday tasks, and

discover solutions to immediate difficulties (Ellore, 2014).

### 3. LITERATURE REVIEW:

The internet has both beneficial and harmful effects on its users. According to Griffiths (2013) and Rispawati, Sumardi, and Dahlan (2020), a person might have issues if they used the internet excessively. Addiction is one of the negative effects, and it also has a detrimental influence on anxiety related to teamwork and communication. An individual's personality or mental health may also be harmed by internet addiction.

Another drawback is time wastage, which occurs when someone uses the internet for at least 5 hours every day, if not all day. Also, it affects pupils' academic performance.

where they get reliant on it and quite pragmatic. Internet negatively affects physical health, interpersonal relationships, and work in addition to harming social life. "Problematic internet usage" is the use of the internet for many life activities in an uncontrolled way that has detrimental effects on one's mental, physical, psychological, and social well-being. This includes all of the negative effects of using the internet that were mentioned above. The simplest example of problematic internet usage in an educational setting is when students struggle to exercise self-control and not rely on the internet to complete their academic work.

Their moral and intellectual growth is harmed by this internet dependence.

The explanation given above demonstrates unequivocally the influence of the internet on people—both good and bad. The mindset and drive of the users ultimately determines whether the internet will have beneficial or bad effects. The way that the internet is utilised is up to the individual users; it is merely a tool. Users will determine whether the outcomes have positive or negative effects (Fleck, 2015).

### 4. METHODOLOGY:

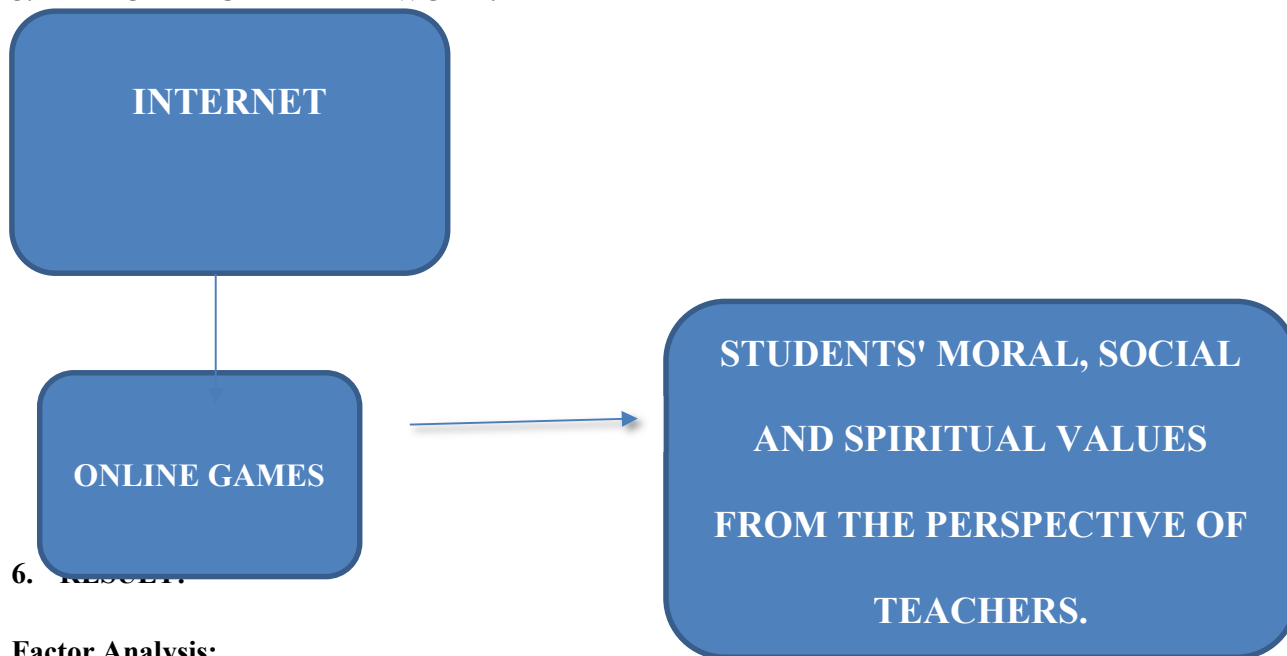
**Sampling:** A survey questionnaire will be developed with items designed to measure the constructs required by the model. A preliminary version of the questionnaire will be pre-tested using a group of 20 organization executives. A total of 870 questionnaires will Internet independent variable students' moral, social and spiritual values from the perspective of teachers' Dependent variable be distributed among marketers selected in a systematic random fashion. All the completed questionnaires will be considered for the study and any incomplete questionnaire will be rejected by the researcher.

**Data and Measurement:** Primary data for the research study will be collected through questionnaire survey (one-to-correspondence or google-form survey). The questionnaire will be divided into two parts – (A) Demographic information (B) Factor responses in 5-point Likert Scale for both the online and non-online channels. Secondary data will be collected from multiple sources, primarily internet resources.

**Statistical Software:** MS-Excel and SPSS 25 will be used for Statistical analysis.

**Statistical tools:** Descriptive analysis will be applied to understand the basic nature of the data. Validity and reliability of the data will be tested through Cronbach alpha.

## 5. THEORETICAL FRAMEWORK:



## 6. RESEARCH

### Factor Analysis:

A common application of factor analysis is verifying the latent component structure of a grouping of measurement items (FA). It is believed that latent factors, also known as unobserved factors, are the ones responsible for the scores on the observable variables (also known as measured variables). Accuracy analysis, also known as FA, is a method that is model-based. The modelling of causal pathways between observed phenomena, unobserved causes, and measurement error is the primary focus of this research approach.

Using the Kaiser-Meyer-Olkin Method (KMO Method), one can determine whether or not the data are suitable for factor analysis. Each model variables and the whole model are evaluated to see whether they were adequately sampled. The statistic measures the potential shared variation among many variables. In general, the smaller the percentage, the better the data will be suitable to factor analysis.

KMO gives back numbers between 0 & 1. If the KMO value is between 0.8 and 1, then the sampling is considered to be sufficient.

If the KMO is less than 0.6, then the sampling is insufficient and corrective action is required. Some writers use a number of 0.5 for this, thus between 0.5 and 0.6, you'll have to apply your best judgement.

- KMO Near 0 indicates that the total of correlations is small relative to the size of the partial correlations. To rephrase, extensive correlations pose a serious challenge to component analysis.
- Kaiser's cutoffs for acceptability are as follows:
- Kaiser's cutoffs for acceptability are as follows:
- A dismal 0.050 to 0.059.
- 0.60 - 0.69 below-average
- Typical range for a middle grade: 0.70–0.79.
- Having a quality point value between 0.80 and 0.89.
- The range from 0.90 to 1.00 is really stunning.

**Table 1: KMO and Bartlett's**

KMO and Bartlett's Test		
Kaiser-Meyer-Olkin Measure of Sampling Adequacy.		.870
Bartlett's Test of Sphericity	Approx. Chi-Square	3252.968
	df	190
	Sig.	.000

EFA begins with a validation of the data's appropriateness for factor analysis. Regarding this, Kaiser suggested that factor analysis only be conducted if the KMO (Kaiser-Meyer-Olkin) indicator of sample adequacy coefficient value was larger than 0.5. It has been

determined that the KMO value for the data used in this investigation is .870. Additionally, a significance level of 0.00 was found using Bartlett's test of sphericity.

## 6.1 TEST FOR HYPOTHESIS

### • STUDENTS' MORAL, SOCIAL AND SPIRITUAL VALUES

When most people think of a school's curriculum, the first things that come to mind are subjects like mathematics, science, and social studies, followed by language arts. In today's environment, I very seldom hear or read about school curriculum including discussions of moral or ethical principles.

This provides a unique difficulty. Students are being harmed and issues are being caused in society as a result of our educational system's failure to teach moral principles alongside intellectual knowledge. If a person does not acquire moral ideals as they go through school, it is impossible to expect that they will be able to differentiate between right and evil. In addition, students might be a danger to society if they fail to acquire good ethics and have no moral principles.

Students should not only graduate with the knowledge and skills necessary to work and be successful, but also with the compassion and emotional wherewithal to be a part of a society that is safe, peaceful, and cooperative. This is the goal of incorporating moral values into education, and it is one of the reasons why this is a worthwhile endeavour.

### • INTERNET

The internet is a network of computer networks that are linked to one another. It enables people all over the globe to communicate with one another and have access to various informational resources. In the 1960s, it was a research project for the United States military, but by the 1980s, with the help of universities and commercial firms, it had evolved into a public infrastructure. It is managed by organisations that formulate standards applicable everywhere<sup>1</sup>. It is capable of supporting a wide variety of services, including the World Wide Web, social media, email, chat rooms, and the transmission of audio and video. More than half of the people on the planet make use of it for a variety of activities that need access to information.

### • ONLINE GAMES

The term "online gaming" refers to any kind of video game that may be played in conjunction with other players through the internet. An Online Content PEGI descriptor was once used to classify video games in order to indicate whether or not the game could be played online. On the other hand, since the vast majority of games nowadays support online interaction, this difference is no longer made.

What remains variable from one game to the next is the amount of player participation that is made available. Two of the most important aspects for parents to be mindful of are the amount of information that gamers reveal and the number of persons with whom they communicate.

Children may participate in a great deal of pleasure, enjoyment, teamwork, and creative adventure via playing games

online, which is why it is essential to have a good understanding of these games. When they are played in a healthy manner, they provide an important role to the development and socialisation of youngsters.

Nonetheless, it is essential for parents to have an understanding of online gaming in order for them to be able to instill in their children, from an early age, safe and good practises about technology.

- **THE EFFECT OF THE ONLINE GAMES ON STUDENTS' MORAL, SOCIAL AND SPIRITUAL VALUES**

Because of the widespread spread of the coronavirus during the last several months, it is likely that young people have spent a much greater amount of time than normal playing video games.

What kind of effects may this have on the maturation process of young people? One area in which individuals often express worry is the impact that video games, especially violent ones, have on a person's capacity for moral thinking. As students become older and become more aware of life in broader society, both their sense of morality and the method in which they make judgements on right and wrong, often known as their moral reasoning, develop further. For instance, the views that students have about what is good and bad are originally based on what the students believe the possible rewards and/or penalties may be. This leads to a deeper understanding of the influence that social conditions and situations have on moral judgements as a natural next step.

H01: "There is no significant relationship between online games and students' moral, social and spiritual values from the perspective of teachers."

H1: "There is a significant relationship between online games and students' moral, social and spiritual values from the perspective of teachers."

**Table 2: ANOVA Sum**

ANOVA					
Sum					
	Sum of Squares	df	Mean Square	F	Sig.
<b>Between Groups</b>	34588.650	507	5433.517	1057.883	.000
<b>Within Groups</b>	498.370	362	5.346		
<b>Total</b>	35087.020	869			

In this study, the result is significant. The value of F is 1057.883, which reaches significance with a *p*-value of .000 (which is less than the .05 alpha level). This means the "*H<sub>1</sub>: There is a significant relationship between online game and students' moral, social and spiritual values from the perspective of teachers.*" is accepted and the null hypothesis is rejected.

## 7. CONCLUSION:

On the basis of the data and the conclusions, it is possible to draw the conclusion that the use of the internet has a detrimental influence on an individual's moral values, namely their honesty, responsibility, and work ethic. A person's dependence on the internet may lead them to disregard ethical principles and engage in behaviour that is dishonourable. These results are in line with the conclusions of research conducted by Young (1998), Kuss and Griffiths (2012), and Dewi and Trikusumaadi (2016), all of which came to the conclusion that addiction to the internet has negative effects on the users' personalities and characters. When there is less value internalisation in a person's life, the adverse effects of internet addiction will become more severe. There is a possibility that the internet's negative effects on moral standards will have a more widespread influence on other moral values. Unquestionably, the theory has to be verified by much more

in-depth investigation. For this reason, more broad and in-depth investigations are required in order to determine the consequences of the internet on the moral principles in a complete manner. It is necessary to adopt preventative actions in order to forestall significant moral degeneration in order to reduce the negative effects that the internet has on the decline of moral values. It is the duty of all parties for preserving the younger generations against moral perils.

## 8. LIMITATIONS:

A quantitative technique is unable to offer an in-depth image of precisely what clients need since it requires a lot of time, money, and effort, not to mention the fact that each of these things is fairly costly. As a result of the fact that all qualitative information is founded on human experience, the conclusions that can be formed from the results of qualitative research tend to be less convincing than those that can be derived from the findings of quantitative research.

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