USABILITY OF PARENTAL CONTROL MOBILE APPLICATION TO SOCIAL MEDIA

AND WEB BROWSING SAFETY FOR CHILDREN AGES 8-12

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Abstract

Technology today has become the lifestyle. The Internet is already gripped easily because of the fastest connection speed. It also affects the lives of children. However, content on the internet can cause a more prominent impact especially the adverse effects which influence the children.

Therefore parents should choose a mobile control Application for their children. One solution that parents can protect their children by using the Parental Control Application by filtering, blocking and monitoring. Studies conducted to view the usability of Parental Controls is useful or not for parents, especially in La Consolacion College Bacolod.

Measurements were made using the The Fun Toolkit inspired the game board: a table with eight questions and a 5-point Likert-type scale using smileys from a sad face to a laughing face. This study emphasizes that the success of Parental Control Application need to be supported by changing parents' mindset thus parents can consider, choose, and take decisions in viewing the positive and negative effect of using the Internet.

Keywords: internet, parental control, the fun toolkit.

INTRODUCTION

Social media is an internet-based form of communication. Social media platforms allow users to have conversations, share information and create web content. There are many forms of social media, including blogs, micro-blogs, wikis, social networking sites, photo-sharing sites, instant messaging, video-sharing sites, podcasts, widgets, virtual worlds, and more (University of South Florida [USF], n.d.).

For google apps and cloud based tools. Once kids turn 13, they can use social media such as Facebook, Twitter, Instagram, Reddit, Tik-tok and virtually any other massively popular social app (Kenton, 2021). In today's generation children ages 8-12 requires a control from using social media as their daily habits.

More and more parental control mobile application, both online and offline are coming up to help fill a need for parents to monitor their child's internet use. They prevent children from accessing inappropriate, unsuitable, or illegal content online (Panda Security, 2021).

It would be an advantage for parents to have a parental control mobile application or software, it allows you to keep tabs on your child's web and search engine use, track her Facebook and Twitter logins, and set time controls, while parental control apps also allows you to track her location, block certain games and apps, monitor calls, text messaging, and more (Nulsen, 2021).

This application usually allows parents to manage their child's mobile phone remotely; set a daily limit on the time they spend on specific apps, on categories of apps, or generally on the phone; and automatically limit access to the phone at bedtime (Lee, 2019).

Currently some of the parents has a parental control application. With this in mind researchers would like to evaluate the use of parental control application to determine if the featured offered are useful to its user within Bacolod area.

OBJECTIVES

The general objective of the study was to find out the impact of parental control application of social media and Web Browsing to children ages 8-12 as their daily habits.

The specific objectives of the study were as follows:

To determine the impact of parental control application of social media to children ages 8-12 as their daily habits.

To identify the benefits obtained from using the of parental control application.

To find out what social media apps and sites children are using that can distract their daily physical activity.

METHODOLOGY

The researchers will use a descriptive design. Children in our target age group (8–12 years old) and parents are accustomed to working

with teachers in a school environment and are able to describe what they see and do in social media applications (Hanna et al., 1997).

From the children who are using parental control application in a Integrated School education institution, we will select a group testing as another evaluation method to assess the parental control application in a typical teaching context with a small group of children and parent.

The instrument that will be used in the study The Fun Toolkit inspired the game board: a table with eight questions and a 5-point Likert-type scale using smileys from a sad face to a laughing face (figure 1) and 5 tables (figure 2). This test was the first experimentation with the game and an attempt to validate the method.

After the collection of data, the results were analyzed with the use of Likert scales, Step 1: each question on the questionnaire, calculate the total number of responses for each sentiment level (Awful, Not Very Good, Good, Really Good, Brilliant). Multiply the numerical value of each sentiment level by the amount of respondents. Step 2: Add the totals, and divide by the total number of respondents, If we calculate the average of the questions, we get a sentiment score for

the entire questionnaire and The Statistical Package for Social Science (SPSS) and the result shown in tables with corresponding frequencies and percentage.
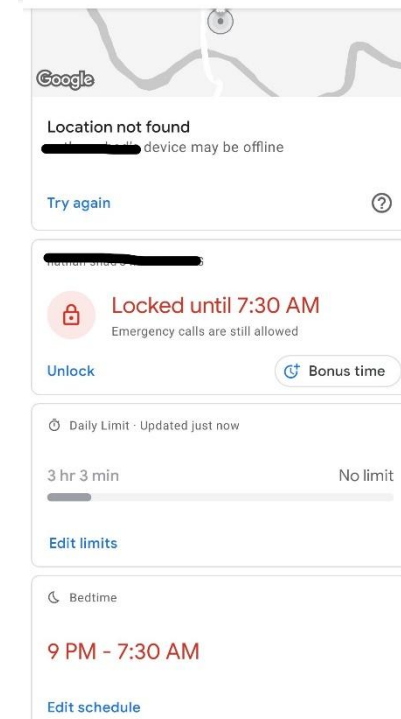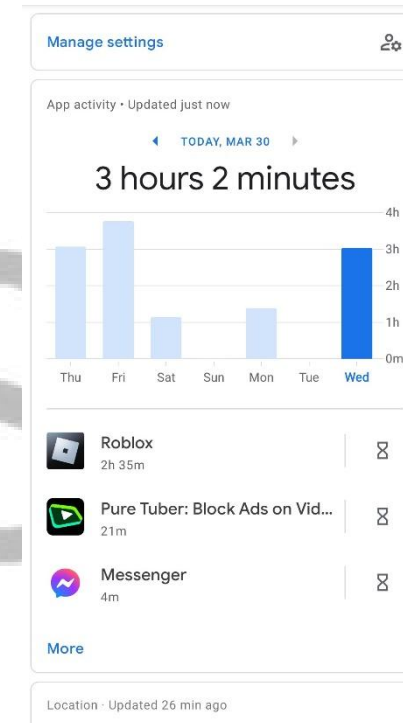
Table 1: The question items to be addressed by the respondents are as follows

Children/Parent	awful	not very good	good	really good	brilliant
Was it fun to have a parental control application?					
Was it easy to use a mobile phone with a parental control application?					
Was the purpose of the parental control application clear?					
Were the beginnings offered by the parental control application good?					
Were the application suggested by parental control application good?					

Would you be able to open educational application even without parental control application?				
Would you recommend the parental control application to a friend?				
Would you like to participate in the test again?				

Children	Face book	You tube	What sapp	Fb Messe nger	Insta gram	We ch at	Tik - to k	Ga me s
Favourite social media sites								

Children	30 minutes to 1 hour	2 – 3 hours	4 – 5 hours
Time spent on social media site per day			

Children	Chatting	Downloading music and Video	Academic Work	Playing

Why You Use Social Media			

Children	Yes	No	Not Certain
Social Media Affect Children's Academic Work and Physical activity			

Children	Yes	No	Not Sure
Improvement in Academic Work by Social Media			

DATA GATHERING METHOD

The researcher addressed a letter to the Integrated School President thru the office of La Consolacion College Bacolod asking permission to conduct test and survey on children and parent of Integrated School of LCCB. The researcher gathered the data using researcher-made questionnaire duly validated by experts using Good and Scates validation tool. The questionnaire was distributed to a total of forty- three (40) Children and Parent using purposive Likert-type scale. The participants on the survey were the children, and parent within the school of La Consolacion College Bacolod. After the survey, interview, and personal observation, the data collected were tabulated, treated, analyzed, and interpreted.

RESPONDENTS OF THE STUDENTS

The respondents of the study are children ages 8-12 and parent.

Table 3: Summary of Respondents

Categories	Sample size
Integrated School	20
parent	20

Total	40

RESULTS AND DISCUSSIONS

After the series of tests conducted and the detailed evaluation of the use of Parental Control Mobile Application, the results are as follows:

Application suggested good	2.0	not very good
Open educational application even without parental control application	5.0	brilliant
Recommended to a friend	3.0	good
Participate to the test again	5.0	brilliant
Total Mean	**2.5**	**not very good**

Five-Point Likert Scale: 4.21 – 5.00 Brilliant, 3.41 – 4.20 Really Good, 2.61 – 3.40 Good, 1.81 – 2.60 Not Very Good, 1.00 – 1.80 Awful

Table 1.1: Evaluation Result given by the Respondent Parent

Parent	Grand Mean	Verbal Interpretation
Fun	5.0	brilliant
Easy to use	5.0	brilliant
Clear purpose	5.0	brilliant
Beginnings Offered good	5.0	brilliant
Application suggested good	4.5	brilliant
Open educational application even without parental control application	5.0	brilliant
Recommended to a friend	5.0	brilliant
Participate to the test again	5.0	brilliant

Table 1.0: Evaluation Result given by the Respondent Children

Children	Grand Mean	Verbal Interpretation
Fun	1.0	awful
Easy to use	1.0	awful
Clear purpose	1.0	awful
Beginnings Offered good	2.0	not very good

Total Mean	4.9	brilliant

Five-Point Likert Scale: 4.21 – 5.00 Brilliant, 3.41 – 4.20 Really Good, 2.61 – 3.40 Good, 1.81 – 2.60 Not Very Good, 1.00 – 1.80 Awful

Table 1.0 Children respondents gave the following as their evaluation of the Parental Control Mobile Application and the overall response is 2.5 not very good mobile app for them it's very behavioural controlling.

Table 1.1 Parent respondents gave the following as their evaluation of Parental Control Mobile Application and the overall response is 4.9 brilliant mobile app for them to ensure their children is safe from threats online.

Table 2.0: Evaluation Result given by the Respondent Children Favourite social media sites

Sites	Frequency	Percentage (%)
Facebook	0	0
Youtube	9	45
Whatsapp	0	0
Fb Messenger	0	0
Instagram	0	0
We Chat	0	0
Tik-tok	0	0
Games	11	55
Total	20	100

Table 2.0 Showed that Children respondents gave the following as their favourite social media sites are Games 11 represents 55% and YouTube 9 represents 45%. This confirms that childrens are more likely to play games and watch videos in YouTube.

Table 2.1: Time spent on social media site per day

Response	Frequency	Percentage (%)
30 minutes to 1 hour	0	0
2 – 3 hours	14	70
6 – 5 hours	6	30
Total	20	100

Table 2.1 Children respondents were asked how much time they spent on their social media sites respondents gave the following response as 2-3 hours 14 represents 70% and 6-5 hours 6 represents 30%. This confirms that childrens are corroborated this and state that the use of technology such as the internet is one of the most important factors that can influence educational performance of students positively or adversely.

Table 2.2: Why You Use Social Media

Response	Frequency	Percentage (%)
Chatting	0	0

Downloading music and Video	4	20
Academic Work	6	30
Playing	10	50
Total	**20**	**100**

Table 2.2 Children respondents were asked why they use social media sites respondents gave the following response that downloading music and video 4 represents 20%, Academic Work 6 represents 30% and playing games 10 represents 50%. This confirms that children's are more interested in playing games than academic work, downloading music and video, and chatting.

Table 2.3: Social Media Affect Children's Academic Work and Physical activity

Response	Frequency	Percentage (%)
Yes	7	35
No	5	25
Not Certain	8	40
Total	**20**	**100**

Table 2.3 When Children respondents were asked whether the use of the social media affects their academic work and physical activity, 7 represents 35%, 5 represents 25% and 8 represents 40%. This confirms that Heavy social media use and screen time is hurting our teens by contributing to a lack of sleep and physical activity and will have negative effect on their academic performance.

Table 2.4: Improvement in Academic Work by Social Media

Response	Frequency	Percentage (%)
Yes	5	25
No	7	35
Not Sure	8	40
Total	**20**	**100**

Table 2.4 When Children respondents were asked whether the use of the social media improve their academic work, 5 represents 25%, 7 represents 35% and 8 represents 40%. This confirms that Heavy social media children lack of getting tips on the latest information for their assignments, getting to grips with complex educational topics, preparing for exams, honing note-taking and learning skills, choosing the right career, and participating in group discussions.

CONCLUSION

The study was conducted to examine the impact of Parental Control Mobile Application to children ages 8-12 use of social media sites on their academic work and physical activity performance. The study revealed that majority of the children respondents had mobile phones with internet facility and had knowledge of the existence of social media sites and majority is indicating that not very good mobile app for them because it's very behavioural controlling. And majority of the parent respondents is more likely to have the mobile app for them to ensure their children is safe from threats online, filter out Illicit content, get to know the application they

downloaded, set limit to screen time usage, and to locate their location. In addition, the result that the children respondents visit their social media sites in their mobile phone is to play games and watch videos in youtube than for academic purpose. And spend between two to five hours every day. And the study revealed that the use of social media had affected academic performance of the respondents negatively.

RECOMMENDATIONS

Based on the findings, the researchers made some recommendations as follows;

The respondents with mobile phones it's important to familiarize the sites and mobile apps out there and which are appropriate for children. While familiarizing with what social media sites and mobile apps are out there, take a look at what the required minimum age is for each site. Most social media sites require users to be 13 or older to create an account without their parents' permission, according to the Children's Online Privacy Protection Act (COPPA), introduced sites that can add values to their academic work and research. Regularly check the Child's privacy, and set guidelines/rules for their social media and mobile app use, and it is important to maintain a strong line of communication. Encourage them to substitute those hours to read novels and relevant academic books to improve their knowledge and playing sports outdoor than playing mobile games and watch video in their mobile phones all the time.

I recommend that more parents should download and install parental control to set limit to screen time usage, know what app their child's visit often, and to locate their location.

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