

ABSTRACT

Background: Recent technologies have advancing rapidly with the century. One of its forms that appear is gadget. Gadget is an object (electronic device) who has specific function but often associated as an innovation or new brand. For example, computer, hand phone, game console, and other. Gadget is not only used by teenager or adults, but also used by school-age children. Introducing technologies to this range of age is actually too early. Misuse of gadget such as frequency, overuse of gadget, wrong position and bad lightning intensity will decrease their visual acuity. These factors will affect to the children who will struggling to do their daily routines. The increasing decline in visual acuity for children will make higher complication risk of blindness, such as glaucoma and retinal abrasion. **Aims:** The aim of this study is to apprehend the description between decline visual acuity of SD 01 Muhammadiyah with the use of gadget according to gender, position and duration of use. **Method:** The type of research is descriptive research with cross-sectional method, has been done on October until November 2016 in SD 01 Muhammadiyah Medan with amount of samples are 109 respondents. **Results:** Based on the research that has been done in SD Muhammadiyah 01 Medan, from 109 respondents, there are 71 people (65.1%) with normo vision. Based on age, there are 64 people (58.7%) of 9-10 years old children. Gadget uses with duration of < 2 hours are 57 people (52.3%), and sitting position during gadget use are 59 people (54.1%).

Keywords: Gadget, Elementary School Students, Clear Vision.