

**HUBUNGAN ANTARA KEBIASAAN BERMAIN VIDEO GAME DENGAN
INTERAKSI SOSIAL PADA ANAK DI SEKOLAH DASAR
MUHAMMADIYAH BANTUL
YOGYAKARTA**

Sidik Imam Nugroho¹, Masta Hutasoit²

INTISARI

Latar Belakang: Anak usia sekolah dasar memiliki perkembangan yang pesat dalam berpikir, baik secara logis maupun fantasi sehingga anak akan memiliki konflik tersendiri dalam kehidupannya. Sebanyak 94% anak sudah mulai memanfaatkan kecanggihan dan kemudahan yang ditawarkan oleh teknologi inilah yang biasanya dimanfaatkan anak dan cenderung mulai mengubah pola hidup dan dunia bermain, biasanya anak-anak akan lebih tertarik untuk memanfaatkan teknologi sebagai sarana bermain seperti *video game*. Apabila terlalu lama menghabiskan waktu untuk bermain *video game*, akan memberikan dampak negatif terhadap interaksi sosial anak dengan lingkungan sekitar. Sebanyak 14,58% kebiasaan bermain *video games* dapat memberikan dampak negatif terhadap interaksi sosial anak dengan lingkungan sekitar.

Tujuan: Diketuainya hubungan antara kebiasaan bermain *video game* dengan interaksi sosial pada anak di SD Muhammadiyah Bantul.

Metode: Jenis penelitian ini deskriptif korelasi dengan pendekatan *cross sectional*. Sampel diambil dengan teknik *pa da* 51 siswa. Instrumen penelitian adalah kuesioner kebiasaan bermain *video game* dan kuesioner interaksi sosial. Analisa data yang digunakan analisis univariabel dan analisis bivariabel menggunakan *Kendal tau' b* dengan tingkat kemaknaan $p < 0,05$.

Hasil: Kebiasaan bermain *video game* pada anak di SD Muhammadiyah Bantul sebagian besar termasuk dalam kategori kadang-kadang dengan presentase 56,9%. Interaksi sosial pada anak di SD Muhammadiyah Bantul adalah sedang dengan presentase 60,8%. Hasil uji *kendal tau' b* diperoleh nilai koefisien korelasi sebesar 0,569 dengan nilai $p = 0,000$.

Kesimpulan: Ada hubungan antara kebiasaan bermain *video game* dengan interaksi sosial pada anak di SD Muhammadiyah Bantul dengan keeratan hubungan sedang.

Saran: Diharapkan siswa dapat membatasi kebiasaan bermain *gadget* sehingga dapat memberikan waktu luang untuk beraktifitas dan dapat meningkatkan potensi pada diri yang positif.

Kata Kunci: kebiasaan bermain *video game*, interaksi sosial, anak

¹Mahasiswa Program Studi Ilmu Keperawatan Stikes Jenderal Achmad Yani

²Dosen Program Studi Ilmu Keperawatan Stikes Jenderal Achmad Yani

**The Correlation between Habit of Playing Video Game and Social Interaction
of Children in Muhammadiyah Elementary
School of Bantul Yogyakarta**

Sidik Imam Nugroho¹, Masta Hutasoit²

ABSTRACT

Background: Children of elementary school age are in rapid development period of thinking ability both logically and imaginatively so that children may have internal conflict. Total 94% of children The sophistication and the ease of technology may transform the life pattern of children including playing habit. Children tend to prefer technology as a facility to play such as video game. A total of 14.58% of the habit of playing video games can have a negative impact on the social interaction of children with the surrounding environment. When children spend too much time to play video game, it will derive negative effect to their social interaction with surrounding environment.

Objective: To identify The Correlation between Habit of Playing Video Game and Social Interaction of Children in Muhammadiyah Elementary School of Bantul, Yogyakarta.

Methods: This study was descriptive and correlational with cross sectional approach. Samples were selected through *purposive sampling* technique to 51 students. Study instruments were questionnaires about playing video game and social interaction. Data analysis applied univariate and bivariate analysis by using Kendall Tau's formula with significance level of $p < 0,05$.

Results: Habit of playing video game in students of Muhammadiyah elementary school of Bantul was mostly in high category of 56,9%. Social interaction in students of Muhammadiyah elementary school of Bantul was mostly in moderate level as many as 60,8%. The result of Kendall Tau's b figured out the value of correlational coefficient as high as 0,569 with p value of 0,000.

Conclusion: There was a Correlation between Habit of Playing Video Game and Social Interaction of Children in Muhammadiyah Elementary School of Bantul with moderate significance level.

Suggestion: This study examines only one variable that is a habit of playing video games. On the next researcher is expected to make this research as material considerations do further research with other variables that have not been examined.

Advice: The students can limit the gadget play habits so as to provide time off for work and can increase the potential of positive self.

Keywords: Habit of Playing Video Game, Social Interaction of Children.

¹Student of Nursing Science Program at Stikes Jenderal Achmad Yani Yogyakarta

²Lecturer of Nursing Science Program at Stikes Jenderal Achmad Yani Yogyakarta