

**HUBUNGAN KEBIASAAN BERMAIN *GAME ONLINE* DENGAN  
MOTIVASI BELAJAR ANAK USIA SEKOLAH PADA MASA  
PANDEMI COVID-19 DI SD MUHAMMADIYAH  
BANTUL YOGYAKARTA**

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**INTISARI**

**Latar belakang:** Pada setiap tahunnya para pemain *game online* mengalami peningkatan sebesar 5-10% seiring dengan semakin pesatnya perkembangan teknologi dan pengguna internet. *Games* secara tidak langsung juga berdampak pada motivasi belajar karena waktu dan tenaga yang dipergunakan banyak dihabiskan untuk bermain daripada belajar, anak menjadi malas belajar, menunda tugas sekolah, dan bermain games ketika proses pembelajaran.

**Tujuan penelitian:** Mengetahui hubungan Kebiasaan bermain *game online* dengan motivasi belajar di SD Muhammadiyah Bantul Yogyakarta.

**Metode penelitian:** Jenis penelitian kuantitatif dengan desain korelatif menggunakan pendekatan waktu *cross sectional*. Sampel diambil dengan teknik *purposive sampling* sebanyak 31 siswa kelas III, IV dan V di SD Muhammadiyah Bantul Yogyakarta. Hasil penelitian dianalisis dengan uji Somers'd

**Hasil penelitian:** Kebiasaan bermain *game online* siswa kelas III, IV dan V di SD Muhammadiyah Bantul Yogyakarta katagori sedang sebanyak 15 orang (48,4%). Motivasi belajar siswa kelas III, IV dan V di SD Muhammadiyah Bantul Yogyakarta katagori sedang sebanyak 16 orang (51,6%). Hasil uji *Somers'd* diperoleh nilai  $p (0,013) < 0,05$  dan kofisien kontingensi sebesar -0,444.

**Kesimpulan:** Terdapat hubungan antara kebiasaan bermain *game online* dengan motivasi belajar siswa kelas III, IV dan V di SD Muhammadiyah Bantul Yogyakarta dengan keeratan hubungan sedang.

**Kata kunci:** Kebiasaanbermain *game online*, motivasi belajar, anak SD

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**RELATIONSHIP BETWEEN ONLINE GAME PLAYING HABITS WITH  
SCHOOL AGE CHILDREN'S LEARNING NOTIFICATION DURING  
THE COVID-19 PANDEMIC AT MUHAMMADIYAH SD BANTUL  
YOGYAKARTA**

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**ABSTRACT**

**Background :** Every year online game players have increased by 5-10% along with the rapid development of technology and internet users. Games also indirectly have an impact on learning motivation because a lot of time and energy are spent playing instead of studying, children become lazy to study, postpone school assignments, and play games during the learning process.

**Research purposes :** Knowing the relationship between the habit of playing online games with learning motivation in SD Muhammadiyah Bantul Yogyakarta.

**Research method:** This type of quantitative research with a correlative design uses a cross sectional time approach. Samples were taken by purposive sampling technique as many as 31 students in grades III, IV and V at SD Muhammadiyah Bantul Yogyakarta. The results of the study were analyzed by the Somers'd.

**Research result:** The habit of playing online games for students in grades III, IV and V at SD Muhammadiyah Bantul Yogyakarta is in the medium category as many as 15 people (48.4%). The learning motivation of students in grades III, IV and V at SD Muhammadiyah Bantul Yogyakarta is in the medium category as many as 16 people (51.6%). Somers'd test results obtained p value (0.013) <0.05 and contingency coefficient of -0.444.

**Conclusion:** There is a relationship between the habit of playing online games with the learning motivation of grade III, IV and V students at SD Muhammadiyah Bantul Yogyakarta with a moderate relationship

**Keywords:** habit of playing online games, learning motivation, elementary school children

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