

# **HUBUNGAN INTENSITAS BERMAIN GAME ONLINE DENGAN PRESTASI BELAJAR SISWA-SISWI KELAS III-VI SD NEGERI TAMANSARI II YOGYAKARTA**

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## **INTISARI**

**Latar Belakang :** Pada tahun 2017 penggunaan internet di Indonesia sudah mencapai 54,68 % dan pengguna internet untuk bermain *game online* di Indonesia adalah sebanyak 54,13% disegala usia, sedangkan pengguna internet untuk bermain *game online* anak usia sekolah di Indonesia 10.15%. *Game online* memiliki dampak positif dan negatif, dampak positif *game online* meningkatkan kemampuan berpikir pada anak, menghilangkan stress, berdampak positif pada nilai akademik terutama mata pelajaran komputer dan dampak negatif dari bermain *game online* yaitu dampak fisik, psikologi dan kognitif, performa akademik anak, dampak negatif terhadap anak saat frekuensi intensitas bermain *game online* melebih batas normal yaitu, anak menjadi agresif dan prestasi belajar anak menjadi rendah

**Tujuan Penelitian :** Untuk mengetahui Hubungan Intensitas Bermain *game Online* dengan Prestasi Belajar Siswa-Siswi Kelas III-VI SD Negeri Tamansari II Yogyakarta.

**Metode Penelitian :** Jenis penelitian ini merupakan penelitian kuantitatif dengan menggunakan pendekatan *Cross-sectional*. Teknik pengambilan sampel menggunakan *total sampling*. Instrumen penelitian menggunakan kuesioner dan nilai rata-rata rapor semua mata pelajaran semester gasal. Hasil penelitian dianalisis dengan menggunakan uji *Kendall tau*.

**Hasil Penelitian :** Terdapat hubungan antara Intensitas Bermain *Game Online* dengan Prestasi Belajar Siswa-Siswi Kelas III-VI SD Negeri Tamansari II Yogyakarta dengan nilai signifikan sebesar 0,000 menunjukan bahwa ada hubungan yang signifikan. Nilai koefisien korelasi sebesar 0,352 yang berarti tingkat hubungan antara intensitas bermain *game online* dengan prestasi belajar siswa-siswi kelas III-VI SD Negeri Tamansari II Yogyakarta memiliki keeratan hubungan yang rendah

**Kesimpulan :** Ada hubungan antara Intensitas Bermain *Game Online* dengan Prestasi Belajar Siswa-Siswi Kelas III-VI SD Negeri Tamansari II Yogyakarta.

**Kata Kunci :** Intensitas bermain *game online*, Prestasi belajar

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# **THE CORRELATION BETWEEN THE INTENSITY OF PLAYING ONLINE GAME AND THE ACADEMIC ACHIEVEMENT OF 3<sup>rd</sup> - 6<sup>th</sup> YEAR STUDENTS AT SD NEGERI TAMANSARI II YOGYAKARTA**

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## **ABSTRACT**

**Background:** In 2017, the use of internet in Indonesia had reached up to 54.68% and the internet use for playing online game in Indonesia was 54.13% at all ages while those of internet use for online game by school-age children in Indonesia was 10.15%. Online game has both positive and negative effects. Its positive effects are increasing children's thinking skills, relieving stress, and also giving positive effect on children's academic achievement especially in Computer lesson. Whereas, the negative effects of playing online game are shown in children's physical, psychology and cognitive, and children's academic performance. When children's frequency of playing online game is considerably beyond the normal frequency, it will also give negative effects such as children are growing to be aggressive and their academic achievement are decreasing.

**Objective:** To identify the correlation between the intensity of playing online game and the academic achievement of 3<sup>rd</sup> to 6<sup>th</sup> year students at SD Tamansari II Yogyakarta.

**Research Methodology:** The type of this research is quantitative research with Cross-sectional approach. Sample was compiled through total sampling technique. Instruments used in the research were questionnaire and the mean score of students score report from all subjects during odd semester. The result was analyzed using Kendall tau.

**Research Result:** There was a correlation between the intensity of playing online game and the academic achievement of 3<sup>rd</sup> to 6<sup>th</sup> year students at SD Tamansari II Yogyakarta with the significance value of 0.000 which showed a significant correlation. The correlation coefficient value was 0.352 indicating that the correlation between the intensity of playing online game and the academic achievement of 3<sup>rd</sup> to 6<sup>th</sup> year students at SD Tamansari II Yogyakarta was in a low coefficient value.

**Conclusion:** There was correlation between the intensity of playing online game and the academic achievement of 3<sup>rd</sup> to 6<sup>th</sup> year students at SD Tamansari II Yogyakarta.

**Keywords:** the intensity of playing online game, academic achievement.

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