

ABSTRAK

HUBUNGAN GAME ONLINE DENGAN PERKEMBANGAN EMOSIONAL ANAK PADA USIA 10 – 12 TAHUN DI SDN TOSAREN 4 KOTA KEDIRI

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Latar belakang : Anak usia 10-12 tahun yang sering bermain game online sangat dampak bagi perkembangan emosional, anak akan kesulitan bersosial dengan teman sebaya, tidak konsentrasi dalam aktivitas belajar. Tujuan penelitian ini adalah Untuk mengetahui hubungan *game online* dengan perkembangan emosional anak usia 10 -12 tahun di SDN Tosaren 4 Kota Kediri.

Metode Penelitian : Penelitian kuantitatif desain penelitian *cross sectional* Populasi ialah seluruh anak SDN Tosaren 4 Kota Kediri sebanyak 40 kelas 4 dan kelas 5. Sampel ialah sebagian anak SDN Tosaren 4 Kota Kediri sebanyak 35 orang kelas 4. Teknik pengambilan sample secara *Purposive sampling*. Variabel Independen ialah Game online sedangkan variabel dependen ialah perkembangan Emosional. Analisis data spearman rank

Hasil penelitian : Hasil penelitian pada SDN Tosaren 4 Kota Kediri menunjukan bahwa siswa yang bermain game online sebagian besar dalam kategori baik sebanyak 24 orang (68.6 %) dari total 35 orang. Hasil penelitian menunjukan bahwa sebagian besar siswa memiliki tingkat perkembangan emosional dalam kategori kekuatan sebanyak 24 orang (68.6 %) dari total 35 orang. Hasil uji korelasi *spearman rho* antara *game online* dengan perkembangan emosional diperoleh angka *Correlation Coefficient* sebesar 0.603** artinya tingkat korelasi antara variabel game online dengan perkembangan emosional dalam kategori kuat. Hasil nilai Sig. (2-tailed) sebenar 0,000 karena nilai Sig. (2-tailed) 0,000 < lebih kecil dari 0,05 maka artinya ada hubungan yang signifikan antara variabel *game online* dan perkembangan emosional

Kesimpulan : game online dapat di mainkan oleh anak usia 10-12 tahun dengan pengawasan orangtua dan guru agar tidak mengganggu perkembangan emosional anak.

Kata Kunci: Anak usia 10—12 tahun, game online, perkembangan emosional,

ABSTRACT

RELATIONSHIP BETWEEN ONLINE GAMES AND EMOTIONAL DEVELOPMENT OF CHILDREN AT AGE 10 – 12 YEARS AT SDN TOSAREN 4 KOTA KEDIRI

By

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Background: *Children aged 10-12 years who often play online games have a big impact on emotional development, children will have difficulty socializing with peers, not concentrating on learning activities. The purpose of this study was to determine the relationship between online games and the emotional development of children aged 10-12 years at SDN Tosaren 4, Kediri City.*

Research Method: *Quantitative research with cross-sectional research design. The population was all children of SDN Tosaren 4, Kediri City, as many as 40 in grades 4 and 5. The sample was some of the children of SDN Tosaren 4, Kediri City, as many as 35 in grade 4. The sampling technique was purposive sampling. The independent variable is online games while the dependent variable is emotional development. Spearman rank data analysis.*

Research results: *The results of the study at SDN Tosaren 4, Kediri City showed that students who played online games were mostly in the good category, as many as 24 people (68.6%) out of a total of 35 people. The results of the study showed that most students had a level of emotional development in the strong category, as many as 24 people (68.6%) out of a total of 35 people. The results of the Spearman rho correlation test between online games and emotional development obtained a Correlation Coefficient of 0.603**, meaning the level of correlation between online game variables and emotional development was in the strong category. The results of the Sig. (2-tailed) value were actually 0.000 because the Sig. (2-tailed) value of $0.000 < 0.05$, meaning there is a significant relationship between online game variables and emotional development.*

Conclusion: *online games can be played by children aged 10-12 years with parental and teacher supervision so as not to interfere with the child's emotional development.*

Keywords: *Children aged 10-12 years, online games, emotional development,*