

Hubungan Perilaku Bermain Game Online dengan Temperamen Anak Usia Sekolah (6-12 Tahun) = The Relationship between Online Game Playing Behavior and The Temperament of School Age Children (6-12 Years)

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Abstrak

Perkembangan teknologi internet telah memengaruhi berbagai aspek kehidupan, termasuk perilaku bermain game online di kalangan anak-anak. Penelitian ini bertujuan untuk mengevaluasi hubungan antara perilaku bermain game online dan temperamen anak usia sekolah di Depok. Penelitian ini menggunakan desain kuantitatif korelasional dengan pendekatan cross-sectional, sebanyak 146 siswa Sekolah Dasar di Kelurahan Mekarjaya dipilih sebagai responden melalui teknik random cluster sampling. Instrumen penelitian mencakup Kuesioner Kecanduan Game Online Indonesia dan Inventarisasi Temperamen Usia Sekolah (SATI). Analisis data menggunakan uji Chi Square untuk menentukan hubungan antara variabel. Hasil menunjukkan bahwa mayoritas responden memiliki tingkat kecanduan game online sedang (58.2%) dan temperamen sedang (54.8%). Terdapat hubungan signifikan antara perilaku bermain game online dan temperamen anak (p value: 0.001). Kesimpulannya, perilaku bermain game online berpengaruh signifikan terhadap temperamen anak, menyoroti pentingnya pengawasan orang tua dan guru. Penelitian ini merekomendasikan agar tenaga keperawatan, institusi pendidikan, serta masyarakat dan orangtua meningkatkan upaya edukasi dan pengawasan untuk mengurangi dampak negatif game online terhadap perkembangan sosial anak usia sekolah.

.....The development of internet technology has influenced various aspects of life, including online gaming behavior among children. This study aims to evaluate the relationship between online gaming behavior and the temperament of school-age children in Depok. Using a quantitative correlational design with a cross-sectional approach, 146 elementary school students in the Mekarjaya Subdistrict were selected as respondents through random cluster sampling technique. Research instruments included the Indonesian Online Game Addiction Questionnaire and the School-Age Temperament Inventory (SATI). Data analysis involved Chi-Square tests to determine the relationship between variables. Results showed that the majority of respondents had moderate levels of online game addiction (58.2%) and moderate temperaments (54.8%). There was a significant relationship between online gaming behavior and children's temperament (p-value: 0.001). In conclusion, online gaming behavior significantly influences children's temperament, highlighting the importance of parental and teacher supervision. This study recommends that nursing staff, educational institutions, and parents enhance efforts in education and supervision to mitigate the negative impacts of online games on the social development of school age children.