

ABSTRAK

Solo,TR mensi, 2020 Hubungan Aktivitas Belajar Daring Terhadap Peningkatan Frekuensi Bermain Game Online Pada Anak (Usia 10-14 Tahun) Di SDN 01 Tajinan Kabupaten Malang, Skripsi, Fakultas Ilmu Kesehatan Universitas Tribhuwana Tungadewi. Pembimbing 1: Neni Maemunah.S.Kep., MMRS Pembimbing 2:Pertiwi Perwiraningtyas, M.Kep.,Ns

Aktivitas belajar dimasa pandemi berupa sekolah daring, mengharuskan anak belajar di rumah sehingga anak memiliki waktu luang untuk menggunakan handphone lebih banyak yang bisa berdampak anak malas belajar dan sering bermain game online. Tujuan penelitian ini mengetahui hubungan aktivitas belajar daring terhadap peningkatan frekuensi bermain *game online* pada anak Sekolah Dasar di SDN 1 Tajinan Kabupaten Malang. Desain penelitian ini dengan metode korelasional dan pendekatan *cross sectional*. Populasi dalam penelitian ini seluruh siswa kelas 4-5-6 di SDN 1 Tajinan Kabupaten Malang sebanyak 84 orang dan teknik pengambilan sampelnya *simple random sampling* sebanyak 70 orang. Analisis yang digunakan *Chi Square Test*. Hasil penelitian menunjukkan separuh jumlah siswa mengatakan aktivitas sekolah daring efektif dan tidak efektif, kurang dari separuh jumlah siswa mengatakan peningkatan frekuensi bermain *game online*-nya dalam kategori berat, aktivitas sekolah daring dengan peningkatan frekuensi bermain *game online*. Hasil analisis didapatkan data dinyatakan signifikan $p_{value} = 0,03$ dan H_1 diterima, artinya ada hubungan aktivitas belajar daring terhadap peningkatan frekuensi bermain *game online* pada anak Sekolah Dasar di SDN 1 Tajinan Kabupaten Malang. Peneliti selanjutnya diharapkan untuk Instansi pendidikan mempertimbangkan faktor-faktor determinan dari peningkatan frekuensi bermain game online.

Kata Kunci: *Aktivitas Belajar Daring, Frekuensi Bermain Game Online anak sekolah dasar*

ABSTRACT

Solo,TR mensi, 2020 *The Relationship of Online Learning Activities to the Increased Frequency of Playing Online Games for Children (Age 10-14 Years) at SDN 01 T Crafts Malang Regency* Skripsi, Fakultas Ilmu Kesehatan Universitas Tribhuwana Tunggaladewi. Pembimbing 1: Neni Maemunah.S.Kep., MMRS, Pembimbing 2:Pertiwi Perwiraningtyas, M.Kep.,Ns

Learning activities during the pandemic in the form of online schools, require children to study at home so that children have more free time to use cellphones which can result in children being lazy to learn and often playing online games. The purpose of this study was to determine the relationship of online learning activities to the increase in the frequency of playing online games in elementary school children at SDN 1 T Crafts Malang Regency. The design of this research is correlational method and cross sectiona approach. The population in this study were all students in grades 4-6 at SDN 1 T Crafts Malang Regency as many as 84 people and the sampling technique was simple random sampling as many as 70 people. The analysis used the Chi Square Test. The results showed half the number of students said online school activities were effective and ineffective, less than half of the students said the increase in the frequency of playing online games was in the heavy category, online school activities with an increase in the frequency of playing online games. The results of the analysis showed that the data was significant, $p\text{value} = 0.03$ and $H1$ was accepted, meaning that there was a relationship between online learning activities and an increase in the frequency of playing online games in elementary school children at SDN 1 T Crafts Malang Regency. For future researchers it is expected to consider the determinants of the increasing frequency of playing online games.

Keywords: Online Learning Activities, Frequency of Playing Online Games for elementary school children

