

ABSTRAK

Wirda Dahlan, 2022 Dampak Game Online Terhadap Anak Usia 6-8 Tahun Di Kelurana Tubo RT 01 Pembimbing Andi Agustan Arifin, S.Pd.,M.Pd dan Fatoni Achmad, S.Pd.I.M.Pd.I

Tujuan penelitian yaitu untuk mengetahui bagaimana dampak game online pada anak usia 6-8 tahun di Kelurahan Tubo RT 01. Penelitian menggunakan metode deskriptif kualitatif dengan subjek penelitian orang tua sebanyak dua orang dan tujuh orang anak. Penggalian data menggunakan teknik observasi, wawancara dan dokumentasi.

Berdasarkan hasil penelitian tentang dampak game online anak, maka peneliti menyimpulkan bahwa terdapat dampak akibat game online baik dampak positif dan dampak negatifnya, seperti: (1) anak sering berkata kasar dan tidak sopan serta minimnya waktu belajar pada anak. (2) memperlakukan game seakan-akan permainan yang lain tidak menyenangkan dan terabainya waktu bermain dengan teman-teman yang lain dan aktivitas luar. (3) beberapa orang tua menyatakan bahwa game yang edukasi dapat membuat anak belajar bahasa Inggris.

Kata kunci: Game Online, Anak

ABSTRACT

The impact of online game on children aged 6-8 years in the tubo village RT 01 supervisors Andi Agustan Arifin, S.Pd.,M.Pd and Fatoni Achmad,S.Pd.I.M.Pd.I

The aim of the study was to find out how the impact of online games on children aged 6-8 years in Kelurahan Tubo RT 01. The research used a qualitative descriptive method with two parents and seven children as research subjects. Data mining using observation techniques, interviews and documentation.

Based on the results of research on the impact of online games on children, the researchers concluded that there were impacts due to online games, both positive and negative impacts, such as: (1) children often say harsh and impolite words and lack of study time for children. (2) treating games as if other games were not fun and neglecting playtime with other friends and outside activities. (3) some parents stated that educational games can make children learn English.

Keywords: Online Games, Children