

**GAMBARAN FAKTOR PENYEBAB KECANDUAN *GAME ONLINE*
PADA ANAK USIA SEKOLAH DASAR NEGERI 03 NAGREG
KABUPATEN BANDUNG**

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ABSTRAK

Perkembangan teknologi digital telah mendorong peningkatan penggunaan *game online* di kalangan anak-anak, termasuk siswa sekolah dasar. Kecanduan *game online* dapat berdampak negatif terhadap perkembangan fisik, psikologis, dan sosial anak. Pada tahun 2022 menunjukan anak usia 5-12 tahun yang telah menjadi pengguna internet mencapai 8,08%, dan kemungkinan besar akan terus meningkat setiap tahunnya. Penelitian ini bertujuan untuk menggambarkan faktor-faktor penyebab kecanduan *game online* pada siswa Sekolah Dasar Negeri 03 Nagreg Kabupaten Bandung. Penelitian ini menggunakan metode kuantitatif deskriptif dengan teknik *total sampling* dan jumlah sampel 57 siswa yang kecanduan *game online*, yang menggunakan instrumen kuesioner. Hasil penelitian menunjukkan bahwa mayoritas responden berada pada kategori tinggi, pada faktor penyebab kecanduan game online seperti berikut: psikososial (57,9%), jenis permainan (64,9%), *relationship* (50,9%), *manipulation* (56,1%), *immersion* (50,9%), *escapism* (50,9%), dan *achievement* (52,6%). Temuan ini menunjukkan bahwa faktor-faktor tersebut menjadi pendorong kecanduan *game online*. Oleh karena itu, diharapkan pihak sekolah memberi edukasi kepada orang tua dan anak mengenai literasi digital dan dampak negatif dari penggunaan *game* secara berlebih.

Kata Kunci : Anak usia sekolah dasar, faktor, penyebab, *game online*, kecanduan

Daftar Pustaka : 20 Jurnal (2018-2023)
7 Buku (2010-2019)

**OVERVIEW OF FACTORS CAUSING ONLINE GAME
ADDICTION IN CHILDREN OF STATE ELEMENTARY SCHOOL AGE
AT NAGREG 03 BANDUNG REGENCY**

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ABSTRACT

The development of digital technology has led to a growing use of online games among children, including elementary school students. Online game addiction can have negative impacts on children's physical, psychological, and social development. In 2022, data showed that 8.08% of children aged 5 to 12 years were internet users, and this number is expected to continue increasing each year. This study aims to describe the factors contributing to online game addiction among students at State Elementary School (SDN) 03 Nagreg, Bandung Regency. The research employed a descriptive quantitative method using a total sampling technique, with a sample of 57 students identified as addicted to online games. The data were collected using a questionnaire instrument. The results of the study revealed that the majority of respondents were in the high category in relation to several contributing factors to online game addiction. These included psychosocial factors (57.9%), game type (64.9%), relationship factors (50.9%), manipulation (56.1%), immersion (50.9%), escapism (50.9%), and achievement (52.6%). These findings indicate that such factors play a significant role in encouraging online game addiction among elementary school students. Therefore, it is recommended that schools provide education to both parents and children about digital literacy and raise awareness regarding the negative impacts of excessive online gaming.

Keywords : factors, elementary school-aged children, online gaming, addiction

References : 20 scientific journals (2018-2023)
7 book (2010-2019)