

Abstrak

Game online merupakan salah satu jenis permainan yang dapat diakses melalui jaringan internet, bermain game online adalah bentuk kecanduan yang membuat anak berperilaku agresif. Melansir laman resmi Kementerian Kesehatan Indonesia, game online bisa menyebabkan adiksi, keluhan fisik, serta perubahan struktur dan fungsi otak. Tujuan penelitian ini adalah mengidentifikasi pengaruh bermain game online pada agresivitas anak usia sekolah. Desain penelitian menggunakan metode studi literatur review, populasi penelitian ini sebanyak 662 jurnal menggunakan teknik purposive sampling didapat sampel 4 jurnal nasional dan internasional, instrument penelitian berupa pencarian jurnal yang sudah dipublishkan di internet menggunakan google scholar. Dari 4 jurnal didapatkan hasil bahwa ada pengaruh dari kecanduan bermain game online pada agresivitas anak usia sekolah. Berdasarkan hasil dari beberapa jurnal perilaku agresif anak didapat dari kecanduan anak ketika bermain game online, contoh perilaku yang ditimbulkan anak menjadi sering memukul orang disekitarnya bahkan anak juga lebih sering bertengkar dengan teman sebayanya. Berdasarkan penelitian ini dapat disimpulkan bahwa bermain game online sangat berpengaruh pada agresivitas anak, karna anak sudah kecanduan bermain dengan intensitas bermain nya yang tinggi. Saran dalam penelitian ini diharapkan orang tua harus lebih memperhatikan anak ketika bermain game online, terlebih orang tua harus lebih bisa mengatur intensitas anak dalam bermain game, hal tersebut dapat mengurangi anak agar tidak kecanduan game online.

Kata Kunci : Game online, Agresivitas, Anak usia sekolah
Daftar Pustaka : 4 Jurnal (2014-2019)
2 Website (2018-2019)

Abstract

Online games are a type of game that can be accessed via the internet, playing online games is a form of addiction that makes children behave aggressively. Launching the official website of the Indonesian Ministry of Health, online games can cause addiction, physical complaints, and changes in brain structure and function. The purpose of this study was to identify the effect of playing online games on the aggressiveness of school age children. The research design used a literature review study method, the population of this study was 662 journals using purposive sampling technique, obtained a sample of 4 national and international journals, the research instrument was a search for journals that have been published on the internet using google scholar. From 4 journals, it was found that there was an effect of playing online games on the aggressiveness of school age children. Based on the results of several journals of children's aggressive behavior obtained from children's addiction when playing online games, examples of behavior caused by children to often hit people around them, even children also fight more often with their peers. Based on this research, it can be concluded that playing online games greatly affects children's aggressiveness, because children are addicted to playing with a high intensity of play. Suggestions in this study are expected that parents should pay more attention to their children when playing online games, especially parents should be more able to regulate the intensity of children playing games, this can reduce children so that they are not addicted to online games.

Keywords : Online games, Aggressiveness, School age children

*References : 4 Journal (2014-2019)
2 Website (2018-2019)*