OVERVIEW OF GAME PLAYING ACTIVITIES FOR SCHOOL AGE CHILDREN INTHE POLOKARTO REGION

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Abstrak

Berdasarkan hasil penelitian yang dilakukan terhadap siswa SD di kawasan Polokarto, pada Januari 2023 diperoleh data bahwa 56,5% anak usia SD mengaku pernah bermain game online atau offline lebih dari durasi normal (2 jam per hari). anak sedang bermain game. Oleh karena itu, selain peran guru dalam mendidik siswa di sekolah, peran orang tua juga sangat penting dalam keseharian anak di rumah, hasil penelitian yang diperoleh juga dapat menjadi teguran dalam mendidik anak. Penelitian ini bertujuan untuk mendeskripsikan aktivitas bermain pada anak usia sekolah di wilayah Polokarto. Jenis penelitian ini adalah penelitian kuantitatif dengan menggunakan metode desain deskriptif. Cluster random sampling digunakan untuk menemukan 69 siswa. Satu set kuesioner yang disusun oleh peneliti untuk mengidentifikasi aktivitas anak. Hasil penelitian ini menunjukkan bahwa sebagian besar responden (73,9%) bermain game saat hari libur. Mayoritas responden bermain game (72,5%), dengan durasi bermain lebih dari 5 jam sebanyak 66 orang (95,7%). Mayoritas responden bermain game menggunakan ponsel orang tuanya (39,1%) dan juga menggunakan wifi sebanyak (65,2%), namun ada juga yang menggunakan Play Station sebanyak (82,6%). Disimpulkan bahwa mayoritas responden memainkan game dengan durasi lebih dari 5 jam

Kata Kunci: anak usia sekolah, aktivitas bermain, siswa sekolah dasar

Abstract

Based on the results of a study conducted on elementary school students in the Polokarto area, in January 2023, data was obtained that 56.5% of elementary school aged children admitted to having played online or offline games for more than the normal duration (2 hours per day). child playing games. With that in mind, apart from the role of teachers in educating students at school, the role of parents is also very important in children's daily lives at home, the research results obtained can also be a warning in educating children. This study aims to describe of gaming activities in school-age children in the Polokarto area. This is quantitative research using descriptive design methods. Cluster random sampling was used to find 69 students. A set questionnaire composed by researcher to identify the child activities. The results of this study showed that the majority of respondents (73.9%) played games during holidays. The majority of respondents played games (72.5%), with a duration of playing more than 5 hours as many as 66 people (95.7%). The majority of respondents play games using their parents' cellphones (39.1%) and also use wifi as many (65.2%), but there are also those who use Play Station as (82.6%). It was concluded that the majority of respondents played games with a duration of more than 5 hours

Keywords: school-age children, gaming activities, elementary school students

1. INTRODUCTION

A game is something that is used for playing, an item or something that is played with. According to Agustina (2015:2), games are a way of learning by analyzing with a group of players or individuals using rational strategies. The basic nature of the game itself is that it is fun,challenging

and addictive. All groups can and are also found in many circles playing online games. The number of game players, especially online games in the world, recorded in 2019 is predicted to increase from 23.7 million people to 28.1 million people in 2020. And China is still the largest number of players with 324.5 million people. Meanwhile, Indonesia ranks seventh with 28.1 million people.

Games are basically games that can be played with certain rules, so that someone wins and someone loses, usually in a non-serious context or with the aim of refreshing (Ismi & Akmal, 2020; Kurnada & Iskandar, 2021). In its challenging and fun nature, negative impacts also exist in the basic eels of online games which can be addictive. Especially for children, the negative impacts that can be addictive will have an impact on the environment, education and also development. When children grow up they have their own world of play, which someparents may not understand. Nowadays, children are much interested in modern games because the games are very sophisticated and cool and will make them feel challenged to play them.

If children play games under adult supervision, it will have a positive impact or effect, such as increasing children's creativity in thinking, training children to think more critically, increasing the development of cognitive aspects in children including motor skills, increasing children's insight, children can also be more smart choice of information.

In elementary schools in the Polokarto area, in January 2023, data was obtained that several elementary school-aged children admitted to having played online or offline games. And according to their confession, there are some who are let by their parents, but there are also thosewho play games secretly so that their parents don't find out when they are playing the game. The general aim of this research is to identify descriptions of gaming activities among elementary school age children in the Polokarto area.

2. METHODS

This type of research is quantitative research using descriptive design methods. Sampling used the cluster random sampling method. In this research, the sample used was 69 students consisting of grades 4, 5, 6 elementary school. The inclusion criteria in this research were pupils or students who were present during the research. This research used a questionnaire to find out how much intensity elementary school age children use in playing games which were compiled by the researcher, validity and reliability tests have been carried out with valid and reliable results (Cronbach's Alpha 0.781). The questionnaire, consist of 24 questions, with the criteria being elementary school students aged 10-12 years, elementary school students in grades 4, 5 and 6, students who can read and write, and students who can speak Indonesian. In this research, the data analysis used was univariate analysis. Univariate analysis is used only for single variables. The method used for data analysis is Central Tendency. Central Tendency is a value that shows the

midpoint of a data set to find out where the data values converge in the distribution.

3. RESULTS AND DISCUSION

The research results showed that 69 respondents participated in this research. Respondent characteristic data consists of age, gender and elementary school level of the respondent. The results of the univariate analysis show a picture of gaming activities in school-aged children.

3.1 Respondent Characteristics

Table 1 Characteristics of Respondents Based on Age and Gender of Respondents

Variable	f	%
Age		
10 years	19	27.5
11 years	23	33.3
12 years	27	39.1
Gender		
Male	36	52,2
Female	33	47,8

Based on the results of the analysis of the characteristics of respondents in this study (Table 1), there were 69 respondents with the majority aged 12 years, 27 people (39.1%), the majority male, 36 (52.2%) respondents.

3.2 Category Distribution

Table 2. Distribution of respondents who play the most games

Variable	Yes		No	
	F	%	F	%
Playing games only on holidays	51	73,9	18	26.1
Playing online games and offline games	39	56.5	30	43.5
Playing games more than 5 hours	66	95.7	3	4.3
Playing games using your own cellphone	29	42	40	58
Playing games using PS	57	82.6	12	17.4
Playing games with friends	38	55.1	31	44.9
Playing games asks parents for extras	56	81.2	13	18.8
Ever borrowed money from a friend to play games	66	95.7	3	4.3

Based on the results of this research, it shows that the majority of respondents only play games on holidays with a total of 51 respondents (73.9%) compared to 18 people who don't play games on holidays only (26.1%), with the majority playing online games and offline game more than 5 hours. A total of (82.6%) 57 children at elementary school age played games using PS and played with their friends as many as 38 people (55.1%). Children at elementary school age more often ask their parents for extra money to play games, 56 (81.2%) and also borrow money from friends, 66 (95.7%).

3.3 Age

Characteristics based on the age of respondents can be seen if the majority of respondents are 12 years old, namely 27 respondents (39.1%). This research is relevant to Erlina's (2023) research where the research results obtained from all respondents showed that the majority of respondents were 12 years old. The findings from this research confirm the findings from a previous investigation by Hayati (2020) which linked regular online games to an increased need for sleep and rest in residents of SDN 010083 Kisaran,Asahan Regency, in his research most of the respondents were 12 years old. This age range is part of the transition from childhood to adolescence. In terms of school age, Kohlberg's developmental theory divides into two groups: children aged 7 to 10 years andchildren aged 10 to 12 years (Kyle and Carman, 2014).

3.4 Gender

The respondents involved in this research were 218 students from several elementary schools in Polokarto District, Sukoharjo Regency, aged 10 to 12 years. Based on the gender of the respondents, it can be seen that the majority of respondents wer male, 36 (52.2%). In this research, according to data from the Population & Civil Registration Service of Sukoharjo Regency in 2023 in Polokarto District, it was found that the total population of males aged 9-12 years was 2824 people, while females aged 9-12 years were 2715 people.

3.5 Playing Game Activity. Daily Physical Activity Category Levels in School-Age Children

It was recorded in the Newoo report that in 2023, it will reach 3 billion game users. By the end of 2020, that figure is expected to rise to 2.7 billion. One of the reasons why the number of gamers continues to rise is the existence of mobile games. Thenumber of gamers has also increased rapidly during the pandemic. Based on this research, it shows that the majority of respondents only play games on holidays. This research is in accordance with the results of observations from research by Al Nizar (2019) that during

the holidays they spend their free time playing games. This can be seen from the confessions of several students. During school holidays, some students gather with their friends just to play games together, some students said that when their parents forbade them from playing games, they felt annoyed, angry and some even didn't want to eat.

In this study, there were 39 (56.5%) respondents who played online and offline games. This type of online game is widely used by children who are familiar with the world of the internet, especially in the field of gaming. Gender and supervision from parents will influence the online and offline games chosen by respondents. The majority of respondents (95.7%) played games for more than 5 hours. This research is in line with research (Putra & Ratnawati, 2020) that the majority of respondents play games for more than 5 hours, playing online games cannot be played for a short time, most online game players who are addicted will play online games continuously for more than 5 hours to complete the missions given by the game.

There are (42%) respondents who play games using their own cellphone and 40 (58%) respondents do not play games using their own cellphone. This can be influenced by factors such as parents' upbringing and habituation towards their children and also the number of cellphones they own. It is recorded in the Central Statistics Agency (BPS) that the percentage of mobile phone users in Indonesia will reach 67.88% in 2022. This figure has increased by 2.01% points compared to the previous year which was 65.87%. This research shows that the majority of respondents (82.6%) also play games using PS. When playing games among children of elementary school age, playing games using PS is still a choice for playing games. This is reinforced by statistical data (quoted from kompas.id) which notes that the PlayStation 2 (PS2) video game console is still the best-selling video game device of all time until May 2023 with sales of 158.7 million units.

The majority of respondents (55.1%) played games with their friends. This can be influenced by the game system where more group-based games are played. This research is in accordance with research by Nugrananda (2020), that children who play the online game Mobile Legend for a very long duration of time are even willing to share their internet connection with other children in their usual place of gathering just to play the online game Mobile Legend together. and form a team in the game.

3.6 Game Impact

Playing online and offline games for more than 2 hours every day can have an

impact on users. Playing games can have a good impact but quite a few can also have a bad impact. Some of the positive impacts are sharpening the brain, developing the right brain, training teamwork and practicing English language skills. Elementary school age children who carry out activities or habits of playing games every day will have more negative impacts on their users. This research also found several negative impacts from playing online games, namely, the majority of respondents (81.2%) asked their parents for more money to play games, as many as 66 (95.7%) respondents borrowed moneyfrom friends to play games, and as many as 68 (98.6%) taking parents' money secretly to play games.

This research is in line with the results of Faza's (2022) research that games are played on average for a fee in the form of a quota. So, the child's parents are very influenced by the child's needs, who almost every day ask their parents for money to buya quota for playing online games. This can happen because there is an imbalance betweenthe pocket money that elementary school children get and their excessive desire to play games so that respondents will feel they lack money to be able to pay for the games they want to play.

The limitation of this research is that in the data collection process, the researcher used break times at the elementary school, so the time used was very limited. Then in the research process there were respondents who could not coordinate well because there were several respondents who still could not read and write well. Apart from that, the respondent's lack of understanding of several questions in the available questionnaires, and there are differences in the language used, thus affecting the course of the data collection process due to the language used by respondents in their daily lives which is more often regional, whereas in this study it was Indonesian.

4. CLOSING

Based on the results of the research and discussion in this study, a conclusion can be drawn, namely that based on the results of research regarding the description of gaming activities among elementary school age children in the Polokarto area, it can be concluded that the characteristics of the majority of respondents were 12 years old and male. The results of the research conducted showed that the majority of respondents played online and offline games, respondents only played games on holidays and the duration of playing was more than 5 hours. There were respondents who played games using their own cellphone and using PS. In this research, it was found that respondents played games with

friends. There were also negative impacts found in this research, respondents asked their

parents for extra money, respondents also admitted that they had borrowed money from friends, and there were also respondents who took their parents' money secretly to play games. Based on these conclusions, researchers have suggestions to include the role of parents in all children's activities, including playing games, to minimize the occurrence of undesirable things, then place limits on children in playing games to avoid children's dependence on playing games, and include the role of teachers in providing understanding. students regarding the bad influence on students' gaming habits.

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