

Hubungan kebiasaan bermain video game dengan tingkat motivasi belajar pada anak usia sekolah = Correlation between the habit of playing video game and the level of learning motivation in school-age children

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Abstrak

ABSTRAK

Video game semakin populer di semua kalangan, termasuk anak-anak. Bermain video game secara berlebihan diperkirakan dapat mempengaruhi motivasi belajar anak. Penelitian ini bertujuan untuk mengetahui hubungan antara kebiasaan bermain video game dengan tingkat motivasi belajar pada anak usia sekolah. Metode penelitian yang digunakan adalah deskriptif korelatif dengan teknik stratified sampling. Penelitian ini dilakukan di salah satu SD di Depok dengan jumlah sampel 106 orang. Data penelitian diujikan dengan menggunakan uji chi square. Hasil penelitian menunjukkan bahwa kebiasaan bermain video game anak-anak di sekolah ini 65% tergolong kategori normal (waktu yang tidak berlebihan). Di sisi lain, tingkat motivasi belajar anak-anak di sekolah ini 56% tergolong kategori rendah. Kesimpulan penelitian ini menunjukkan bahwa tidak ada hubungan antara kebiasaan bermain video game dengan tingkat motivasi belajar. Hasil penelitian ini dapat dijadikan rujukan bagi perawat untuk memberikan edukasi dan konseling mengenai peningkatan motivasi belajar baik secara langsung pada anak maupun melalui orangtua.

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ABSTRACT

Video games are more popular in everyone, including children. Play video games redundantly can be affecting the children's learning motivation. The purpose of the research is to determine the correlation between the habit of playing video game and the level of motivation learning in school-age children. The method of the research is a descriptive correlative with the stratified sampling technique. The research was conducted at a primary school in Depok with total sample of 106 people. The research data was tested by using a chi square test. The result showed that the habit of playing video game of the children in this school is 65% in normal category (not over time). On the other side, the level of motivation learning of the children in this school is 56% in low category. The conclusion of this research showed that there is no a correlation between the habit of playing video game and the level of learning motivation. The results of this research can be used as references for nurses in giving education and counseling about increasing learning motivating directly for school-age children or for their parents.