

Pengaruh bermain puzzle video game terhadap kemampuan penalaran induktif pada anak usia sekolah = The effects of playing puzzle video games toward inductive reasoning ability on school age children

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Abstrak

Penelitian eksperimental ini bertujuan untuk menguji adanya pengaruh bermain puzzle video game terhadap kemampuan penalaran induktif pada tiga kelompok yang berbeda. Sebanyak 45 siswa kelas 3 SD dibagi menjadi tiga kelompok dengan perlakuan: (1) bermain puzzle video game selama 30 menit; (2) bermain puzzle video game selama 1 jam; dan (3) kelompok kontrol. Kemampuan penalaran induktif diukur melalui post-test menggunakan Raven's Coloured Progressive Matrices.

Dengan membandingkan skor rata-rata tes menggunakan teknik independent sample t-test, didapatkan hasil bahwa bermain puzzle video game berpengaruh secara signifikan terhadap kemampuan penalaran induktif jika dibandingkan dengan kelompok kontrol ($t(43) = 2,113$, $p = 0,04$), sedangkan bermain puzzle video game selama 1 jam tidak berpengaruh secara signifikan terhadap kemampuan penalaran induktif jika dibandingkan dengan kelompok yang bermain puzzle video game selama 30 menit ($t(28) = -0,599$, $p = 0,554$).

.....This experimental study aimed to examine the influence of playing puzzle video game on inductive reasoning ability in three different groups. Forty five third-graders divided into three treatment groups: (1) playing puzzle video game in 30 minutes; (2) playing puzzle video games in 1 hour; and (3) control group. Inductive reasoning ability was measured by post-test using Raven's Coloured Progressive Matrices. By comparing the mean scores with independent sample t-test, the results showed that playing puzzle video games significantly affect inductive reasoning ability compared to control group ($t(43) = 2.113$, $p = .04$), while playing puzzle video games for 1 hour does not significantly affect inductive reasoning ability compared to playing puzzle video game in 30 minutes ($t(28) = -.599$, $p = 0.554$).