

ABSTRAK

***GAME ONLINE* DAN DAMPAKNYA BAGI REMAJA USIA SEKOLAH DI SEKOLAH MENENGAH ATAS NEGERI 2 TUBAN**

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Perkembangan teknologi memberi andil besar dalam perubahan video *game online*. *Game online* adalah permainan yang berbasis elektronik dan visual. Di era digital saat ini, *game online* sudah menjadi kebutuhan yang tidak dapat dipisahkan dari kehidupan sebagian orang, khususnya pada remaja usia sekolah masa kini, tidak sedikit remaja yang sering menggunakan waktunya untuk bermain *game online* sebagai sarana hiburan. Menurut penelitian yang dilakukan para ahli, sebaiknya bermain *game online* tidak lebih dari 1 jam setiap harinya. Tujuan penelitian ini adalah untuk mengetahui gambaran *game online* dan dampaknya bagi remaja usia sekolah di Sekolah Menengah Atas Negeri 2 Tuban.

Penelitian menggunakan desain *deskriptif* dengan pendekatan waktu *cross sectional*, populasi seluruh siswa kelas XI IPS sebanyak 108 remaja, sampel 85 remaja. Variabel penelitian ini *game online* dan dampaknya bagi remaja usia sekolah. Instrument penelitian kuesioner, analisis data dengan analisis deskriptif.

Hasil penelitian didapatkan remaja hampir seluruhnya (88,2%) berusia 17 tahun dan sebagian besar berjenis kelamin perempuan (62,3%), sebagian besar (75%) remaja yang bermain *game online FPS* berdampak positif, sedangkan setengahnya (50%) remaja yang bermain *game online Real-Team Strategi* berdampak negatif.

Bermain *game online* diperbolehkan dengan mempertimbangkan durasi permainan dan tidak meninggalkan tugas dan kewajiban kita sebagai generasi muda untuk menjadi generasi maju. Karena jika bermain *game online* tidak dengan batas waktu sewajarnya akan menimbulkan dampak negatif diantaranya malas melalukukan aktivitas pendidikan, kurang bersosialisasi dengan orang lain, gangguan pada kesehatan mata, motorik dan psikologis serta dapat menyebabkan adiksi atau kecanduan. Diperlukan upaya sekolah memberikan peraturan dalam penggunaan *gadget*, serta mengaktifkan Organisasi PMR dan UKS.

Kata Kunci: *game online*, durasi, dampak *game online*

ABSTRACT

GAME ONLINE AND THEIR IMPACT FOR SCHOOL-AGE YOUTH AT SENIOR HIGH SCHOOL 2 TUBAN

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Technological developments have played a major role in changing online video games. Online games are electronic and visual based games. In today's digital era, online games have become a necessity that cannot be separated from the lives of some people, especially in today's school-age teenagers, not a few teenagers who often use their time to play online games as a means of entertainment. According to research conducted by experts, you should play online games for no more than 1 hour every day. The purpose of this study was to find out the description of online games and their impact on school-age adolescents at State High School 2 Tuban.

The study used a descriptive design with a cross sectional time approach, the population of all students of class XI IPS was 108 teenagers, the sample was 85 teenagers. The research variable is online games and their impact on school-age adolescents. The research instrument was a questionnaire, data analysis with descriptive analysis.

The results showed that almost all teenagers (88.2%) were 17 years old and most of them were female (62.3%), most (75%) teenagers who played FPS online games had a positive impact, while half (50%) teenagers who play the online game Real-Team Strategy has a negative impact.

Playing online games is allowed by considering the duration of the game and not leaving our duties and obligations as the younger generation to become the advanced generation. Because if you play online games without a reasonable time limit, it will have negative impacts including being lazy to do educational activities, not socializing with other people, disorders of eye, motor and psychological health and can cause addiction or addiction. School efforts are needed to provide regulations on the use of gadgets, as well as activate the PMR and UKS Organizations.

Keywords: game online, duration, impact of game online