

ABSTRAK

“Hubungan Kecanduan Bermain *Game* Dengan Perkembangan Anak Usia Prasekolah Di Taman Kanak-Kanak Handayani Surabaya”

Oleh: Ananda Zara Eka Putri

Perkembangan *gadget* yang sangat pesat, memberikan dampak terhadap tingkat perkembangan anak karena anak yang sering kecanduan bermain *game* akan mengalami keterlambatan pada tingkat perkembangannya. Tujuan penelitian untuk mengetahui hubungan kecanduan Bermain *Game* dengan tingkat perkembangan anak usia 4 – 6 tahun di TK Handayani Surabaya. Desain penelitian *cross sectional*. Populasi 38 anak TK Handayani Surabaya usia 4 – 6 tahun di Mrutu Kalianyar, Surabaya. Sampel 38 anak dengan metode total sampling. Variabel independen yaitu kecanduan bermain *game* dan variabel dependen yaitu tingkat perkembangan anak usia 4-6 tahun. Diukur dengan kuesioner dan KPSP anak. Teknik analisa data menggunakan *uji spearman rho* $\alpha=0,01$. Hasil penelitian menunjukkan bahwa anak TK Handayani setengah kecanduan bermain *game* normal 19 anak (50%), dan sebagian besar tingkat perkembangan anak TK Handayani meragukan 21 anak (55,3%). Hasil *uji spearman rho* $\alpha=0,05$ didapatkan $p = 0,000 < 0,05$ sehingga ada hubungan kecanduan Bermain *Game* dengan tingkat perkembangan anak usia 4-6 tahun. Diharapkan orang tua dapat membatasi anak dalam durasi Bermain *Game* dan mengawasi kegiatan yang dilakukan pada anak saat bermain *gadget*.

Kata kunci : *gadget*, tingkat perkembangan, anak

ABSTRACT

“Addiction Playing Game With Children's Development Level Aged 4-6 Years Old in TK Handayani Surabaya”

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The rapid development of gadgets has an impact on the level of child development because children are often addicted to playing games and will experience delays in their level of development. The purpose of the study was to determine the relationship between playing games and the level of development of children aged 4-6 years in TK Handayani Surabaya. The research design is cross sectional. The population is 38 children of Kindergarten Handayani Surabaya aged 4-6 years in Mrutu Kalianyar, Surabaya. A sample of 38 children with the total sampling method. The independent variable is addiction to playing games and the dependent variable is the level of development of children aged 4-6 years. Measured by questionnaires and children's KPSP. Techniques of data analysis using the Spearman $\rho = 0.01$ test. The results showed that the children of Kindergarten Handayani were half addicted to playing normal games 19 children (50%), and most of the developmental levels of children in Kindergarten Handayani doubted 21 children (55.3%). The results of the spearman $\rho = 0.05$ obtained $p = 0.000 < 0.05$ so that there is a relationship between playing games and the level of development of children aged 4-6 years. It is hoped that parents can limit their children's duration of play and supervise the activities carried out by children while playing gadgets.

Keywords : Gadget, Development Level, Children