

INTISARI

PENGARUH LAMA BERMAIN *GAME ONLINE* TERHADAP MOTIVASI BELAJAR PADA SISWA SEKOLAH DASAR NEGERI TEMPURAN KECAMATAN PARON NGAWI

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Latar belakang : Saat ini hampir setiap anak siswa sekolah sudah mengenal permainan *game online*, termasuk siswa sekolah dasar. Permainan *game online* mudah ditemukan di warung internet, seperti di desa Tempuran kecamatan Paron Ngawi. Rata-rata lama waktu yang dibutuhkan siswa SD untuk bermain *game online* setidaknya 2 jam. Kondisi lama bermain *game online* pada siswa sekolah dapat berpengaruh pada kesempatan untuk belajar, yang pada akhirnya mempengaruhi motivasi belajar siswa.

Tujuan penelitian : mengetahui pengaruh lama bermain *game online* terhadap motivasi belajar pada siswa Sekolah Dasar Negeri Tempuran Kecamatan Paron Ngawi.

Metode: Jenis penelitian adalah penelitian kuantitatif. Metode yang digunakan adalah penelitian deskriptif dengan pendekatan *cross sectional*. Sampel penelitian adalah 34 siswa SD kelas V dan VI, dengan teknik sampling menggunakan *purposive sampling*. Instrumen penelitian menggunakan kuesioner lama bermain *game online* dan motivasi belajar. Teknik analisis data menggunakan uji regresi linier sederhana.

Hasil penelitian : sebanyak 13 responden lama bermain bermain dalam kategori kadang-kadang (38,2%). Sebanyak 20 responden mempunyai motivasi belajar kategori sedang (58,8%). Hasil uji regresi linier sederhana diperoleh persamaan $\bar{Y} = 36.056 - 0.576X_1$. Nilai $t_{\text{test}} \text{ lama bermain} = -6.910 < (t_{\text{tabel}} = -1,96)$

Simpulan: Terdapat pengaruh yang negatif dan signifikan antara lama bermain *game online* terhadap motivasi belajar pada siswa Sekolah Dasar Negeri Tempuran Kecamatan Paron Ngawi.

Kata kunci = lama bermain, *game online*, motivasi belajar, siswa sekolah dasar

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ABSTRACT

THE INFLUENCE OF PLAYING GAME ONLINE THROUGH THE STUDENTS' LEARNING MOTIVATION AT TEMPURAN ELEMENTARY SCHOOL OF PARON NGAWI

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The background of study: nowadays almost every students has known how to play game online, including the students of elementary school. Playing game online is easy to be found in internet cafe, such as at Tempuran village in Paron Ngawi. The students of elementary school need almost 2 hours in playing game online. The time duration of playing game online which is played by the students influences the chance for the students in learning activity. As a result it can influence the students' learning motivation.

The objective of study: knowing the influence of playing game online through the students' learning motivation at Tempuran Elementary School of Paron Ngawi..

The method of study: the type of this research is quantitative research. The method uses descriptive research with cross sectional approach. Sample of the study is 34 students at Tempuran Elementary School of Paron Ngawi, from V and VI grade students. The technique of sampling is purposive sampling. The instrument of study uses questionnaire of the duration in playing game online and the students' motivation. The technique of analysing data is simple linear regression test.

The result of study: there are 13 respondents who play game online need long time duration seldom category (38,2%). There are 20 respondents who have learning motivation medium category. The result of simple linear regression test is $\bar{Y} = 36,056 - 0,576X_1$. The score of t_{test} playing long time game online is $-6,910 < (t_{tabel} = -1,96)$.

The conclusion: there are negative influences of playing game online and significances between playing long time game online through the students' learning motivation at Tempuran Elementary School of Paron Ngawi.

Keyword: long playing, game online, learning motivation, elementary school students

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