

ABSTRAK

SURVEI PERILAKU BERMAIN DAN MANFAAT PENGGUNAAN PERMAINAN BERBASIS TEKNOLOGI PADA SISWA SD KELAS III-IV

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Penelitian mengenai perilaku bermain anak sangat terbatas. Penelitian ini bertujuan untuk mendeskripsikan perilaku bermain, penggunaan permainan berbasis teknologi, serta manfaat penggunaan permainan berbasis teknologi pada anak. Subjek penelitian berjumlah 114 siswa SD kelas III-IV. Jenis penelitian ini adalah penelitian kualitatif deskriptif dengan metode survei. Teknik pengumpulan data menggunakan kuesioner pertanyaan terbuka dan dianalisis menggunakan analisis deskriptif.

Hasil penelitian menunjukkan: 1) Jenis permainan yang dimainkan siswa terdiri dari permainan bebas dan spontan, drama/pura-pura, melamun, permainan konstruktif, bermusik, mengumpulkan barang, olahraga, permainan tradisional, mendengarkan musik, permainan HP, laptop, komputer, PS, dan permainan *game* (*online* atau *offline* dari aplikasi *play store*). Sebagian besar siswa menyatakan bahwa mereka bermain di rumah bersama teman. Hanya 4.4% yang menyebutkan bermain bersama orang tua. Dalam hal ini, orang tua berperan mendukung, mengawasi, dan ikut bermain. Kebanyakan siswa menyatakan waktu bermain mereka sudah cukup dalam waktu 2 jam-2 jam 59 menit per hari. Siswa merasa sedih, bosan, dan kesepian jika tidak dapat bermain. 2) Jenis permainan berbasis teknologi yang paling sering dimainkan oleh siswa dalam tiga bulan terakhir adalah permainan *game*, permainan HP, dan media sosial. Permainan *game* lebih banyak dimainkan oleh siswa, seperti *mobile legends*, *minicraft*, *hago*, dan *free fire*. Kebanyakan siswa bermain permainan berbasis teknologi bersama dengan saudara, teman, dan bermain sendiri. Sebagian besar siswa menyatakan bermain permainan berbasis teknologi di rumah dengan rentang waktu 0-59 menit. 3) Manfaat penggunaan permainan berbasis teknologi adalah mendapat kesenangan, menambah pengetahuan, menambah teman, dan mendapat kepuasan.

Kata kunci: perilaku bermain, permainan berbasis teknologi, manfaat penggunaan permainan berbasis teknologi

ABSTRACT**SURVEY OF PLAY BEHAVIOR AND THE BENEFITS OF TECHNOLOGY-BASED GAMES FOR III TO IV GRADE STUDENTS IN ELEMENTARY SCHOOL**

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The research on children's play behavior is very limited. This research aimed to describe play behavior, the use of technology-based games, and the benefits of using technology-based games in children. The research subjects were 114 elementary school students grade III-IV. This type of research is a descriptive qualitative research with survey method. Data collection techniques using open-ended questionnaire and analyzed by descriptive analysis.

The results of this research showed: 1) The types of games played by students were free and spontaneous games, drama/pretense, daydreaming, constructive games, music, collecting goods, sports, traditional games, listening to music, cellphone games, laptops, computers, PS, and online games or offline games from the play store application. Most students stated that they played at home with friends. Only 4.4% mentioned playing with parents. In this case parents play a role to support, supervise, and come into play. Most students stated that they had enough playing time in 2 hours-2 hours 59 minutes a day. Students feel sad, bored, and lonely if they can't play. 2) The types of technology-based games most frequently played by students in the last three months are online games or offline games, cellphone games, and social media. More online games or offline games are played by students, such as mobile legends, minicraft, hago, and free fire. Most students play technology-based games together with relatives, friends, and play alone. Most students stated playing technology-based games at home with a time span of 0-59 minutes. 3) The benefits of using technology-based games are to give pleasure, increase knowledge, add friends, and feel satisfied.

Keywords: *play behavior, technology-based games, the benefits of using technology-based games*