

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

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Perilaku bermain anak saat ini dipengaruhi oleh adanya perkembangan teknologi. Penelitian ini bertujuan untuk mendeskripsikan perilaku bermain dan penggunaan permainan berbasis teknologi pada siswa sekolah dasar kelas III-IV. Penelitian ini merupakan penelitian campuran menggunakan *exploratory sequential design* dengan metode survei. Pemilihan responden menggunakan teknik *convenience sampling*. Subjek penelitian terdiri dari 51 siswa laki-laki dan 63 siswa perempuan. Teknik pengumpulan data menggunakan kuesioner. Instrumen penelitian menggunakan pertanyaan terbuka. Data dianalisis menggunakan kualitatif deskriptif dan tabulasi silang.

Hasil penelitian menunjukkan bahwa: 1) Perilaku bermain: Jenis permainan yang pernah dimainkan adalah permainan bebas dan spontan, drama, konstruktif, mengumpulkan, olahraga, tradisional, *smartphone*, *playstation*, dan *game online*. Hasil tabulasi silang permainan yang paling menyenangkan bagi responden kelas III adalah HP (25,0%) dan kelas IV adalah olahraga (37,9%). Permainan yang paling dikuasai responden laki-laki adalah olahraga (51,0%) dan perempuan adalah tradisional (30,2%). Tujuan bermain adalah untuk bersenang-senang, menghibur diri, menghilangkan kebosanan, dll. Sebanyak (79,8%) responden menyatakan bahwa waktu bermainnya cukup dan (14,9%) menyatakan tidak cukup. 2) penggunaan permainan berbasis teknologi: Jenis permainan berbasis teknologi dalam persentase teratas adalah aplikasi *game online* dengan kategori didalamnya (*Mobile legend*, *Hago*, dan *Minecraft*). Sebanyak (45,5%) responden melakukan kegiatan bermain di rumah bersama dengan saudara. Durasi waktu bermain dari tiga persentase tertinggi adalah di bawah satu jam, sampai dengan 2 jam per hari. Peran orang tua dalam perilaku bermain anak yaitu: mendukung (21,9%), mengawasi (16,7%), dan menasehati (9,6%).

Kata Kunci: perilaku bermain, permainan berbasis teknologi, penelitian campuran

ABSTRACT***SURVEY OF PLAY BEHAVIOR AND USE OF TECHNOLOGY-BASED GAMES ON CLASS III-IV ELEMENTARY SCHOOL STUDENTS***

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Children's play behavior is currently influencing by technological developments. This research aimed to describe the behavior of play and the use of technology-based games in elementary school students grade III-IV. This research was a mixed research methods used exploratory sequential design with survey method. The selection of respondents were used convenience sampling techniques. This research was mix of qualitative and quantitative used survey methods. Subjects in this research were 51 male students and 63 female students. Data collection techniques was used questionnaire using open questions. Data collection technique was used questionnaire. Research instrument was used open-ended questions. The data were analyzed used descriptive qualitative and cross tabulation.

The results were showed that: 1) Play behavior: The types of games that had been play were free and spontaneous games, drama, constructive, collecting, sports, traditional, mobile (smartphone), play station, and online games. The most pleasing cross tabulation results for class III respondents were HP (25.0%) and class IV were sports (37.9%). The game most controlled by male respondents were sports (51.0%) and women were traditional (30.2%).The purpose of play were to have fun, entertain yourself, get rid of boredom, etc. A total of (79.8%) of respondents stated that playing time was sufficient and (14.9%) stated that it was not enough. 2) Use of technology-based games: The highest percentage of technology-based games are online game applications with categories in them (Mobile legend, Hago, and Minecraft). As many as (45.5%) respondents did play activities at home together with relatives. The playing time of the three highest percentages were under one hour, up to 2 hours of the day. The role of parents in children's played behavior were: support (21,9%), supervision (16,7%), and advise (9,6%).

Keywords: *play behavior, technology based game, mixed research methods*