

## ABSTRAK

### **SURVEI PERILAKU BERMAIN DAN MANFAAT PENGGUNAAN PERMAINAN TRADISIONAL PADA SISWA SD KELAS IV DAN V**

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Penelitian perilaku bermain pada anak sekolah dasar kelas IV dan V ini bertujuan untuk mengetahui permainan apa saja yang dimainkan, mengetahui manfaat apa yang dirasakan dari kegiatan bermain khususnya permainan tradisional. Subjek penelitian ini berjumlah 104 subjek, data diperoleh dari 4 SD yang berada di Sleman yaitu SD Perumnas Negeri Condongcatur, SD Negeri Depok 1, SD Negeri Sempu, dan SD Kanisius Ngapak II. Karena keterbatasan penelitian, pengambilan sampel menggunakan teknik *convenience sampling* yaitu penarikan sampel berdasarkan kemudahan yaitu dengan langsung menghubungi unit-unit penarikan sampel yang mudah dijumpai.

Data yang dihasilkan berupa data kuantitatif dan kualitatif. Data kuantitatif dianalisis dengan statistik deskriptif berdasarkan frekuensi dan persentase. Data kualitatif dikategorikan berdasarkan kemiripan respon dan dihitung secara kuantitatif. Hasil dari penelitian terdapat 495 respon yang menjawab permainan apa yang pernah dimainkan terdapat 13 % yang memainkan permainan yang tergolong pasif yang terdiri dari permainan seperti membaca, menonton film, mendengarkan musik, bermain *gadget*, bermain *playstation*, dll. Sedangkan sebanyak 87% siswa memainkan permainan aktif yang terdiri dari permainan seperti bermain drama, bermain musik, permainan tradisional, melamun, dll. Subjek merasakan manfaat dari permainan tradisional, dari 117 respon 51% menjawab permainan tradisional membuat senang dan tidak bosan, 11% menambah teman dan membuat badan menjadi sehat dan 27% menjawab lain-lain.

Kata kunci: Perilaku bermain, permainan tradisional, manfaat permainan tradisional

## **ABSTRACT**

### ***SURVEY OF PLAY BEHAVIOR AND BENEFITS OF USE OF TRADITIONAL GAMES IN CLASS IV AND V SD STUDENTS***

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*This research on playing behavior in elementary school children in grades IV and V aims to find out what games are played, find out what benefits are felt from playing activities, especially traditional games. The subjects of this study amounted to 104 subjects, data were obtained from 4 elementary schools in Sleman, namely Perumnas Negeri Condongcatur Elementary School, Depok 1 Elementary School, Sempu State Elementary School, and Kanisius Ngapak II Elementary School. Due to the limitations of the study, the sampling technique used was convenience sampling, which is sampling based on convenience, namely by directly contacting the sampling units that are easy to find.*

*The data generated in the form of quantitative and qualitative data. Quantitative data were analyzed by descriptive statistics based on frequency and percentage. Qualitative data is categorized based on the similarity of responses and is calculated quantitatively. The results of the study there are 495 responses that answer what games have been played there are 13% who play games that are classified as passive consisting of games such as reading, watching movies, listening to music, playing gadgets, playing Playstation, etc. While as many as 87% of students play active games consisting of games such as playing drama, playing music, traditional games, daydreaming, etc. Subjects felt the benefits of traditional games, from 117 responses 51% answered that traditional games made them happy and not bored, 11% added friends and made the body healthy and 27% answered others.*

*Keywords: Playing behavior, traditional games, benefits of traditional games*