

**KUISIONER PENELITIAN PENGARUH MONITOR KOMPUTER TERHADAP
KELELAHAN MATA PADA ORANG YANG GEMAR BERMAIN GAME ONLINE**

Tanggal survey :

I. Petunjuk Pengisian :

1. Mohon bantuan dan kesediannya saudara sekalian untuk menjawab seluruh pertanyaan dengan jujur dan sebenarnya.
2. Cara pengisian cukup dengan memberikan tanda silang (X) pada jawaban yang akan dipilih.

II. Identitas Responden

1. Nama :
2. Umur :
3. Jenis Kelamin :
4. Pendidikan / pekerjaan :
5. Alamat :

Paraf Responden

III. Pertanyaan.

Berikut ini ada sejumlah pertanyaan yang berhubungan dengan adanya pengaruh monitor computer terhadap kelelahan mata pada orang yang gemar bermain game online. Mohon diisi apa adanya dengan mengisi pada kolom yang telah disediakan.

1. Berapa lamakah anda bermain game dalam sehari ?

Jawab : < 3 jam [] > 3 jam []

2. Berapa kalikah anda bermain game dalam 1 minggu ?

Jawab : 1 – 2 kali [] > 3 kali []

3. Apakah anda merasa (boleh pilih lebih dari 1) :

Jawab : Nyeri pada kepala []

Pandangan kabur []

Mata cepat lelah []

Pandangan menjadi ganda []

Mata kering []

Mata merah []

4. Apakah anda menggunakan alat bantu penglihatan (kacamata atau lensa kontak) ?

Jawab : Ya [] Tidak []

5. Apakah anda menderita, pernah menderita, mempunyai riwayat, atau pernah mempunyai riwayat (boleh pilih lebih dari 1) :

Jawab : Kekeruhan pada lensa mata []

Anemia []

Glaukoma []

Kelainan media refrakta (myopia, hipermetropia, astigmat/silinder) []

Frequencies

[DataSet2] D:\rindang\data pemain game.sav

Statistics

		tes wp1	tes wp0
N	Valid	30	30
	Missing	0	0
Mean		26.8353	24.2493
Std. Error of Mean		.32712	.38975
Median		26.6050	24.2600
Std. Deviation		1.79172	2.13474
Variance		3.210	4.557
Range		8.08	7.80
Minimum		23.56	20.45
Maximum		31.64	28.25
Sum		805.06	727.48

Frequency Table

tes wp1

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid 23.56	1	3.3	3.3	3.3
24.43	1	3.3	3.3	6.7
24.54	1	3.3	3.3	10.0
24.88	1	3.3	3.3	13.3
24.96	1	3.3	3.3	16.7
25.21	1	3.3	3.3	20.0
25.23	1	3.3	3.3	23.3
25.39	1	3.3	3.3	26.7
25.44	1	3.3	3.3	30.0
26.22	1	3.3	3.3	33.3
26.29	1	3.3	3.3	36.7
26.31	1	3.3	3.3	40.0
26.37	1	3.3	3.3	43.3
26.41	1	3.3	3.3	46.7
26.46	1	3.3	3.3	50.0
26.75	1	3.3	3.3	53.3
26.78	1	3.3	3.3	56.7
27.14	1	3.3	3.3	60.0
27.18	1	3.3	3.3	63.3
27.35	1	3.3	3.3	66.7
27.53	1	3.3	3.3	70.0
27.76	1	3.3	3.3	73.3

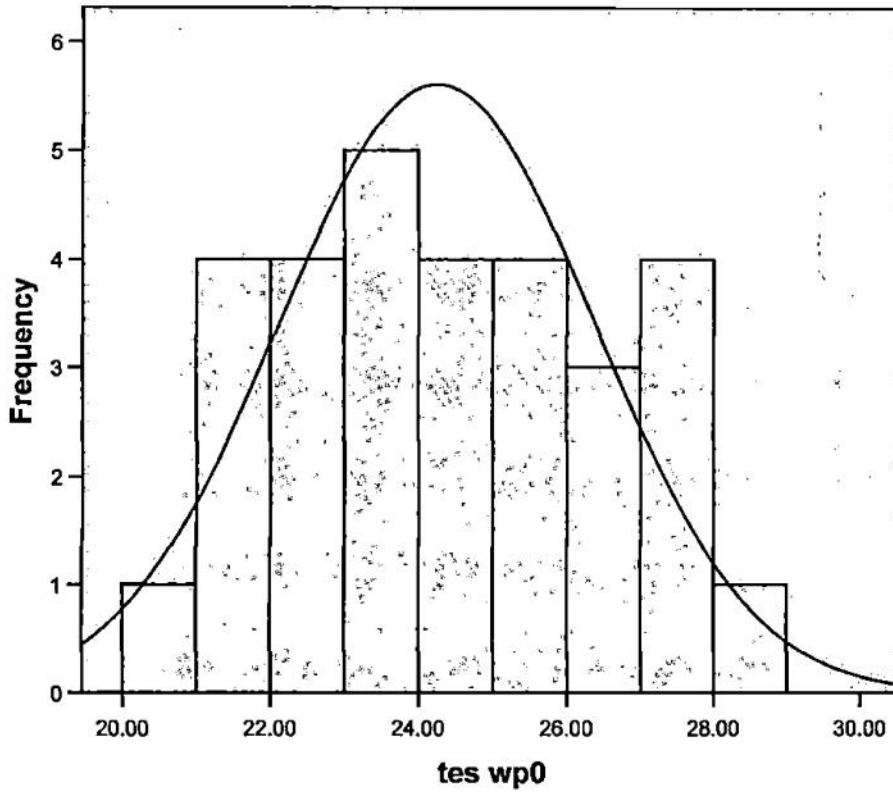
28.17	1	3.3	3.3	76.7
28.23	2	6.7	6.7	83.3
28.31	1	3.3	3.3	86.7
29.20	1	3.3	3.3	90.0
29.23	1	3.3	3.3	93.3
29.86	1	3.3	3.3	96.7
31.64	1	3.3	3.3	100.0
Total	30	100.0	100.0	

tes wpt0

Valid	Frequency	Percent	Valid Percent	Cumulative Percent
20.45	1	3.3	3.3	3.3
21.29	1	3.3	3.3	6.7
21.45	1	3.3	3.3	10.0
21.47	1	3.3	3.3	13.3
21.58	1	3.3	3.3	16.7
22.34	1	3.3	3.3	20.0
22.42	1	3.3	3.3	23.3
22.47	1	3.3	3.3	26.7
22.53	1	3.3	3.3	30.0
23.12	1	3.3	3.3	33.3
23.21	1	3.3	3.3	36.7
23.30	1	3.3	3.3	40.0
23.43	1	3.3	3.3	43.3
23.78	1	3.3	3.3	46.7
24.19	1	3.3	3.3	50.0
24.33	1	3.3	3.3	53.3
24.47	1	3.3	3.3	56.7
24.52	1	3.3	3.3	60.0
25.03	1	3.3	3.3	63.3
25.17	1	3.3	3.3	66.7
25.34	1	3.3	3.3	70.0
25.44	1	3.3	3.3	73.3
26.14	2	6.7	6.7	80.0
26.72	1	3.3	3.3	83.3
27.09	1	3.3	3.3	86.7
27.13	2	6.7	6.7	93.3
27.55	1	3.3	3.3	96.7
28.25	1	3.3	3.3	100.0
Total	30	100.0	100.0	

Histogram

tes wp0



Mean =24.2493
 Std. Dev. =2.13474
 N =30

Frequencies

[DataSet3] D:\rindang\data kontrol.sav
 Statistics

		tes wp1	tes wp0
N	Valid	30	30
	Missing	0	0
Mean		25.6743	23.4347
Std. Error of Mean		.22231	.28829
Median		25.5350	23.3650
Std. Deviation		1.21766	1.57904
Variance		1.483	2.493
Range		4.24	5.82
Minimum		23.41	20.78
Maximum		27.65	26.60
Sum		770.23	703.04

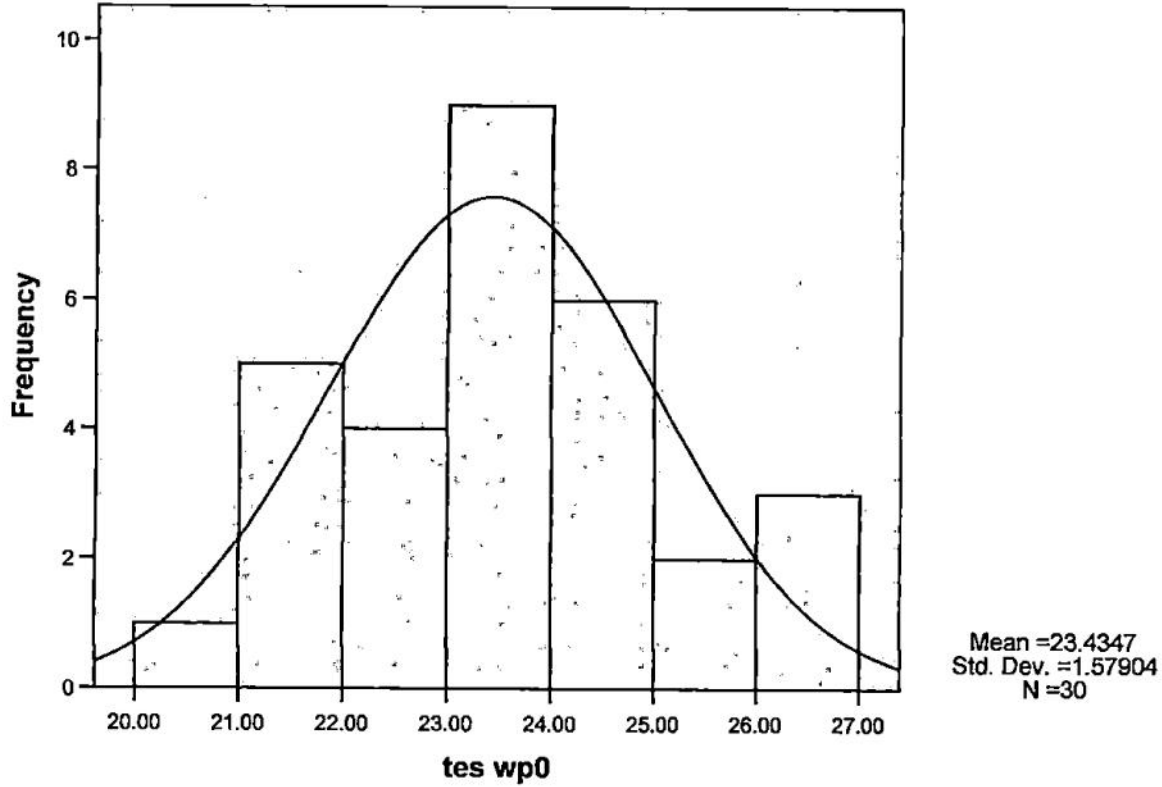
Frequency Table

tes wp1

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	23.41	1	3.3	3.3	3.3
	23.44	1	3.3	3.3	6.7
	23.69	1	3.3	3.3	10.0
	23.89	1	3.3	3.3	13.3
	24.32	2	6.7	6.7	20.0
	24.76	1	3.3	3.3	23.3
	25.07	1	3.3	3.3	26.7
	25.22	1	3.3	3.3	30.0
	25.29	1	3.3	3.3	33.3
	25.34	2	6.7	6.7	40.0
	25.36	1	3.3	3.3	43.3
	25.45	1	3.3	3.3	46.7
	25.53	1	3.3	3.3	50.0
	25.54	1	3.3	3.3	53.3
	25.87	2	6.7	6.7	60.0
	26.14	1	3.3	3.3	63.3
	26.22	1	3.3	3.3	66.7
	26.34	1	3.3	3.3	70.0
	26.39	1	3.3	3.3	73.3
	26.76	1	3.3	3.3	76.7
	27.01	1	3.3	3.3	80.0
	27.10	1	3.3	3.3	83.3
	27.11	1	3.3	3.3	86.7
	27.19	1	3.3	3.3	90.0
	27.29	1	3.3	3.3	93.3
	27.32	1	3.3	3.3	96.7
	27.65	1	3.3	3.3	100.0
	Total	30	100.0	100.0	

Histogram

tes wp0



Explore

[DataSet1] D:\rindang\spss data rindang.sav

Perlakuan

Case Processing Summary

	Perlakuan	Cases					
		Valid		Missing		Total	
		N	Percent	N	Percent	N	Percent
tes wp1	pemain game	30	100.0%	0	.0%	30	100.0%
	kontrol	30	100.0%	0	.0%	30	100.0%

Descriptives

	Perlakuan		Statistic	Std. Error
tes wp1	pemain game	Mean	26.8353	.32712
		95% Confidence Interval for Mean	Lower Bound	26.1663
			Upper Bound	27.5044
		5% Trimmed Mean	26.7672	
		Median	26.6050	
		Variance	3.210	
		Std. Deviation	1.79172	
		Minimum	23.56	
		Maximum	31.64	
		Range	8.08	
	Interquartile Range	2.84		
	Skewness	.563	.427	
	Kurtosis	.461	.833	
	kontrol	Mean	25.6743	.22231
		95% Confidence Interval for Mean	Lower Bound	25.2197
			Upper Bound	26.1290
		5% Trimmed Mean	25.6959	
		Median	25.5350	
		Variance	1.483	
		Std. Deviation	1.21766	
Minimum		23.41		
Maximum		27.65		
Range		4.24		
Interquartile Range	1.83			
Skewness	-.249	.427		
Kurtosis	-.776	.833		

Tests of Normality

	Perlakuan	Kolmogorov-Smirnov(a)			Shapiro-Wilk		
		Statistic	df	Sig.	Statistic	df	Sig.
tes wp1	pemain game	.083	30	.200(*)	.974	30	.667
	kontrol	.097	30	.200(*)	.955	30	.233

* This is a lower bound of the true significance.

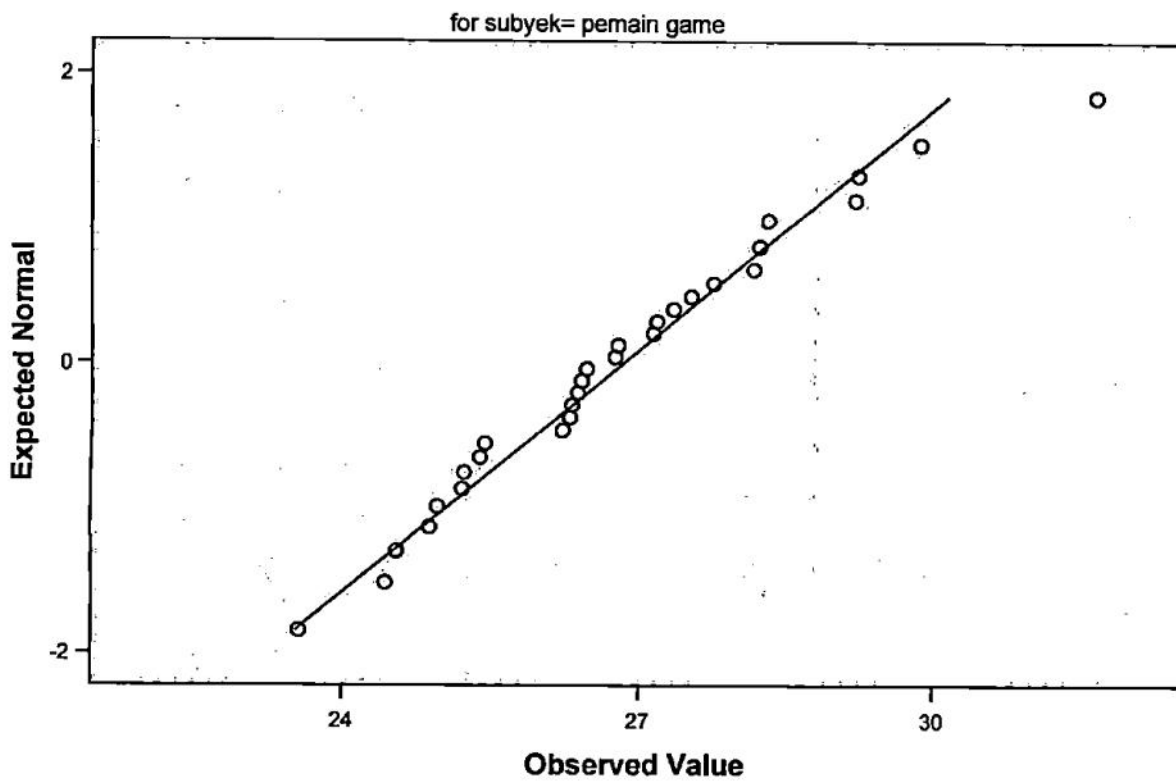
a. Lilliefors Significance Correction

Test of Homogeneity of Variance

	Levene Statistic	df1	df2	Sig.
tes wp1 Based on Mean	3.037	1	58	.087
Based on Median	2.826	1	58	.098
Based on Median and with adjusted df	2.826	1	49.091	.099
Based on trimmed mean	2.851	1	58	.097

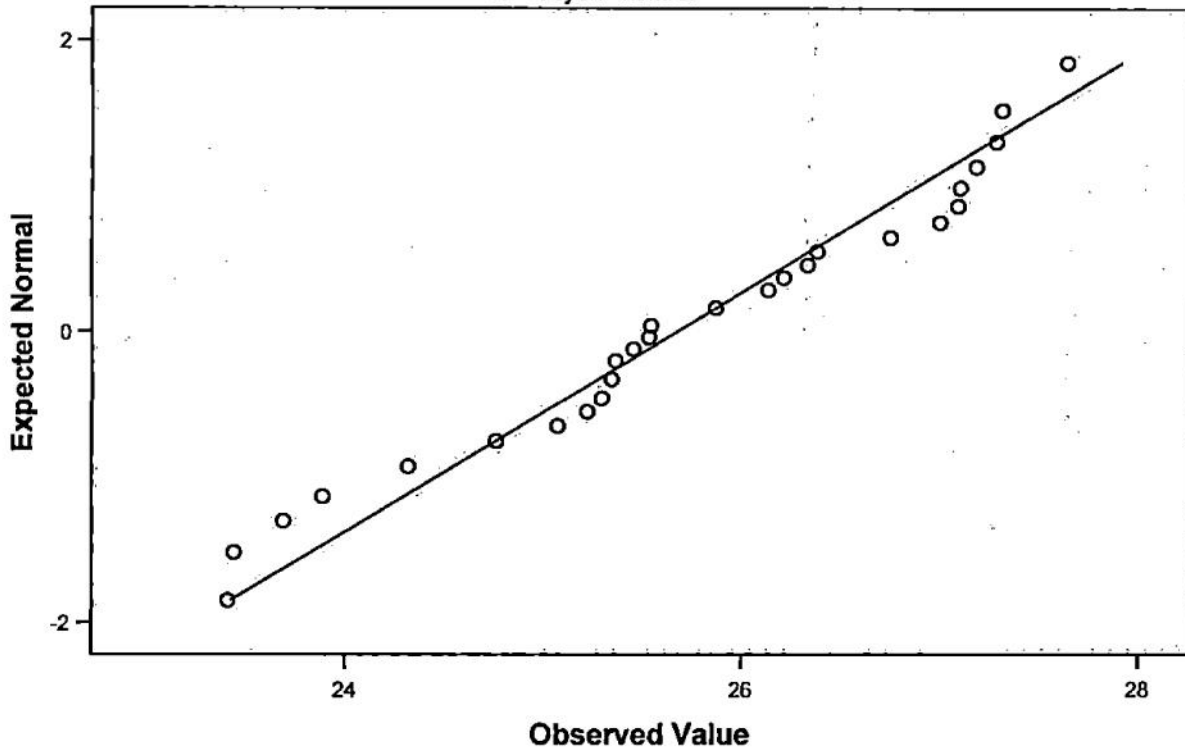
tes wp1 Normal Q-Q Plots

Normal Q-Q Plot of tes wp1



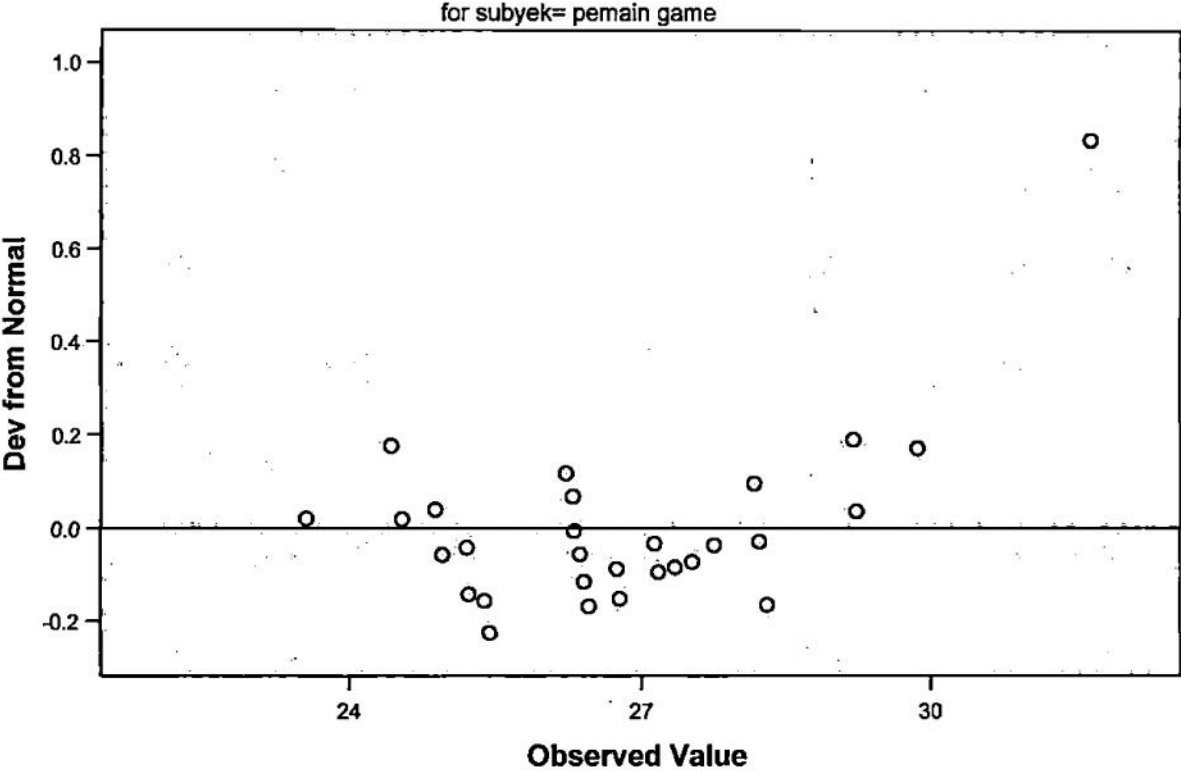
Normal Q-Q Plot of tes wp1

for subyek= kontrol



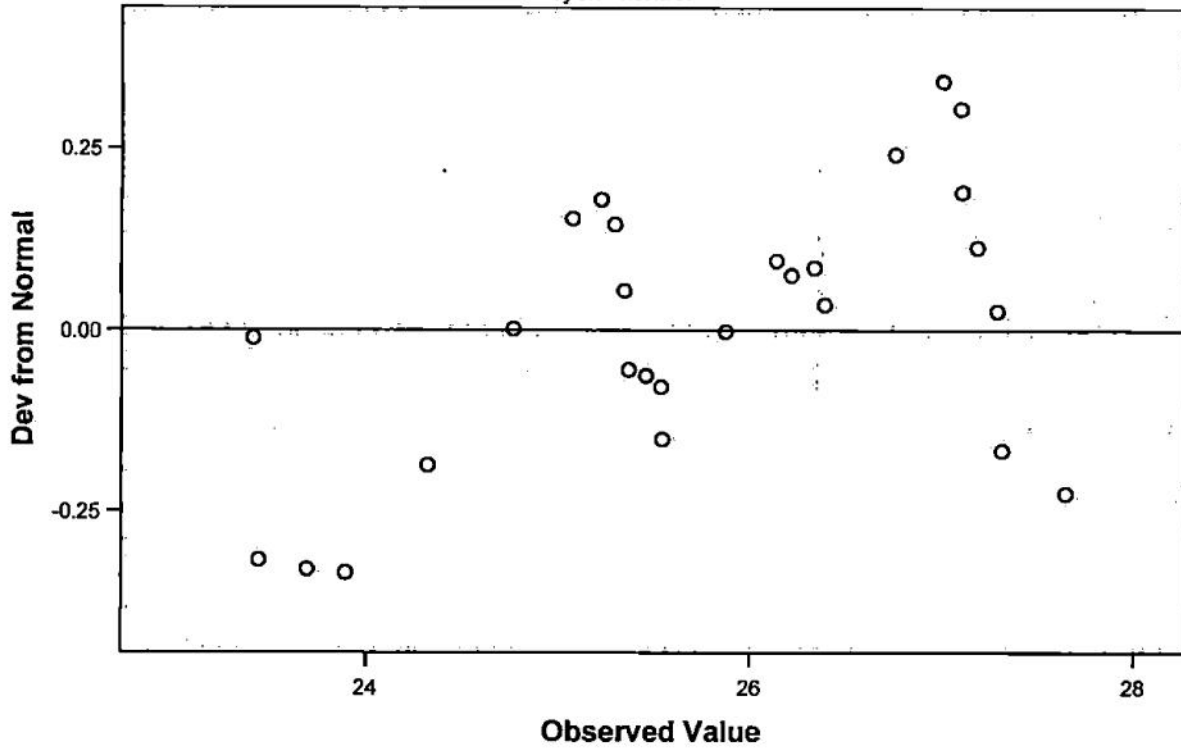
Detrended Normal Q-Q Plots

Detrended Normal Q-Q Plot of tes wp1

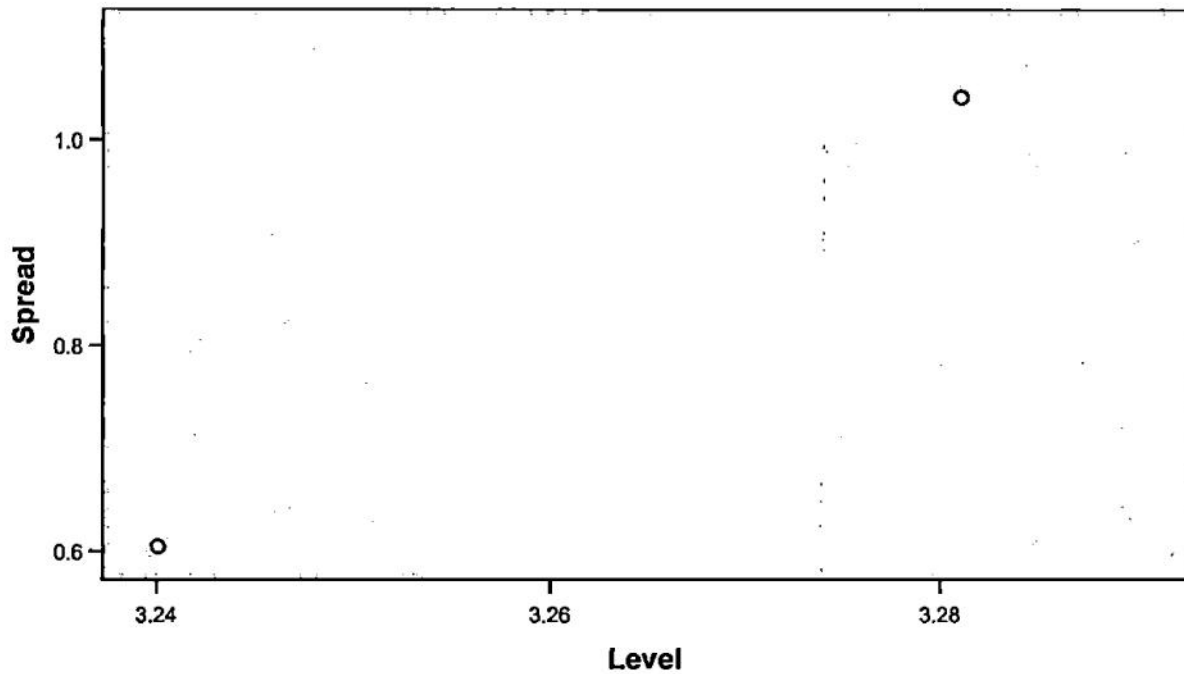


Detrended Normal Q-Q Plot of tes wp1

for subyek= kontrol



Spread vs. Level Plot of waktu_pemulihan by subyek



* Plot of LN of Spread vs LN of Level

Slope = 10.663 Power for transformation = -9.663

T-Test

[DataSet1] D:\rindang\spss data rindang.sav

Group Statistics

	Perlakuan	N	Mean	Std. Deviation	Std. Error Mean
tes wp1	main game	30	26.8353	1.79172	.32712
	kontrol	30	25.6743	1.21766	.22231

Independent Samples Test

		Levene's Test for Equality of Variances		t-test for Equality of Means						
		F	Sig.	t	df	Sig. (2-tailed)	Mean Difference	Std. Error Difference	95% Confidence Interval of the Difference	
									Lower	Upper
tes wp1	Equal variances assumed	3.037	.087	2.935	58	.005	1.16100	.39551	.36929	1.95271
	Equal variances not assumed			2.935	51.078	.005	1.16100	.39551	.36700	1.95500

Uji beda *Independent t test* menunjukkan waktu pemulihan antara orang yang bermain game on line dan kontrol diperoleh $p = 0,005$ berarti H_0 ditolak dan H_a diterima, nilai tersebut lebih rendah dari nilai p yang ditetapkan yaitu $0,05$. Dengan kata lain ada perbedaan waktu pemulihan yang bermakna pada orang yang bermain game on line dan kontrol.