THE OVERVIEW OF PRESCHOOL CHILDREN AGE'S BEHAVIOR ON PLAYING VIDEO GAME IN TAMANTIRTO

School Of Nursing. Faculty of Medicine and Health Science.

Universitas Muhammadiyah Yogyakarta

ABSTRACT

Background: Technology is growing very rapidly especially in this modern era. As technology develops, habits of children change. One of the developed technology that is consumed by most people now is video game. Video games are not only playable by adults but also children, which considered as the age group that play video games more. Video games can alter child behavior such as negative behavior and positive behavior.

Purpose: This study aims to find out the description behavior of preschool age children who play video games in Tamantirto district.

Research Method: This research uses descriptive quantitative. The sample in this study amounted to 183 respondents. The design of this research is using cross sectional approach. The sampling technique is using Stratified Random Sampling.

Results: The average result of the research shows the description behavior of preschool children age 3 and 4 who play video games in Tamantirto is in well-behaved result with the number of 183 respondents. From the result of the research, there are 130 respondents (71,0%) who is in well-behaved category, 34 respondents (18,6%) in neutral category and 19 respondents (10,4%) in less well-behaved category.

Conclusion: Most respondents are in well-behaved category of the description behavior of preschool age children who play video games in Tamantirto. Thus, researchers suggest to use the interview system to conduct an accurate research.

Keywords: behavior, preschool age children, video games,

GAMBARAN PERILAKU ANAK USIA PRASEKOLAH YANG BERMAIN

VIDEO GAME DI TAMANTIRTO

Program Studi Ilmu Keperawatan. Fakultas Kedokteran dan Ilmu Kesehatan

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INTISARI

Latar Belakang: Teknologi saat ini berkembang sangat pesat. Seiring perkembangan teknologi membuat kebiasaan anak berubah. Salah satunya *video game*. *Video game* tidak hanya dimainkan orang dewasa melainkan anak-anak dengan usia yang lebih muda lebih banyak memainkannya. *Video game* dapat merubah perilaku anak seperti perilaku negatif dan perilaku positif

Tujuan: Penelitian ini bertujuan untuk mengetahui gambaran perilaku anak usia prasekolah yang bermain *video game* di Tamantirto

Metode Penelitian: Jenis penelitian ini menggunakan deskriptif kuantitatif. Sampel pada penelitian ini berjumlah 183 responden. Desian pada penelitian ini menggunakan pendekatan *cross sectional*. Teknik pengambilan sampel menggunakan *Stratified Random Sampling*

Hasil Penelitian: Hasil penelitian menunjukkan Gambaran perilaku anak usia prasekolah yang bermain *video game* di Tamantirto usia 3 dan 4 rata-rata berperilaku baik dengan jumlah 183 responden. Dari hasil penelitian yang dilakukan terdapat 130 responden berperilaku baik (71,0%), berperilaku cukup 34 (18,6%) responden dan berperilaku kurang terdapat 19 responden (10,4%).

Kesimpulan: Sebagian besar responden dalam kategori baik pada gambaran perilaku anak usia prasekolah yang bermain *video game* di Tamantirto. Sehingga peneliti menyarankan untuk menggunakan sistem wawancara agar lebih akurat.

Kata kunci: anak usia prasekolah, perilaku, *video game*.