Analisis Dampak Penggunaan *Game Online* Pada Interaksi Sosial Siswa Sekolah Dasar

Aisyah

NIM 21416286206067

ABSTRAK

Dampak penggunaan *game online* pada interaksi sosial siswa memiliki pengaruh yang kuat. Penggunaan *game online* secara berlebihan dapat membuat interaksi sosial siswa menurun. Penelitian ini bertujuan untuk menganalisis dampak penggunaan *game online* terhadap interaksi sosial siswa kelas IV di SDN Sukaharja III. Penelitian ini menggunakan pendekatan kualitatif dengan metode studi kasus. Subjek penelitian terdiri dari lima siswa yang dipilih melalui teknik *purposive sampling* berdasarkan kriteria: siswa aktif bermain *game online* dan menunjukkan perubahan dalam interaksi sosial. Teknik pengumpulan data meliputi observasi, wawancara mendalam dengan siswa, wali kelas, dan orang tua, serta dokumentasi. Hasil penelitian menunjukkan bahwa penggunaan *game online* berdampak negatif terhadap interaksi sosial siswa. Dampak tersebut meliputi: penurunan kemampuan berinteraksi, munculnya perilaku verbal kasar, kurangnya empati, serta terganggunya komunikasi antara siswa dan orang tua. Dua siswa cenderung menarik diri dan pasif, sedangkan tiga siswa lainnya menunjukkan perilaku dominan, agresif, dan hiperaktif dalam interaksi sosial mereka. Selain dampak negatif, ditemukan pula dampak positif seperti meningkatnya kemampuan bahasa Inggris, mengurangi kebosanan, dan memperluas jaringan pertemanan secara daring Oleh karena itu, perlu adanya peran aktif dari orang tua dan guru dalam membimbing penggunaan *game online* secara sehat dan mendukung pengembangan keterampilan sosial siswa secara langsung.

Kata Kunci: Interaksi Sosial ,*Game Online*.

Analysis of the Impact of Online Game Use on the Social Interaction of Elementary School Students

Aisyah

NIM 21416286206067

ABSTRACT

The impact of online game use on students' social interactions has a strong influence. Excessive use of online games can reduce students' social interactions. This study aims to analyze the impact of online game use on the social interactions of fourth grade students at SDN Sukaharja III. This study uses a qualitative approach with a case study method. The subjects of the study consisted of five students selected through purposive sampling techniques based on the following criteria: students actively play online games and show changes in social interactions. Data collection techniques include observation, in-depth interviews with students, homeroom teachers, and parents, and documentation. The results of the study showed that the use of online games has a negative impact on students' social interactions. These impacts include: decreased ability to interact, the emergence of rude verbal behavior, lack of empathy, and disrupted communication between students and parents. Two students tend to withdraw and are passive, while the other three students show dominant, aggressive, and hyperactive behavior in their social interactions. In addition to the negative impacts, positive impacts were also found, such as increased English language skills, reduced boredom, and expanding online friendship networks. Therefore, there needs to be an active role from parents and teachers in guiding the use of online games in a healthy way and supporting the development of students' social skills directly.

Keywords: Social Interaction, Online Games.