

ABSTRACT

THE RELATIONSHIP BETWEEN THE INTENSITY OF PLAYING GAMES ONLINE WITH THE MOTIVATION OF LEARNING GRADE IV and V SDN KEREO 1

The games online is a modern game was popular in the present. School children is a group of people who are easily influenced by online gaming especially elementary school children. Time and effort used a lot is spent to play *games online* than learning. This research aims to find out whether there is a relationship between the intensity of playing *games online* with learning motivation of students of class IV and V SDN Kereo 1. This research uses the total number of respondents as much as 119 people grade IV and V SDN Kereo 1 with the age limit of 9 to 10 years. The research results showed that there was no relationship between the intensity of playing *games online* with learning motivation of students of class IV and V SDN Kereo 1, it is based on the results he obtained correlation Pearson of values (r) = 0.121 and significance (p) = 0.189. In addition it was found that there was no significant difference in intensity variables play *games online* and learning motivation among students of both men and women.

Keywords: intensity of playing *games online*, learning motivation, students

MERCU BUANA

ABSTRAK

HUBUNGAN ANTARA INTENSITAS BERMAIN *GAME ONLINE* DENGAN MOTIVASI BELAJAR SISWA KELAS IV DAN V SDN KEREO 1

Game online adalah permainan modern yang sedang populer di masa sekarang. Anak sekolah merupakan kelompok orang yang mudah terpengaruh oleh game online apalagi anak sekolah dasar. Waktu dan tenaga yang dipergunakan banyak dihabiskan untuk bermain *game online* daripada belajar. Penelitian ini bertujuan untuk mengetahui apakah terdapat hubungan antara intensitas bermain *game online* dengan motivasi belajar siswa kelas IV dan V SDN Kereo 1. Pada penelitian ini menggunakan jumlah responden sebanyak 119 orang siswa kelas IV dan V SDN Kereo 1 dengan batas usia 9 sampai 10 tahun. Hasil penelitian menunjukkan bahwa tidak terdapat hubungan antara intensitas bermain *game online* dengan motivasi belajar siswa kelas IV dan V SDN Kereo 1, hal ini berdasarkan didapatkannya hasil korelasi Pearson sebesar nilai (r) = 0,121 dan signifikansi (p) sebesar = 0,189. Selain itu ditemukan pula bahwa tidak ada perbedaan yang signifikan pada variabel intensitas bermain *game online* dan motivasi belajar antara siswa laki-laki dan perempuan.

Kata kunci : intensitas bermain *game online*, motivasi belajar, siswa

MERCU BUANA