

**FAKULTAS KEPERAWATAN  
UNIVERSITAS ANDALAS**  
Skripsi, April 2016

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**Hubungan Kecanduan *Game Online* Yang Mengandung Unsur Kekerasan Dengan  
Perilaku Agresif Anak Usia Sekolah Di Sdn 15 Ulu Gadut Kec. Pauh  
Kota Padang Tahun 2016**

**ABSTRAK**

Perilaku agresif pada anak usia sekolah dari tahun ke tahun semakin meningkat yang dapat menyebabkan perkembangan anak terganggu. Salah satu faktor yang diduga mempengaruhi perilaku agresif adalah kebiasaan bermain *game online* yang mengandung unsur kekerasan. Tujuan dari penelitian ini adalah untuk mengetahui hubungan Kecanduan *Game Online* yang Mengandung Unsur Kekerasan dengan Perilaku Agresif Anak Usia Sekolah di SDN 15 Ulu Gadut Kec.Pauh Padang 2016. Desain penelitian analitik dengan pendekatan *Cross sectional* dengan populasi penelitian seluruh siswa/siswi kelas 5 dan 6 SDN 15 Ulu Gadut yang berjumlah 279 orang dengan 162 sampel, pengambilan sampel dengan metode *purposive random sampling*, waktu penelitian September 2015 sampai April 2016. Data hasil dianalisa dengan menggunakan uji *chi-square*. Hasil penelitian menunjukkan lebih dari separuh (63%) responden memiliki kecanduan dalam bermain *game online*, kurang dari separuh (43,2%) responden memiliki perilaku agresif dan terdapat hubungan yang bermakna antara kecanduan *game online* yang mengandung unsur kekerasan dengan perilaku agresif ( $p$  value= 0,015). Dengan penelitian ini diharapkan kepada perawat khususnya perawat anak untuk memberikan edukasi mengenai bahaya game online dengan unsur kekerasan terkait peran perawat sebagai edukator.

Kata Kunci : Kecanduan *Game Online*, Perilaku Agresif



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April 2016

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***The Correlation of Online Games Addiction that Contain Violence with School-Aged Children's Aggressive Attitude at SDN 15 of Ulu Gadut***



*Aggressive behavior in school-aged children from year to year increases that can lead to troubled in children development. One of the factors suspected to affect aggressive behavior is a habit of playing games online with violence. One of generating factors that is fathomed influencing aggressive attitude is playing online games which contain violence. The objective of this research is to determine the correlation of online games addiction that contain violence with aggressive attitude in school-aged children's at SDN 15 of Ulu Gadut of Pauh sub-district of Padang. Design of this research is analytic with cross-sectional approach with population is all grade V and VI students of SDN 15 of Ulu Gadut of Pauh sub-district of Padang in 2015/2016 season who are 279 students with 162 as samples. Sampling gathered by using purposive random sampling. Times of this research was in September 2015 until April 2016. Data analyzed by bivariate analysis uses chi-square test with 95%  $\alpha = 0.05$  trust level. The research findings showed more than a half (63%) respondents were addicted to playing online games, less than a half (43.2%) respondents had aggressive attitude, and there was significant correlation between online game addiction that contain violence with aggressive attitude ( $p$ Value = 0.015). With this research is expected to nurses , especially pediatric nurses to educate children about the dangers of online games with violent elements related to the role of the nurse as an educator*

**Keywords : Aggressive attitude , Online games addiction**