

LEMBAR PERSETUJUAN PEMBIMBING

**Dampak Kemajuan Teknologi *Game Online* Terhadap Perilaku
Anak-Anak Di Desa Alale Kecamatan Suwawa Tengah
Kabupaten Bone Bolango**

SKRIPSI

Diajukan Oleh:

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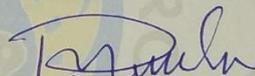
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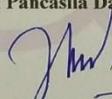
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PERILAKU ANAK-ANAK DI DESA ALALE KECAMATAN
SUWAWA TENGAH KABUPATEN BONE BOLANGO

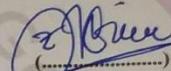
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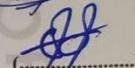
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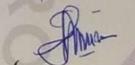
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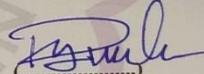
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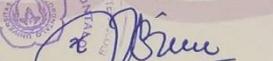

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ABSTRAK

Molawati Biga. 2021. Dampak Kemajuan Teknologi *Game Online* Terhadap Perilaku Anak-anak Di Desa Alale Kecamatan Suwawa Tengah Kabupaten Bone Bolango. Jurusan Ilmu Hukum dan Kemasyarakatan Fakultas Ilmu Sosial Universitas Negeri Gorontalo. Pembimbing I Dr. Hj Lucyane Djaafar, SH. M.PA dan Pembimbing II Ramli Mahmud S.Pd, MA.

Penelitian ini bertujuan untuk mengetahui bagaimana dampak kemajuan teknologi *game online* terhadap perilaku anak-anak di desa alale, dan untuk mengetahui upaya-upaya yang dilakukan oleh orang tua dalam menanggulangi dampak kemajuan teknologi *game online* terhadap perilaku anak-anak. Metode yang digunakan yaitu metode Kualitatif dengan melakukan observasi wawancara dan dokumentasi di desa alale kecamatan suwawa tengah kabupaten bone bolango.

Hasil penelitian menunjukkan bahwa dampak kemajuan teknologi *game online* terhadap perilaku anak-anak di desa alale terdapat dampak positif dan dampak negatif diantaranya pada dampak positif *game online* yaitu menambah teman, sebagai media hiburan, melatih kesabaran, melatih ketangkasan. Dan dampak negatif *game online* yaitu kecanduan, kurang tidur, perilaku menjadi kasar dan agresif, dan mengalami kerugian finansial. Serta upaya yang dilakukan orang tua yaitu bersikap tegas dan membatasi waktu anak bermain *game online*, membiasakan anak untuk tidur secara teratur, Selektif dalam memilih teman bermain anak saat di lingkungan rumah, Membatasi uang saku dan jajan anak, hal ini merupakan upaya orang tua untuk anak-anak agar terbentuknya perilaku yang baik pada diri anak-anak.

Kata Kunci: *Dampak kemajuan teknologi, game online, perilaku anak-anak*

ABSTRACT

Molawati Biga. 2021. The Impact of Advances in Online Game Technology on Children's Behavior in Alale Village, Suwawa Tengah District, Bone Bolango Regency. Department of Law and Social Sciences, Faculty of Social Sciences, State University of Gorontalo. The principal supervisor is Dr. Hj. Lucyane Djaafar, SH. M.Pa and the co-supervisor is Ramli Mahmud S.P., MA.

This study aims to determine the impact of advances in online game technology on children's behaviour in Alale Village as well as to find out the parents' efforts in overcoming the impact of advances in online game technology on children's behavior. The method used in this study is a qualitative method by conducting observations, interviews, and documentation in Alale Village, Suwawa Timur District, Bone Bolango Regency.

The results show that the advances of online game technology have a positive impact, as well as a negative impact on the behavior of children in Alale Village. The positive impacts of online games are adding new friends, reducing stress, practicing patience, and training dexterity. On the other hand, the negative impacts of online games include addiction, lack of sleep, violent and aggressive behavior, and financial losses. Furthermore, efforts done by parents in solving the impact of online game technology on their children's behavior are being firm and limiting children's online game times, getting children to sleep regularly, being selective in choosing children's playmates in the environment, and limiting children's pocket money. These are things done by parents to educate their children to have better behavior.

Keywords: *Impact of technological advance, online game, children's behaviour.*

