

ABSTRAK

SURVEI TREN PERILAKU BERMAIN DAN PERMAINAN TRADISIONAL PADA SISWA SD KELAS IV-V

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Penelitian perilaku bermain pada anak-anak masih terbatas termasuk data terkini mengenai penggunaan permainan tradisional. Penelitian ini bertujuan untuk mengeksplorasi tren perilaku bermain dan permainan tradisional yang dilakukan anak-anak sekolah dasar. Subjek penelitian berjumlah 102 siswa kelas IV-V SD. Penelitian ini menggunakan metode survei dengan menggunakan kuesioner. Pengambilan sampel menggunakan teknik *convenience sampling*.

Subjek dari SDN Perumnas Condong Catur, SDN Depok 1, SDN Sempu, SD Kanisius Babadan mengisi secara langsung kuesioner berupa pertanyaan terbuka untuk menggali respons subjek yang lebih mendalam dan pertanyaan tertutup untuk data latar belakang. Dari hasil analisis data, muncul data kualitatif dan kuantitatif. Untuk memudahkan dalam penyajian data, data kualitatif diberi kategori sesuai dengan tema yang muncul dan dihitung secara kuantitatif. Hasilnya: jenis permainan yang dimainkan siswa terdiri dari permainan tradisional, olahraga, drama atau pura-pura, bebas atau spontan, *gadget*, *Play Station*, dan *game online*. Terdapat (59%) jawaban yang termasuk dalam kategori permainan tradisional. Siswa dalam melakukan kegiatan bermain aktif melibatkan teman-temannya (teman sekolah, teman di rumah, saudara, orang tua) dan hanya sebagian kecil (2%) siswa yang bermain bersama orang tua. Peran orang tua yang paling banyak disebutkan adalah memberikan batasan waktu bermain (22,5%). Sebanyak (17,6%) siswa merasa cukup dengan waktu bermain selama 2 jam - 2 jam 59 menit. Berdasarkan keseluruhan jawaban siswa mengenai jenis permainan yang dimainkan, ternyata permainan tradisional masih menjadi favorit sebagian besar responden penelitian. Permainan tradisional yang sedang tren atau banyak dimainkan siswa dalam 3 bulan terakhir adalah permainan petak umpet (27%) dan engklek (24,5%).
Kata kunci: tren, perilaku bermain, permainan tradisional

ABSTRACT

SURVEY OF TREND OF PLAY BEHAVIOR AND TRADITIONAL GAMES FOR IV TO V GRADER STUDENTS IN ELEMENTARY SCHOOL

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Research on playing behavior is still limited and the use of traditional games needs to be more recent data. This study aims to determine how much the results of the survey on play behavior and traditional games are trending among students. The research subjects were 102 students of grade IV-V SD. Open-ended questionnaire used as the survey method in this study and the sampling uses the convenience sampling technique.

The subjects from SDN Perumnas Condong Catur, SDN Depok 1, SDN Sempu, SD Kanisius Babadan directly filled out a questionnaire in the form of open-ended questions to explore deeper subject responses and closed questions for background data. From the results of data analysis, qualitative and quantitative data appeared. To facilitate data presentation, qualitative data is categorized according to appearing themes and quantitatively calculated. The result: the types of games played by students consisted of traditional games, sports, drama or pretense, free or spontaneous, gadgets, Play Station, and online games. There are (59%) answers that fall into the category of traditional games. Students in active play activities involved their friends (school friends, friends at home, siblings, parents) and only a small proportion (2%) of students played with their parents. The most mentioned role of parents was to limit playing time (22.5%). As many as (17.6%) students felt that they had enough time to play for 2 hours - 2 hours 59 minutes. Based on the overall answers of the students regarding the types of games being played, it turns out that traditional games are still the favorite of most of the research respondents. Traditional games that are trending or have been played by many students in the last 3 months were petak umpet (27%) and engklek (24 traditional games.5%).

Keywords: trend, playing behavior, traditional games