# ABSTRAK

**Reni Setyowati.** *Pengaruh Game Online Terhadap Perilaku dan Perkembangan Sosial Anak Sekolah Dasar di SD Bangunsari Pacitan.* Skripsi. Pacitan: STKIP PGRI Pacitan, 2023.

Penelitian ini bertujuan untuk untuk mengetahui pengaruh *game online* terhadap perilaku siswa sekolah dasar dan pengaruh *game online* terhadap perkembangan sosial siswa sekolah dasar kelas V di SD Negeri Bangunsari.

Penelitian ini merupakan penelitian kualitatif deskriptif. Subjek penelitiannya adalah siswa kelas V di SD Negeri Bangunsari. Objek penelitiannya merupakan pengaruh *game online* terhadap perilaku dan perkembangan sosial kelas V di SD Negeri Bangunsari. Data diperoleh dari observasi, wawancara, dan dokumentasi. Teknik analisis data yang digunakan yaitu pengumpulan data, reduksi data, penyajian data, verifikasi dan penarikan kesimpulan. Keabsahan data dalam penelitian ini menggunakan triangulasi sumber dan triangulasi teknik.

Hasil penelitian menunjukkan bahwa (1) *game online* memiliki pengaruh buruk terhadap perilaku siswa kelas V yaitu terhadap emosional siswa yang bertindak agresif menjadikan siswa mudah marah seperti memukul meja, membanting *handphone*, dan mengucapkan kata-kata kotor. (2) *game online* memiliki pengaruh buruk terhadap perkembangan sosial siswa kelas V yaitu siswa menunjukkan kecenderungan sikap antisosial.

**Kata Kunci:** *Game online,* perilaku, perkembangan sosial.

# ABSTRACT

**Reni Setyowati**. *The Effect of Online Games on the Behavior and Social Development of Elementary School Children at SD Bangunsari Pacitan. Thesis. Pacitan: STKIP PGRI Pacitan, 2023.*

*This study aims to determine the effect of online games on the behavior of elementary school students and the influence of online games on the social development of fifth grade elementary school students at SD Negeri Bangunsari.*

*This research is a descriptive qualitative research. The research subjects were fifth grade students at Bangunsari Public Elementary School. The object of his research is the influence of online games on the behavior and social development of class V at Bangunsari Public Elementary School. Data obtained from observation, interviews, and documentation. Data analysis techniques used are data collection, data reduction, data presentation, verification and drawing conclusions. The validity of the data in this study used source triangulation and technique triangulation.*

*The results showed that (1) online games had a bad influence on the behavior of fifth grade students, namely on the emotions of students who acted aggressively, making students easily angry, such as hitting tables, slamming cellphones, and saying dirty words. (2) online games have a bad influence on the social development of fifth grade students, namely students show a tendency to be antisocial.*

***Keywords:*** *Online games, behavior, social development*