

**PROGRAM STUDI ILMU KEPERAWATAN
FAKULTAS ILMU KEPERAWATAN
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ABSTRAK

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HUBUNGAN ANTARA PERILAKU BERMAIN *VIDEO GAME* DENGAN NILAI VISUS PADA ANAK USIA SEKOLAH (6-12 TAHUN) DI RENTAL *VIDEO GAME* RT4 RW1 DESA BUGO KECAMATAN WELAHAN

61 hal + 8 tabel + 14 lampiran + xiii

Latar Belakang : Gangguan refraksi merupakan salah satu penyebab kebutaan. gangguan refraksi juga dapat terjadi karena beberapa faktor risiko diantaranya aktivitas yang menggunakan jarak melihat suatu benda terlalu dekat dan lama misalnya membaca, menulis, menggunakan komputer dan bermain *video game*. Tujuan penelitian untuk mengetahui hubungan perilaku bermain *video game* dengan nilai visus pada anak usia sekolah (6-12 tahun) di rental *video game* RT4/RW1 desa Bugo kecamatan Welahan.

Metode : Jenis penelitian ini merupakan penelitian *deskriptif correlations*. Rancangan yang digunakan dalam pelaksanaan penelitian ini merupakan rancangan *survey cross sectional*. Pengumpulan data dilakukan dengan kuesioner. Pengambilan sampel dilakukan secara *purposive sampling* dan didapatkan jumlah responden 154 orang. Data yang diperoleh diolah secara statistik dengan menggunakan rumus *Korelasi Rank Spearman*

Hasil : Hasil penelitian dari 154 responden menunjukkan bahwa perilaku bermain *video game* responden rata-rata 19,3 % (High Gamer), nilai visus responden rata-rata 6,81 dan ada hubungan perilaku bermain *video game* dengan nilai visus pada anak usia sekolah (6-12 tahun) di rental *video game* RT4/RW1 desa Bugo kecamatan Welahan dengan nilai $p = 0,005 (< 0,05)$.

Simpulan : Dapat disimpulkan ada hubungan bermakna antara perilaku bermain *video game* dengan nilai visus pada anak usia sekolah (6-12 tahun) di rental *video game* RT4/RW1 desa Bugo kecamatan Welahan.

Kata Kunci : perilaku bermain video game, nilai visus
Daftar Pustaka : 39 (2000-2013)

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ABSTRACT

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RELATIONSHIP BETWEEN THE BEHAVIOUR WITH PLAYING VIDEO GAME ON VALUE VISION SCHOOL AGE CHILDREN (6-12 YEARS) IN VIDEO GAME RENTAL RT4 RW1 DISTRICT VILLAGE BUGO WELAHAN

61 pages + 8 tables + 14 appendices + xiii

Background : refraction disturbance is one cause of blindness. refractive errors can also occur due to multiple risk factors including activity that uses a distance saw an object is too close and old such as reading, writing, using computers and playing video games. The aim of research to determine the relationship of behavior play video games with the value of visual acuity in children of school age (6-12 years) in video game rental RT4 / RW1 Bugo village Welahan districts.

Methods : This study was a descriptive study correlations. The design used in the implementation of this research is cross sectional survey design. data collected with questionnaires. Sampling was done by purposive sampling and obtained the number of respondents 154 persons. The data obtained were processed statistically using the formula *Rank Spearman* Correlation.

Results : The results of the 154 respondents indicated that the behavior of the respondents play video games an average of 19.3% (High Gamer), the value of the average visual acuity respondents 6.81 and there is a relationship of behavior play video games with the value of visual acuity in children of school age (6-12 years) in video game rental RT4 / RW1 Bugo village districts Welahan with $p = 0.005 (<0.05)$.

Conclusion : It was concluded there was a significant relationship between behavioral playing video games with the value of visual acuity in children of school age (6-12 years) in video game rental RT4 / RW1 Bugo village Welahan districts.

Keywords : behavioral playing video games, visual acuity values

Bibliography : 39 (2000-2013)