

KONSTRUKSI REALITAS KEHIDUPAN SOSIAL KOMUNIKASI PADA ANAK USIA DINI PECANDU GAME ONLINE

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui bagaimana konstruksi realitas kehidupan sosial komunikasi pada anak usia dini pecandu game online, mengetahui pola interaksi dan komunikasi pada anak usia dini pecandu game online. Peneliti menggunakan pendekatan kualitatif dengan jenis penelitian kualitatif deskriptif dengan metode fenomenologi. Teknik pengumpulan data ialah observasi, dokumentasi dan wawancara bebas terpimpin bersama ketiga informan. Teknik analisis data berupa teknik analisis data fenomenologi menurut Moustakas yang terdiri enam tahap, yaitu tahap awal, tahap horizontalisasi, tahap *cluster of meaning*, tahap mengembangkan deskripsi tekstur, tahap mengembangkan deskripsi structural, penggabungan deskripsi tekstural dan deskripsi structural. Hasil penelitian menunjukkan bahwa terjadi perubahan konstruksi realitas kehidupan sosial komunikasi pada anak usia dini pecandu game online yaitu tidak peka terhadap lingkungan sekitar, perilaku lebih emosional, tidak mengenal waktu, dan mengucapkan kata-kata kasar. Selain itu, pola interaksi dan komunikasi pada anak usia dini pecandu game online menjadi terganggu dan berubah karena fokus anak-anak sekarang hanya untuk bermain gadget atau bermain game online, sehingga saat bersosialisasi dan melakukan interaksi serta komunikasi akan lebih tertutup dan akan sulit bagi anak untuk beradaptasi dengan lingkungan tempat tinggal anak. Selain itu, membentuk kepribadian anak menjadi semakin individualisme.

Kata Kunci: Anak usia dini, Game online, Kehidupan Sosial, Komunikasi, Pecandu Game Online, Realitas.

**CONSTRUCTION OF THE REALITY OF SOCIAL
COMMUNICATION LIFE IN EARLY CHILDREN
ONLINE GAME ADDICTIVE**

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ABSTRACT

This study aims to determine what the patterns of social life communication look like for kids addicted to online games in real life, to determine interactions pattern and communication for kids addicted to online games. The researcher is conducting this research by a qualitative approach, such as using descriptive qualitative along with the phenomenological method. Data collection techniques that using for this research are observations, documentation, and free guide interviews along with three interviewees. For Analysis technique is using phenomenological data analysis by Moustakas, which consists of six steps. there are the first step, horizontal step, cluster of meaning step, textural of description development step, structural of description step, synthesis textural and structural of description. The result of this research is to present the transformation of reality constructions of social communication for kids who are addicted to online games such as, not being heedful of their surroundings, being more emotional, forgetting their time, and saying some harsh words. Besides, interactions pattern and communication for kids addicted to online games becomes disturbed and changed because the focus of children is now only on playing gadgets or playing online games, so that when socializing and interacting and communicating will be more closed and it will be difficult for children to communicate. adapt to the environment in which the child lives. In addition, shaping the child's personality becomes more individualistic.

Keywords: *Communication, Kids, Online Games, Online Game Addicts, Reality, Social Life.*