

ABSTRAK

RESPON DAN INTENSITAS MEMAINKAN PERMAINAN TRADISIONAL ANAK PADA MASA PANDEMI DI DUSUN SUKA MAJU

Oleh

Erika Widya Ningtyas

Tujuan penelitian ini untuk mengetahui apakah ada hubungan antara respon orang tua dengan intensitas anak dalam memainkan permainan tradisional. Latar belakang penelitian ini, yaitu seiring perkembangan zaman permainan-permainan tradisional semakin sulit dijumpai. Pandemi Covid-19 juga menghasilkan berbagai kebijakan yang membatasi ruang gerak masyarakat. Pendekatan yang digunakan yaitu pendekatan kuantitatif dengan menggunakan jenis penelitian survei. Metode pengumpulan data yang digunakan dengan cara menyebar keusioner, wawancara, observasi, dan studi kepustakaan. Teknik pengambilan sampel menggunakan metode *simple random sampling*. Sedangkan metode analisis data yaitu menggunakan uji korelasi Rank Spearman dengan memanfaatkan *software SPSS-26*. Hasil penelitian menunjukkan bahwa terdapat hubungan signifikan antara variabel intensitas memainkan permainan tradisional dengan respon orang tua. Melalui pengujian *rank spearman*, diketahui nilai signifikansi atau sig. (2-tailed) sebesar 0,00. Maka dari itu nilai signifikansi $<0,05$ yang artinya ada hubungan signifikan antara variabel intensitas memainkan permainan tradisional dengan respon orang tua. Kemudian nilai *correlation coefficient* yang dihasilkan yaitu sebesar -0,702 menunjukkan tingkat keeratan hubungan yang masuk dalam kategori kuat. Hubungan kedua variabel tersebut bersifat tidak searah karena diperoleh hasil *correlation coefficient* bernilai negatif yaitu -0,702.

Kata kunci: intensitas bermain, respon orang tua, dan permainan tradisional

ABSTRACT

THE RESPONSE AND THE INTENSITY OF PLAYING CHILDREN'S TRADITIONAL GAMES DURING THE PANDEMIC IN SUKA MAJU VILLAGE

By

Erika Widya Ningtyas

The purpose of this study is to know whether there was a relationship between parental responses and the intensity of children playing traditional games. The background of this research is that along with the times, traditional games are increasingly difficult to find. The Covid-19 pandemic creates many rules that limit the space for people to move. The approach used is a quantitative approach using the type of survey research. The data collection method used are questionnaires, interviews, observations and literature studies. The sampling technique used is Simple Random Sampling method. The data analysis method is using the Spearman Rank correlation by utilizing SPSS 26 software. The results showed that there was a significant relationship between the intensity variable of playing traditional games and the parents' response. Through the Spearman rank test, it is known that the significant value is <0.05 . Which means that there is a significant relationship between the intensity variable playing traditional games and the parents' response. The possible value of the correlation coefficient that is produced is -0.702 indicating the level of closeness of the relationship that is included in the strong category. The relationship between the two variables is not unidirectional because the Correlation Coefficient results are negative, namely -0.702 .

Keywords: play intensity, parental response, and traditional games