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THE RELATION OF PARENT COMMUNICATION ROLE WITH THE LEVEL OF DEPENDENCE OF ONLINE GAME ON CHILD IN RW 03 PERUMAHAN PERMATA TAMAN DELTA SIDOARJO

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Abstract Online games have an influence on children ages 6-12 if they have been dependent. Among them are problems in health (rest and eating patterns) and social. The purpose of this research is to know the relation of parent communication role with the level of dependence of online game on child in RW 03 Perumahan Permata Taman Delta Sidoarjo. This research design is analytic with cross sectional approach. The population of all parents and children in RW 03 Perumahan Permata Taman Delta was 55 respondents, the sample size was 49 respondents, using Simple Random Sampling technique, independent variable of parent communication role, dependent variable of dependency level of online game. The research instrument used questionnaire. Data analysis using Rank Spearman test. The result showed that 49% of respondents (57,1%) had bad parent communication role, almost all (73,3%) had children with high online game dependency level. The result of the analysis test shows that there is a relationship between the role of communication with the level of dependence on online game on children ($p=0,000$). The better the role of parent communication with children, the child's online game dependency level is lower. It is expected that parents can be a good role model for their children. It is expected, that children can improve socialization with the environment, so do not become dependent on online games.

Keywords: communication role, online game, child

PRELIMINARY

Online games are electronic and visual based games (Rini, 2011). This game involves more than 1 person or multiplayer and a choice of types of games that range from those that can be accessed via a computer to via a smartphone. Someone who tends to enjoy playing online games,

will experience dependency. They forget time and have an impact on social relationships that tend to want to be alone to play online games rather than doing other activities..

Online games are played by all groups. Children are no exception. Children who have online gaming facilities at home from parents, will often play it. Often playing online games, makes children

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become dependent. Moreover, lack of communication of parents to advise around online gaming is lacking. Parents who tend to let their children play and lack communication, make children difficult to control.

There are reasons why online games are made because it is profitable for the creators of the online game in financial terms. Example one of the most popular online games is Clash of Clans. One of the online games that is still in demand and consistently occupies the top position of the most popular applications both on the iOS and Android platforms. Online game that continues to increase its users (Kristo, 2017). Online game enthusiasts are increasing, making the online game spread to other countries including Indonesia. The influence that can be felt at this time for the State playing the online game is a dependence on the online game itself.

According to statistical data summarized by We Are Social in Thailand in 2015, there are several countries that have the most active online game players in the world. Among other things, China, the United States, South Korea, and Indonesia. In China there are around 183 million online game players. In the United States, the growth of online game players increased by 241%. Now, out of a total population of 307 million, 135 million US citizens can be classified as active online game players. In South Korea, more than 17 million people are dependent on games, 4 million of which are active online game players. When compared to South Korea's population of over 48 million, game dependence reaches 35% of the population. In Indonesia, active online game players ranged from 6.5 million people in 2010, and rose around 500 thousand people each year until 2015 (Mamduh, 2015).

According to the Association of Indonesian Internet Service Providers

(APJII), mentioning that there are 6 million active online game players or around 10% of the number of active internet users. The most played online game is the First Person Shooter (FPS) game which is estimated to be played by 60% active online gamers. Every year online game players continue to grow (Nicholson, 2016). The survey conducted by Indonesia Hottest in 2013, that 40% of school-age children in Indonesia already understand technology. Specifically, 63% of children have played online games.

The survey was conducted by one of the largest online game player community forums in Indonesia, Ligagame . The survey was conducted randomly among gamers and non gamers targeting families with children aged 6 to 12 years and the result was almost 70-80% of families had children who were playing games from the iPad, so that soon the children will get bored with iPad games and try more challenging online games. (Yogi Wulandari, 2017).

Based on preliminary studies conducted by researchers in RW 03 Permata Housing Delta Park Sidoarjo by observing and observing, it was found that 10 school-age children, 7 of whom like to play online games on smartphones facilitated by their parents. So that children tend to play online games constantly and make children become dependent on the online game. While 3 other school-age children rarely hold smartphones to play online games even though parents have provided facilities to children in the form of smartphones to play online games. 7 of them who have a penchant for playing online games, it turns out that parents have less communication with their own children about the influence of excessive online gaming habits. And 3 others have good communication between parents and their own children. They monitor their children more and often advise what influence if they play excessive online games.

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According to the study of Ramadhani (2013) with the title of interpersonal communication of parents and children in forming positive behavior of children in SDIT Cordova Samarinda students, that parent communication affects children's behavior. With 50 respondents as well as parents. And the results of the data show that, 70% of respondents have poor communication results. Communication carried out by parents with no face-to-face and frequency rarely influences children's behavior becomes unstable and tends to be unmanageable. On the contrary, 30% of respondents have good communication results, Communication that is run face to face and runs both ways affects children's behavior.

Factors that cause the high number of online game users among school-age children are environmental influences, peers, and lack of parental supervision. Ages 6-12 years old, children will find lots of friends to play and hang out, want to know many things and try many things. Looking for a wider environment so that it tends to often go out of the house just to play with friends (Riyadi, Sujono & Sukarmin, 2008). According to Smart, suggested that someone likes to play online games over time. Some parents make playing online games as a calming tool for children and if it is done repeatedly, the child will get used to playing games online.

Dependence on playing online games has resulted in among others being compulsion (compulsive or encouraging to do continuously, withdrawal (withdrawal), tolerance (tolerance) satisfaction in playing to forget the time, and interpersonal and health-related problems (interpersonal relationship problems and health problems) (Smart, 2010).

Efforts and the role of parents are very influential in children who are dependent on online games during school

age. Especially how the communication roles of father and mother to give advice, direction to positive activities, and give information on how the negative influence if the child plays too long online games. According to Sanditaria's research, et al. (2012), the activity of playing online games carried out in excess can have a negative influence on children. Retrieving data using a questionnaire for 71 respondents has the result that there are 38% of respondents in the category of no addiction or not dependence and 62% of respondents included in the addiction category or dependency. Therefore, it takes care of parents such as reducing blame behavior playing online games for children, increasing open communication with the family, encouraging children to find new hobbies, taking longer vacation time for children with parents, and listening to the feelings of the child's feelings. Establish good communication between family members is one way to reduce dependence on online games (Leutika, 2010). So, the role of communication such as taking the time to talk or communicate with children, pay more attention to children, often tell stories to children, and take time to look for positive activities with children is very important for children so that they are not dependent on online games.

RESEARCH METHOD

The research design used is analytic with cross sectional approach, which is a study that emphasizes the time of measurement or observation of independent and dependent variable data only once at that time. The population in this study was 55 people. The sample size is 49 respondents taken by probability sampling with a simple random sampling technique.

The data was analyzed using the Spearman Rank test with significance $\alpha =$

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No	Age (years)	Frequaency	Percentage
1	35-45	6	12,2
2	46-55	18	36,7
3	56-65	24	49,0
4	> 65	1	2,0
		49	100,0

0.05 with the help of SPSS if it was obtained $\rho < \alpha$ then H_0 was rejected meaning that there was a relationship between the role of communication between parents and the level of dependence of online games on children.

RESULTS AND DISCUSSION

1. General data

General data are the characteristics of the respondents studied in parents and children in RW 03 Perumahan Permata Taman Delta. General data for parents includes age, work, and recent education.

While general data for children include age and gender.

No	Age (years)	Frequency	Percentage
1	6-10	6	12,2
2	> 10	43	87,8
		49	100,0

a. Characteristics of respondents based on age

Table 5.1 Frequency distribution based on children age in RW 03 Perumahan Permata Taman Delta Sidoarjo

Based on table 5.2, it can be seen that of the 49 child respondents it shows that almost all (87.8%) are aged > 10 years or around the age of 10-12 years.

Table 5.2 Frequency distribution based on parents age in RW 03 Perumahan Permata Taman Delta Sidoarjo

Based on table 5.1, it can be seen that of the 49 parents respondents, almost half (49.0%) were 56-65 years old

No	Work	Frequency	Percentage
1	Private	15	30,6
2	Civil servants	5	10,2
3	entrepreneur	3	6,1
4	Does not work	26	53,1
		49	100,0

b. Characteristics of respondents based on work parents (father or mother) can be seen in the table below:

Table 5.3 Frequency distribution based on work for parents (father or mother) in RW 03 Housing Permata Taman Delta Sidoarjo

Based on table 5.3 it can be seen that out of 49 parents (father or mother) respondents indicated that most (53.1%) did not work. Activity at home being a Housewife (IRT).

c. Characteristics of respondents based on the parents' last education can be seen in the table below:

Tabel 5.4 Frequency distribution based on recent education in parents in RW 03 Housing Permata Taman Delta Sidoarjo

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No	Pendidikan terakhir	Frequency	Percentage
1	Basic (SD/SMP)	4	8,2
2	Middle (SMA/SMK/MA)	37	75,5
3	High (PT)	8	16,3
		49	100,0

Based on table 5.5, it can be seen that of the 49 child respondents it shows that almost all (81.6%) are male.

2. Special Data

Specific data on the characteristics of respondents include the role of parent

No	The role of communication	Frequency	Percentage
1	Bad	28	57,1
2	Not good	7	14,3
3	Baik	14	28,6
		49	100,0

communication and the level of dependence of online games on children

a. Characteristics of respondents based on the role of parent communication

Characteristics of respondents based on the role of parent communication can be seen in the table below: Tabel 5.6 Distribusi frekuensi berdasarkan peran komunikasi pada orang tua di RW 03 Perumahan Permata Taman Delta Sidoarjo

Based on table 5.4, it can be seen that from 49 respondents of parents shows that almost all (75.5%) have the latest secondary education (SMA / SMK / MA).

d. Characteristics of respondents by sex
Characteristics of respondents by sex in children can be seen in the table below:

Table 5.5 Frequency distribution based on sex in children in RW 03 Housing Permata Taman Delta Sidoarjo

No	Gender	Frequaency	Percentage
1	Man	40	81,6
2	Women	9	18,4
		49	100,0

Based on table 5.6, it can be seen that from 49 respondents, parents indicated that the majority (57.1%) had a bad communication role.

b. Characteristics of respondents based on the level of dependence of online games on children.

Characteristics of respondents based on the level of dependence of online games on children can be seen in the table below:

Table 5.7 Frequency distribution based on the level of dependence of online games on children in RW

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Based on table 5.7, it can be seen that of the 49 child respondents, the majority (73.5%) had a high level of online game dependency

b. Relationship between the role of communication of parents and the level of dependence of online games on children

Cross tabulation between the role of communication of parents and the level of dependence of online games on children can be seen in the table below:

Table 5.8 Cross tabulation of the relationship of the role of

The role of communication	Online game dependency level			Total (%)
	Low	Is being	High	
Bad	0	0	28 (100,0%)	28 (100,0%)
Not Good	0	0	7 (100,0%)	7 (100,0%)
well	13 (92,9%)	0	1 (7.1%)	14 (100,0%)
Total	13 (26,5%)	0	36 (73,5%)	49 (100,0%)

r=(0,000)
parent-level communication dependence on online games on children in RW 03 Housing Permata Taman Delta Sidoarjo

Based on table 5.8, it can be seen that out of 49 parents and children there were 28

respondents who did not have good communication roles, had children with high

No	Level of dependence	Frequency	Percentage
1	Low	13	26,5
2	Is being	0	0
3	High	36	73,5
		49	100,0

online game dependence (100.0%), 7 respondents who did not have communication roles. both have children who have a high level of online game dependency, 14 parents who have a good communication role, have children who are almost all online game dependency levels are low (92.9%) and a small percentage of online game dependency is high (7.1%) .

Based on Rank Spearman's statistical test using SPSS 21 for windows, the value $\rho = 0,000$ is obtained so that $\rho \leq \alpha$ then H_0 is rejected which berarti ada hubungan peran komunikasi orang tua dengan tingkat ketergantungan *game online for children in RW 03 Housing Permata Taman Delta Sidoarjo*.

DISCUSSION

1. The role of parent communication in RW 03 Housing Permata Taman Delta Sidoarjo

Communication is the process of transferring information from messages to recipients with the aim of influencing one another with the aim of obtaining an agreement both in the relationships of individuals, groups and communities (Priyoto, 2015). Based on table 5.6 the results obtained from 49 parents 57.1% with bad communication roles, 14.3% with poor communication roles, and 28.6% with good communication roles.

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Based on the results above, it can be concluded that most (57.1%) have bad communication roles. There are several factors that influence the role of communication, namely age, work, and recent education (Mubarok, Chayatin & Santoso, 2007). Based on the table in the back attachment on age and communication role, it was found that there were 6 parents aged 35-45 years, most of them (66.7%) had poor communication roles, there were 18 parents aged 46-55 years mostly (61, 1%) has a bad communication role, there are 24 parents 55-65 years and a half (50.0%) have bad communication roles, and 1 parent aged > 60 years all (100.0%) has a communication role well.

It can be concluded that, the highest percentage of communication roles not good in older people aged 35-45 years and the lowest percentage is found in parents aged 55-65 years. These results can explain that more increasing age, development in the level thinking and mental maturity also get better. This is according to the explanation according to Sumiati Ahmad in Pamungkas (2014), on the psychological or mental aspects of thinking a person is more mature and mature when his age increases.

Based on the table in the back appendix on work and communication roles, 15 parents and private jobs mostly (53.3%) had poor communication roles, 5 parents with PNS jobs were mostly (60.0%) communication roles were not good, 3 most parents with self-employment jobs (66.7%) have a good communication role, most of the 26 parents with no work (65.4%) have bad communication roles. It can be concluded that the highest percentage is found in parents who have self-

employment and the lowest percentage is in parents who have private jobs. This is because when communication between parents and children is established and at that time there is eye contact and the condition of the parents focus on the child, the child feels valued. So that children become the focus for communication with parents. if work makes parents have more experience. Work that daily interacts with others, makes parents more able to process sentences and communicate well. According to Payaman J. Simanjuntak in Setiawan S.A (2010), the work environment can make someone gain experience and knowledge both directly and indirectly.

2. Based on the table in the back appendix of the last education and the role of communication, it was obtained that 4 parents with the most recent primary or junior high school education (75.0%) had bad communication roles, 37 middle secondary education (SMA or SMK or MA) large (57.5%) had a communication role that was not good, 8 parents with the last education of PT (Higher Education) almost half (37.5%) had a bad communication role. It can be concluded that the highest percentage is found in parents with the last education elementary or junior high school and the lowest percentage is found in parents with the last education of PT (Higher Education). This is due to the higher education, the more experience from parents. So that parents can understand how to communicate correctly with children. According to Mubarok, Chayatin & Santoso (2007) Education means guidance that someone gives to someone else about something so they can understand. It cannot be denied that the higher a person's education is, the easier they are to receive information

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and ultimately the more knowledge they have. Conversely, if a person has a low level of education, it will hinder the development of one's attitude towards the acceptance of information and newly introduced values. According to Santoso (2010) there are several communication conditions for successful communication, namely one of them is educational background and experience background. It is evident that individuals who are increasingly educated will easily communicate and experienced communicators make it easier for them to communicate with others. Level of dependence on online games for children in RW 03 Housing Permata Taman Delta Sidoarjo

3. Dependence (addiction) initially used mainly refers to the use of alcohol and drugs. Dependency is persistent and compulsive to a behavior or substance. The dependence of online games is characterized by the extent to which someone plays games excessively so that they can interfere with their daily lives (Weinstein, 2010).
 4. Based on table 5.7, the results of 49 children were 26.5% with a low level of online game dependence, 0% with moderate online game dependency, and 73.5% with a high level of online game dependency. The results of this study generally indicate that most children have a high level of online game dependency. There are factors that influence the dependence of online games, between age and sex (Smart, 2010).
 5. Based on the table in the back attachment of gender and the level of dependence of online games, 40 children with male gender mostly (72.5%) had high online game dependency and 9 children with female sex were mostly (60.0%).)
- have high online game dependency. This is because, men prefer games that spur challenges than women. According to Smart (2010), Gender also affects the dependence of online games. Men are more interested in playing games than women. Basically, men prefer to play and play games that are menurutnya memiliki sebuah challenge. In contrast to men, women basically prefer to gather with friends and play rather than choosing to play with certain games.
6. Based on the table in the back attachment of age and the level of dependence of online games, it was found that 6 children aged 6-10 years most (66.7%) had a high level of online game dependency and 43 children aged > 10 years were mostly (74.4 %) have high online game dependency. This is because school age is more susceptible to online game dependence because school-age children often play. According to Smart (2010) It is undeniable that age does affect the dependence of online games because increasing age makes one more able to think rationally about the influence that comes from playing online games. School-age children are more susceptible to online game dependence because at that age around 70% of the world is playing.
 7. The relationship of the role of communication of parents with the level of dependence of online games on children in RW 03 Housing Permata Taman Delta Sidoarjo. Eight parents and children, 28 parents who have a communication role is not good, all of them have children who have a high level of online game dependence (100.0%), 7 parents who have poor communication roles, all of them have high online game

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dependency (100.0%), and 14 parents have good communication roles, almost all (92.9%) have children who have low online game dependency and (7.1%) have children who are level high online dependency game. There are several factors that influence the dependence of online games. One of them is the environment. According to Smart (2010), a child's behavior is not only formed from within the family. While at school, playing with friends can also shape a child's behavior. That is, even if someone is not introduced to online games at home, then the child will know the online game because of their association. So, despite the role of good and controlled family communication activities at home, but when children are in school, parents have limitations in monitoring children. so that parents cannot control any activities and with whom children play.

8. Based on table 5.8 shows that from 49 parents and children there are 28 parents who have a communication role that is not good, all of them have children who have high online game dependency (100.0%). This is caused by interactions between parents and children who are lacking, the role of communication also becomes less for their own children. According to Smart (2010), there are several factors that influence the dependence of online games, namely lack of attention from the closest person, age, gender, depression, lack of control from parents, lack of activities, environment, and parenting.
9. Less interaction caused by inappropriate time, work that requires parents to rarely communicate with children, and wrong parenting. Foster care tends to be permissive to children,

making parents rare controls children's activities. so that children do play activities which they think are fun like playing online games. Diana Baumrind (in Desmita, 2009) there are three types of parenting styles, namely authoritative, authoritarian, and permissive. This permissive parenting style is divided into two forms, namely permissive-indulgent and permissive-indifferent nurturing. Permissive-indulgent is a parenting style where parents are very involved in a child's life, but set little limits or control over them. Then permissive-indifferent is a parenting style where parents are not very involved in a child's life. if parents have a permissive-indifferent type of parenting style, it will affect the child's daily activities including playing online games that do not have a time limit determined by parents.

10. From these results it can be explained that the role of parent communication is one of the factors that influence the level of dependence on online games. How parents strategies in the role of communication is very important in regulating children's behavior, including children's play activities. there is a quote directly from Carl R. Miller in Priyoto (2015), namely "Communication is a process that allows someone (communicator) to convey stimuli (usually verbal symbols) to change the behavior of others (communkate)". And there is also a direct quote from B. Bernstein in Santoso (2010), namely "Language is one of the most important means of initialing, synthesizing and *reinforcing ways of thinking, feeling and behavior*". (*language is one of the most important tools, initial ways, expressing and reinforcing thoughts, feelings, and behavior*). *The essence of*

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this quote is the role of parent communication is very related to behavior, including the activities of playing online children's games. The less good the role of communication of parents, then the level of dependence on online games will also be higher, and vice versa.

11. *The results of calculations with Rank Spearman statistical test using SPSS 21 for windows obtained a value of $P = 0,000$ so that $\rho \leq \alpha$, it can be concluded that H_0 is rejected which means there is a relationship between the role of communication of parents and online game dependence on children in RW 03 Permata Housing Delta Park Sidoarjo.*

CONCLUSIONS AND SUGGESTIONS

1. Conclusion

- a. Parents in RW 03 Permata Housing Sidoarjo Delta Park mostly have bad communication roles.
- b. Children in RW 03 Housing Permata Taman Delta Sidoarjo mostly have a high level of online game dependency.
- c. The research can be concluded that most of the communication roles of parents who are not good have children with high levels of online game dependency in RW 03 Housing Permata Taman Delta Sidoarjo.

2. Suggestions

- a. For parents It is expected that parents can become good role models for their children. If parents show good behavior, children also behave well because children always imitate or imitate the behavior of their own parents.
- a. For children

For children it is expected to improve socialization with the surrounding environment, so that they do not tend to hold cellphones and dependence on online games.

b. For educational institutions

This research is expected to increase reading resources related to the handling of online game dependence on children which often occurs in children aged 6-12 years.

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