ORIGINAL RESEARCH

THE EFFECT OF ONLINE INTERACTIVE GAME ON SOCIAL DEVELOPMENT OF SCHOOL AGE CHILDREN DURING SOCIAL DISTANCING

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ABSTRACT	Keywords
Coronavirus became outbreak that worsened day by day, it needed serious handling that had to be done by government to solve the problem soon, and every people had to implement social distancing to defeat this Covid-19 pandemic. The study aimed to analyze the effect of online interactive play on social development of school age children during social distancing. The population of this study was all students (146 students) in Gambiran Elementary School, Mojoagung sub-district. The sampling technique that used in this study was total sampling with 146 samples and analized by wilcoxon signed Rank test. The result showed that before the interactive game, social development of school age children were categorized less as many as 23 students (16.7%), categorized adequate 15 (10.2%), and good 108 (73.9%) students, the post-test results showed that all respondents got a good score. The result of the analysis was p 0.000 meant that there was an effect of interactive games on the social development of school age children. Interactive games helped children socialize with peers more optimally because they were more intensive and controlled.	**Social distancing, Covid-19, school age children, interactive game online**

INTRODUCTION

The worsening of the Corona virus outbreak requires the government to take a stand. Recently, the president of the Republic of Indonesia, Joko Widodo, advised each individual to apply social distancing to deal with the COVID-19 pandemic. Social distancing is one of the steps to prevent and control Corona virus infection by encouraging healthy people to limit them going to crowded places and doing direct contact with other people. Now,

the term social distancing has been replaced by physical distancing by the government. When implementing social distancing, a person is not allowed to shake hands and maintain a distance of at least 1 meter when interacting with other people, especially with people who are sick or at high risk of suffering from COVID-19. In addition, there are several examples of the application of social distancing that are commonly carried out, namely working from home, studying at

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home online for school and university students, postponing meetings or events that are attended by many people, such as conferences, seminars and meetings, or do it online via video conference or teleconference. Not visiting people who are sick, but simply by doing telephone or video call.(handoko and Theo riyanto, 2006)

The whole world should play a role in making COVID-19 a slow pandemic. The pandemic is slowed with an appropriate response, especially in the early phase, so that all those who are sick can get treatment, so that there is no precarious condition where the hospital is overwhelmed. Social steps such as social or physical distancing are the right choice when the world has yet to find a vaccine for COVID-19.(Clegg B, 2006) However, once again, there is no meaning if the people cannot be convinced to do it voluntarily. The impact of social distancing on the social development of school age children will be obvious, because changes in learning patterns from school are all done in their own homes. It should be noted that school-age children are children who begin to like their surroundings, like friends of their age and like groups. Of course this will be a problem in itself for school age children. Research by Nirwanda in 2017 on the effect of playing online games has an effect on adolescent social societies, while research by Firmansyah (2017) shows that there is a relationship between online games and fine motor skills in junior high school students (Armitage, G., Claypool, M., & Branch, 2006a)

METHOD

In this study, the population was all students from grade 1 to grade 6 at SDN Gambiran Mojoagung Jombang totaling 146 students who were accompanied by their parents. The sampling technique used is total sampling. The sample in this study were students in grades 1 to 6 of SDN Gambiran Mojagung Jombang. Collecting data on online-based interactive play variables by providing games using Real-Time Strategy, which is a type of game that requires expertise in strategizing where players have to build an army, buildings, and inventory. The assessment uses the criteria of 1) good, 2) enough, 3) less. On the social development variable, the assessment uses a statement that will be distributed questions via google form with the criteria of 1) good, 2) enough, 3) less.

A quasi-experimental study with posttest only control group design, it is an quasy experimental research that be held in only one group that chosen randomly and there is no test of stability and clarity about group condition before doing the treatment (Suryabrata, 2011)(Sugiyono., 2011). The questionnaire used in this study is to provide games using Real-Time Strategy, namely the type of game that requires expertise in strategizing where players must build an army, buildings, and inventory. The assessment uses the criteria of 1) good, 2) enough, 3) less. On the Social Development Variable, the assessment uses a statement that will be distributed questions via google form with the criteria of 1) good, 2) enough, 3) less.This research analyze the effect of doing online interactive games on social development of school age children in Gambiran elementary school, Mojoagung sub-district, Jombang district. Data analysis in this study used the Wilcoxon signed Rank test, this technique was used to test the significance between pre-test and post-test treatment in children through parents using IBM SPSS Software Version 21.

RESULTS

Frequency of government policies in Jombang Regency

Table 1 showed the frequency of government policy in Jombang Regency. Most of the respondents confirmed a sufficient category of policy (79,4%). Details were summarized in table 1.

Table 1: Frequency of government policies in Jombang Regency

Government Policy	Frequency	Percent
Good (77%-100%)	22	12.9%
Moderate (56%-76%)	135	79.4%
Less(<56%)	13	7.6%
Total	170	100%

Frequency of retirement stigma among elderly in Jombang Regency

Table 2 showed the frequency of retirement stigma among the elderly in the Jombang Regency. The findings described most of the patients were the moderate category of receiving stigma after retirement. Details were summarized in table 2

Table 2: Frequency of retirement stigma among elderly in Jombang Regency

Retirement stigma	Frequency	Percent
Good	73	42.9%
Moderate	94	55.3%
Less	3	1.8%
Total	170	100%

Frequency of psychosocial retirement adaptations among elderly in Jombang Regency

Table 3 showed the frequency of psychosocial adaptations after retirement among the elderly in the Jombang Regency. The findings described most of the patients were a moderate category in psychosocial adaptations after retirement. Details were summarized in table 3

Table 3: Frequency of psychosocial adaptations after retirement among elderly in Jombang Regency

Psychosocial Adaptation	Frequency	Percent
Good	67	39.4%
Moderate	101	59.4%
Less	2	1.2%
Total	170	100%

Relationship between the policy of the government with psychosocial adaptation after retirement among Elderly in Jombang Regency

Table 4 showed the relationship between the policy of the government with psychosocial adaptation after retirement among the elderly. Most of the patients were moderate psychosocial adaptation (63.7%). About 53.8% of the elderly were good in psychosocial adaptation after retirement. The findings described there was a relationship between the policy of the government with psychosocial adaptation after retirement among the Elderly in Jombang Regency. Details were summarized in table 4

Table 4. Relationship between the policy of the government with psychosocial adaptation after retirement among Elderly

Government Policy	Psychosocial Adaptation			Total	P value
	Good	Enough	Less		
Good	12	10	0	22	0,045
	54.5 %	45.5 %	0 %	100 %	
Enough	48	86	1	135	
	35.6 %	63.7 %	0.7 %	100 %	
Less	5	5	3	13	
	38.4 %	38.4 %	23.0 %	100 %	
Total	65	101	4	170	
	38.2 %	59.4 %	2.3 %	100 %	

Relationship between retirement stigma with psychosocial adaptation after retirement among elderly

Table 5 showed the relationship between the policy of the government with psychosocial adaptation after retirement

DISCUSSION

This study conducted to determine the association between the government policy and retirement stigma. Government policies in terms of finance, retirement age, and attention in the form of social security and health insurance almost all respondents stated enough, but some lacking judgments about the role of government in preparing employees to face retirement and ease of use of health facilities by retirees. The policy regarding the integration of Health Insurance (ASKES) cards into Social Security

among the elderly. The findings described there was a relationship between retirement stigma with psychosocial adaptation after retirement among the elderly. Details were summarized in table 5

Table 5. Relationship between retirement stigma with psychosocial adaptation after retirement among elderly in Jombang Regency

Retirement stigma	Psychosocial Adaptation			Total	P value
	Good	Enough	Less		
Good	40	26	1	73	0,000
	63.0 %	35.6 %	1.4 %	100 %	
Enough	21	72	1	94	
	11.3 %	76.6 %	1.1 %	100 %	
Less	0	3	0	3	
	0%	100%	0%	100 %	
Total	61	101	2	170	
	39.4 %	59.4 %	1.2 %	100 %	

Administrator (BPJS) is often complained of by retirees, this is due to an administrative process that is sometimes time- consuming, but the elderly who retire after the policy is issued have no problems. The results of interviews with the Regional Staffing Agency in the Jombang Regency showed that local governments had not facilitated mental and skill debriefing for all employees who are retiring. However, they recommended preparing the Pension program, which is a psychological and skill debriefing for retired employees in 2020. (Armitage, G., Claypool, M., & Branch, 2006b)

Research conducted by Topa (2015)

reveals that pension policies and planning initiatives should aim to facilitate a holistic approach to retirement planning by considering various aspects of individuals both before and after retirement. Pension and counseling programs need to take advantage of formal and informal learning experiences, so they can help retirees handle and adapt to changes in the pension transition(Hurst, 2015)

The government plays a vital role in preparing employees to retire. Little attention, such as the submission of retirement decrees by the Regent, is a special award for employees who are pensioners. Such government policies can be a source of strength for employees that the government has valued their service. Each agency should provide consultation services for its employees, although at present the community, in general, is still taboo with consulting psychological issues, but if the counselor's role is still encouraged the employee will be able to benefit and finally be able to use consultation facilities for the mental good of the elderly. Government attention is not enough just to prepare employees who approach retirement, but monitor how well pensioners' welfare is essential. Dissemination of policy changes regarding facilities received by the elderly is vital, especially for the elderly who live in rural areas(Hurst, 2015)

Retirement stigma from the community felt by the elderly can affect the adaptation of the elderly. The pension stigma is seen from the labeling and acceptance of the surrounding community. The results of the research on retirement stigma from the community showed that the acceptance of retirement elderly was slightly lower than in labeling. There is no response from the public that shows a wrong opinion about retirees, but the value is less on the concern of the community.

Less public awareness can become an obstacle for the elderly to adjust. A dislike of retired older people can trigger this lack of public concern.

That one of the barriers to aging is being adjusted in old age, namely the attitude of the community who are less happy with the elderly. The developing stigma states that the elderly are identical with sickness, dependent on others, and unable to do anything anymore. Stigma like this will make it difficult for the elderly to look for problems faced, as previous research, which states that the stigma obtained by individuals can make it challenging to find solutions to issues faced and will further hamper the adjustment of the elderly(Mahanani, 2020).

The benefits of playing games that can be obtained if you are wise in doing so. For that, stop assuming that playing games online will only be a waste of time without any benefits to be gained. The first time playing games online can actually develop right brain intelligence well. In a game, of course, requires strategy and logic to complete each level and certain missions. Moreover, the right part of the brain will be able to regulate the side of creativity, innovation to the picture of something. This kind of ability can be greatly improved using games. Imagine if the game strategy was applied in the real world. Of course it will be more interesting. Playing games is also very good at training concentration. Because, to win the game of course not only requires tactics but also high concentration. If you regularly play games at the right time, this will indirectly improve your concentration. the second Stress and fatigue apparently can also be relieved by playing games. Just like games that are played online. This game can be used as a solution to help relieve fatigue and stress felt by someone. Playing games

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will give a happy effect for the player. In addition, the game will also make the brain get new stimuli so that it can feel fresh again. Try playing some fun games. For example, puzzle games like Millie, Marble Duel and Hue. In addition to puzzle genre games, you can also try playing strategy games. For example, Anarcute and Battle vs Chess. For men, playing online sports games will certainly be a very fun game. Therefore, try playing Ride, MotoGP 15, Moto Racer 4 to Spike Volleyball. Third, online games can now not only be played alone. However, this game can be played by interacting directly with other people. In fact, it is not uncommon for games that require teamwork to win the game. Cooperation that is carried out hand in hand to achieve victory in the game will of course also have an impact in the real world. It can be said that playing games will be able to practice cooperation in real life. In addition to cooperation, apparently playing games that require interaction between players will also train trust and foster mutual respect. From small businesses that are carried out hand in hand, of course, they will be able to create victory. Fourth, practicing English language skills can now be done in a variety of fun ways. No need to be monotonous by reading English newspapers online or playing educational videos. Practicing English skills can also be done using online games. In the game, of course, players will find many statements, information and dialogues that use English. In this way, you can indirectly train the player's English language skills. Of course, to understand the statements, information and dialogues available in English, players must be able to translate them into Indonesian. So, apart from playing, you can also learn English at the same time. fourth, One of the biggest scourges for gamers to win the game is patience. The existence of enemies and game levels that must be conquered not only requires skill but also

enough patience. Especially if you are tired of playing games. It's much better to take a break before continuing the game. If it is forced it will only cause playing the game to be not fun. Instead of being happy, it can even just be angry. Especially if you lose. So it can just cause frustration. It is true that playing the game aims to win the game. However, what if it turns out to be defeated first? This is the important point. Not just being patient, playing games can also train sportsmanship. If you lose, you have to accept defeat gracefully. Sixth, Playing online games that require interaction between players can certainly add to the fabric of friendship more broadly. For example, when playing the game The Surge and RAW Realms of Ancient War. To win in this game, of course, requires good teamwork.How can cooperation be established without a sense of familiarity? Well, for that players must be able to familiarize themselves with each other in order to win the game with a perfect score. Some games can also be connected with friends randomly. It could be that the players have not had time to get acquainted before. For that, be smart in familiarizing yourself. The faster you get to know it, the easier it will be to set a game strategy to win the game immediately. Seventh, Playing online games seems to be good for building and practicing an optimistic attitude. It even includes the confidence of the game players. These two traits are certainly indispensable in real life, which is actually much tougher than the game world. Playing games online is not as easy as one might think. There are a number of specific strategies that need to be implemented in order to complete and win the match well. At the beginning of the game, of course, players will experience some defeats. That is fair thing. However, if gamers feel optimistic and keep trying, then they will definitely be able to conquer the game. In the future, players can be much

more confident and confident to be able to play the game well.

Retirement stigma from the community can indeed affect the elderly in adapting to retirement conditions. People who are less concerned with pensioners can be an obstacle for the elderly to re-blend with the community. The stigma about unproductive pensions should have been eliminated in the current era because retirement does not mean being unable to be active or work. Supporting older adults to engage in social activities and giving respect through caring for the elderly can reduce stigma. The discussion about stigma cannot be seen from one point of view, because it will be difficult to change people's attitudes if the elderly themselves as subjects of stigma do not break the stigma, which is more important, namely how the elderly can adjust to the change in the status of employees to ordinary society (Mahanani, 2020). The attention of the community that is different from when the elderly are still employees and when retired is a natural thing in the community. Therefore, the

RECOMENDATION

Teachers in elementary school are adviced to do the same thing because doing the interactive games to students can

elderly who have retired must learn to abandon all statuses that have been attached to them for decades. Older people who are able to realize this condition will remain in the community and help the community even though they have not cared enough. Experience in government institutions that have administrative, procedural, disciplinary, and regulatory requirements can provide provisions for the elderly to be role models in organizational activities and role models in the community, therefore the community should be able to utilize the capabilities of the elderly who retire from civil servants to be involved in social activities.(Feui., 2018)

CONCLUSIONS

There is an effect between doing interactive games on the social development of school age children in grade first until sixth in Gambiran Elementary School, Mojoagung sub-district, Jombang District.

increase their social development. Parents are also adviced to educate other parents who do not do the same thing to their children yet.

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