Statistical Analysis Relationship Between Behavior of Millenial Parents With Game Addictions in Children

Anastasya Latubessy
Department of Informatic Engineering, Universitas Muria Kudus
anastasya.latubessy@umk.ac.id

Abstract. Game addiction has been declared as one of the mental disorders by WHO. According to research conducted by first author in previous studies stated that there is a negative correlation between the learning process of children with game addiction. This causes anxiety for parents. Today, technology that is developing rapidly is one of the challenges for parents, especially millennial parents. On the other hand, millennial parents also often use gadgets or play games on these gadgets. The parenting style applied by millennial parents to children can also affect children's growth and development. Indirectly the child will follow what the parents do. The current research, analyzes the relationship between millennial parents' care for game addiction in children. This study consisted of two variables, namely the millennial parent's behavior and game addiction, each of which has aspects that are translated into a questionnaire. This study uses a qualitative approach. The method of correlation test analysis using Pearson Product Moment with the help of SPSS. The study concluded that, there was a relationship between behavior of millennial parents and game addiction in children. The relationship that occurs is a significant positive correlation where, the higher the behavior style of millennial parents, the higher the game addiction in children. With the correlation coefficient between the parental millennial behavior and game addiction in children amounting to 0.366 with sig. = 0.023 (p <0.05). Introduction

Development

Development is an increasing ability in structure and body function that more complex in an arrangement pattern and predictable as the result of mature process. Relate to differentiation process from body cells, organs and organ systems that develop so each can fulfil their functions. Including the emotion development, intellectual and behaviour as the result of the interaction with their environment. The nearest environment of children is home where the intensity presence of the parents is high. Because of that, parents need to pay attention on their children development. Do their children show deviate behaviour from the normal children development or not. Knowing the physical development, intellectual, social and emotion can investigate the children’s functional level.

Millennial parents is a term to parents that live in millennial period where technology is very needed. Technology, or gadget become a common thing nowadays especially for children. The inappropriate parents’ behavior can caused the inappropriate playing game pattern for children. Excessive playing pattern can cause game addiction to children. The earlier research about parenting and game addiction have been done by some researcher, like at research held by Dustira, NA., 2016 which did the research for his final project entitle Hubungan antara Pola Asuh Orang Tua dengan Kecanduan Online Game di Sekolah Dasar Negeri Baros Mandiri 4 Cimahi[1].
Relation between authoritative parenting and playing online game intensity also done in Putik, N., 2014. This research linking the teenagers’ bullying behaviour in school. This research shows that there’s relation between authoritative parenting with playing online game intensity. Parents more understand their children’s character, more communication with children, no authoritative parenting application and limit children playing online game in order to press bullying behavior[2]. Similar research about relation between authoritative parenting and game addiction also held by Aini, H.N., 2014. However, this research held for elementary stage cases[3].

The next research held by Adwitiya, A, B and Suminar, D, R., shows that there’s no significant differences in game addiction stage if consider from the teenagers’ perception to parenting with signification degree $H = 0.484$. However, there’s a resemble pattern in online game addiction stage consider with parenting and the research of Baumrind (1991) about the use of drugs with the same parenting method[4].

The writer herself have already done some researches about game addiction toward children. A. Latubessy, dan M.N. Ahsin, held an analysis toward the relation between game addiction to the children’s learning process activeness age 9-11 years old. The result of this research shows that there’s a negative correlation between both of them[5]. Some samples also applied in game addiction cases like backward chaining by Latubessy, A and Wijayanti, E (2017)[6]. This model have passed the model analysis process that held in the next research by Latubessy, A and Jazuli, A (2017)[7]. The result of that research become a base for game addiction identification system planning, which held by the following year by Latubessy, A and Jazuli, A (2017)[8]. This research also produce an information system to identify the game addiction called de-Candu game as the research surface and published in international journal (Latubessy, A and Jazuli, A. 2018)[9].

The earlier research which held by the writer herself found a result that there’s a negative correlation with coefficient correlation about $-0.413$ with sig. $= 0.023$ ($p < 0.05$) between children’s learning process with game addiction. It means that the more high the game addiction, so the children’s activeness in learning process decrease. So that, game addiction in children need a serious attention from parents. How’s the parents’ behavior applied in this millennial era? Can parents give the appropriate behavior to prevent game addiction for their children? Or the millennial parents become a game addiction?

Data Analysis Procedures
This kind of research is correlational research. Where we analyse the relationship between game addiction and millennial parents’ behavior. This research use quantitative approach research with research design use bivariate correlation research. This research use simple random sampling. The data collection instrument use questionnaire with two research scales, those are addiction aspect scale and millennial parents aspect scale (internet learning aspect, well known with social media, more confident on parenting, and too busy to get extra money).

The data collection procedures and the data analysis use self-report data collection process where the participants response the suitable answer related to themselves on the questionnaire given.. There are two kinds of questionnaire, the first one consist of statements about game addiction, the second one related with millennial parents’ behavior. Participants also being asked to complete the personal data including name, age, place and date of birth and gender. And then, researcher explains the purpose of conducting this research and how to fill the questionnaire. Participants have 15 minutes to fill the questionnaire and may ask some questions to the researcher or mentor if there’s any difficulties during fill the questionnaire. The data analysis procedure use analysis and data construction quantitatively. The model data test use mechanical tabulation, the tabulation activity are collecting, calculating the result data, coding the questionnaires, and then showing into a correlation table. SPSS used as a tool to help the calculation. The analysis method and correlation test in this research use Pearson Product Moment with SPSS.

Result and Discussion
The analysis process held by seeing two aspects in the questionnaire, game addiction aspect and millennial parents’ behavior aspect. So held a comparison between the test result of those two questionnaire. The result from game addiction taken from the previous research about the relation between game addiction and children’s learning process. Game addiction aspect with 9 valid items. This research sees game addiction and millennial parents’ behavior. Millennial parents’ behavior consists of 10 valid items. Picture 1 shows the normal test between game addiction and parents’ behavior.

![Figure 1. Normalization Testing](image)

Figure 1 shows the normal test result, these two variables have significant $p > 0.05$. Addiction variable has value K-S-Z about 0.771 with probability ($p$) or significant about 0.592 ($p > 0.05$). If the significant result $p > 0.05$, so the addiction data distribution normal. This is also happen to parents’ behavior variable that have K-S-Z about 0.871 with probability ($p$) or significant about 0.433. So that, the parents’ behavior data also normal. Figure 2 shows the linear test to examine the data relation integrity between free variable and bound variable. Moreover, this research conducted to investigate is there any relation between free variable and bound variable or not. Linear test calculation use SPSS.

![Figure 2. Linearity Testing](image)

The linear test result based on ANOVA table use SPSS found $F$ about 1.212 with sig. $= 0.373$ ($p > 0.05$) shows the relation between authoritative parents’ behavior and self-adaptation is linear. Correlation analysis calculation conduct after normal test and linear test. The calculation in this analysis use SPSS.
Figure 3 shows the correlation calculation test. Based on the correlation calculation test, found that the coefficient correlation between millennial parents’ behavior with game addiction amount 0.366 with sig. = 0.023 (p < 0.05) it means that there’s a positive significant correlation between parents’ behavior and addiction. The correlation found is positive correlation means that as high as the millennial parents’ behavior, the higher the game addiction on children.

Conclusion
The analysis of the relation between parents’ behavior toward game addiction to children is positive correlation result. There’s correlation between parents’ behavior with game addiction. As high as the millennial parents’ behavior toward their gadget, so this behavior will become the role model for the children. So children disposed to be a game addiction. Coefficient correlation found between millennial parents’ behavior and game addiction 0.366 with sig = 0.023 (p<0.05) Based on this research, millennial parents suggested keeping their good behavior to keep the children away from game addiction.

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