

ABSTRAK

Kondisi pandemi covid-19 di Kota Surabaya membawa dampak pada kebiasaan anak/siswa sekolah. Dimana sebelum pandemi rutinitas mereka mulai dari pagi sampai siang/sore berada di sekolah, namun pada kondisi pandemi hanya dirumah, kegiatan sekolah dilakukan secara *online* dari rumah, dan selebihnya yang dilakukan mereka adalah bermain *game online* dirumah. hal ini membuat kebiasaan baru anak ketika covid-19 telah usai, yaitu kecanduan bermain *game online*. Dari uraian diatas peneliti tertarik untuk melakukan penelitian terhadap komunikasi verbal dan nonverbal ibu dengan anak yang kecanduan *game online* pasca pandemi covid-19.

Penelitian ini menggunakan metode studi deskriptif jenis penelitian adalah kualitatif. Dengan menggunakan landasan teori *komunikasi verbal dan non verbal*. Informan dipilih menggunakan teknik *purposive sampling*, Subjek dalam penelitian ini ialah ibu yang mempunyai anak kecanduan *game online*. Teknik analisis data menggunakan dianalisis dengan cara reduksi data, penyajian data, dan kesimpulan. Pengumpulan data yang dilakukan dengan cara wawancara, observasi dan dokumentasi. Teknik pemeriksaan keabsahan penelitian ini menggunakan triangulasi sumber. Lokasi penelitian berada di Wonosari Wetan Surabaya.

Hasil dari penelitian menunjukkan bahwa komunikasi verbal dan nonverbal ibu dengan anak memiliki tujuan untuk merubah sikap dan perilaku anak untuk melakukan hal yang lebih baik. Dalam proses komunikasi ibu dengan anak pecandu *game online* terdapat *feedback* anak yang negatif berupa verbal dan nonverbal terhadap nasihat yang diberikan ibu. *Feedback* negatif tersebut memunculkan emosi ibu dengan bentuk komunikasi verbal dan non verbal yaitu gerakan tubuh dan vokalik. Ibu sebagai komunikator menanggapi *feedback* anak yang positif dengan cara memberikan *reward* untuk menghargai sang anak yang telah menghargai nasihat sang ibu.

Kata Kunci : Komunikasi Verbal dan Nonverbal, Kecanduan, Game Online, Covid-19.

ABSTRACT

The condition of the Covid-19 pandemic in the city of Surabaya has an impact on the habits of school children/students. Where before the pandemic their routine was from morning to afternoon/evening at school, but during a pandemic they were only at home, school activities were carried out online from home, and the rest they did was play online games at home. this makes a new habit for children when covid-19 is over, namely addiction to playing online games. From the description above, researchers are interested in conducting research on verbal and nonverbal communication between mothers and children who are addicted to online games after the Covid-19 pandemic.

This research uses a descriptive study method, the type of research is qualitative. By using the basic theory of verbal and non-verbal communication. Informants were selected using a purposive sampling technique. The subjects in this study were mothers who have children addicted to online games. Data analysis techniques used were analyzed by means of data reduction, data presentation, and conclusions. Data collection was carried out by way of interviews, observation and documentation. The technique of checking the validity of this research uses source triangulation. The research location is in Wonosari Wetan Surabaya.

The results of the study show that verbal and nonverbal communication between mothers and children aims to change the attitudes and behavior of children to do better. In the process of communication between mothers and children who are addicts to online games, there is negative feedback from children in the form of verbal and non-verbal responses to the advice given by the mother. The negative feedback elicits mother's emotions in verbal and non-verbal communication, namely body and vocal movements. The mother as a communicator responds to positive child feedback by giving rewards to appreciate the child who has appreciated the mother's advice.

Keywords: *Verbal and Nonverbal Communication, Addiction, Online Games, Covid-19.*

DAFTAR ISI

HALAMAN JUDUL	i
HALAMAN PERSETUJUAN	ii
HALAMAN PENGESAHAN	iii
PERNYATAAN KEASLIAN KARYA ILMIAH.....	iv
HALAMAN PERNYATAAN PERSETUJUAN PUBLIKASI TUGAS AKHIR UNTUK KEPENTINGAN AKADEMIS.....	v
MOTTO	vi
KATA PENGANTAR.....	Error! Bookmark not defined.
UCAPAN TERIMA KASIH.....	viii
ABSTRAK	1
ABSTRACT	2
DAFTAR ISI.....	1
BAB I.....	Error! Bookmark not defined.
PENDAHULUAN.....	Error! Bookmark not defined.
1.1 Latar Belakang	Error! Bookmark not defined.
1.2 Rumusan Masalah	Error! Bookmark not defined.
1.3 Tujuan Penelitian	Error! Bookmark not defined.
1.4 Manfaat Penelitian	Error! Bookmark not defined.
1.4.1 Manfaat Teoritis.....	Error! Bookmark not defined.
1.4.2 Manfaat Praktis.....	Error! Bookmark not defined.
BAB II	Error! Bookmark not defined.
KAJIAN PUSTAKA	Error! Bookmark not defined.
2.1 Landasan Teori.....	Error! Bookmark not defined.
2.1.1 Teori Komunikasi Verbal dan Non Verbal ...	Error! Bookmark not defined.
2.1.2 Teori Komunikasi Verbal.....	Error! Bookmark not defined.
2.1.3 Jenis Komunikasi Verbal	Error! Bookmark not defined.
2.1.4 Karakteristik Komunikasi Verbal....	Error! Bookmark not defined.

2.1.5	Komunikasi Non Verbal	Error! Bookmark not defined.
2.1.6	Bentuk Komunikasi Non Verbal	Error! Bookmark not defined.
2.1.7	Karakteristik Komunikasi Non Verbal.....	Error! Bookmark not defined.
2.2	Kerangka Konseptual	Error! Bookmark not defined.
2.2.1	Pengertian Komunikasi Antar Pribadi	Error! Bookmark not defined.
2.2.2	Berdasarkan perspektif Komponensial	Error! Bookmark not defined.
2.2.3	Bentuk Komunikasi Antarpribadi ...	Error! Bookmark not defined.
2.2.4	Tujuan Komunikasi	Error! Bookmark not defined.
2.2.5	Peran Orang Tua	Error! Bookmark not defined.
2.2.6	Definisi Anak	Error! Bookmark not defined.
2.2.7	Definisi Kecanduan	Error! Bookmark not defined.
2.2.8	Definisi Game Online.....	Error! Bookmark not defined.
2.2.9	Kecanduan <i>Game Online</i>	Error! Bookmark not defined.
2.3	Deskripsi Penelitian Terdahulu	Error! Bookmark not defined.
2.3.1	Analisis Peran Orang Tua Terhadap Kebiasaan Anak Bermain Game Online Di Desa Tanjung Bugis	Error! Bookmark not defined.
2.3.2	Peran Orang Tua Dalam peningkatan Motivasi Pelajar Matematika Pada Masa Pandemi Covid 19 (Studi Kasus Siswa SMP Kelas VIII di Desa Lebak).....	Error! Bookmark not defined.
2.3.3	Komunikasi Antar Pribadi Orang Tua Dan Anak (Studi Deskriptif-Kualitatif Efektifitas Komunikasi Antar Pribadi Orang Tua dan Anak Bermasalah di Desa Dolok Masango).....	Error! Bookmark not defined.
2.3.4	Komunikasi Antarpribadi (Studi Orangtua dengan Anak Pecandu Game Online di Warnet Rafif Jalan Telaga Dewa Kota Bengkulu).....	Error! Bookmark not defined.
2.3.5	Perilaku Komunikasi Interpersonal Pecandu Game Online (studi Kasus Pada Pecandu Game Online Dota 2 di Kota Serang)	Error! Bookmark not defined.

2.3.6	Kehidupan Sosial Pemain Game Online (Studi Mengenai Komunikasi Interpersonal Gamers di Sekitar Perumnas Yogyakarta)	Error! Bookmark not defined.
2.3	Rincian Penelitian Terdahulu	Error! Bookmark not defined.
BAB III.....		Error! Bookmark not defined.
METODE PENELITIAN		Error! Bookmark not defined.
3.1	Jenis Penelitian	Error! Bookmark not defined.
3.2	Subjek dan Objek Penelitian.....	Error! Bookmark not defined.
3.3	Teknik Sampling.....	Error! Bookmark not defined.
3.4	Teknik Pengumpulan Data.....	Error! Bookmark not defined.
3.5	Teknik Analisis Data	Error! Bookmark not defined.
3.6	Keabsahan Data.....	Error! Bookmark not defined.
3.7	Lokasi Penelitian	Error! Bookmark not defined.
BAB IV		Error! Bookmark not defined.
GAMBARAN UMUM		Error! Bookmark not defined.
4.1	Profil Wonosari Wetan Surabaya.....	Error! Bookmark not defined.
4.1.1	Sejarah Wonosari Wetan	Error! Bookmark not defined.
4.1.2	Letak Geografis Wonosari Wetan	Error! Bookmark not defined.
4.1.3	Adat Istiadat Kampung Wonosari Wetan	Error! Bookmark not defined.
4.1.4	Sumber Daya Alam	Error! Bookmark not defined.
4.2	Profil Informan.....	Error! Bookmark not defined.
BAB V.....		Error! Bookmark not defined.
PEMBAHASAN		Error! Bookmark not defined.
5.1	Komunikasi Antar Pribadi Ibu Dengan Anak Pecandu <i>Game Online</i> Pasca Covid-19.....	Error! Bookmark not defined.
5.1.1	Nasihat Ibu Kepada Anak Pecandu Game Online	Error! Bookmark not defined.
5.1.2	Feedback Anak Kepada Ibu.....	Error! Bookmark not defined.
5.1.2.1	Feedback Anak Kepada Ibu Secara Verbal	65
5.1.2.2	Feedback Anak Kepada Ibu Secara Non Verbal	66

5.1.3	Emosi Ibu Kepada Anak Pecandu Game Online	Error! Bookmark not defined.
5.1.2.1	Emosi Ibu Kepada Ibu Kepada Anak Secara Verbal	67
5.1.3.2	Emosi Ibu Kepada Ibu Kepada Anak Secara Non Verbal	71
5.1.4	Pemberian Reward Ibu Kepada Anak	Error! Bookmark not defined.
5.1.4.1	Reward Ibu Secara Verbal	74
5.1.4.2	Reward Ibu Secara Non Verbal	74
BAB VI		Error! Bookmark not defined.
PENUTUP		Error! Bookmark not defined.
6.1	Kesimpulan	Error! Bookmark not defined.
6.2	Saran	Error! Bookmark not defined.
DAFTAR PUSTAKA		Error! Bookmark not defined.
LAMPIRAN		Error! Bookmark not defined.