ABSTRACT

The world of children is known for the world of play, where children spend

their time playing. By playing the children will explore the world around him,

through play any children will have physical abilities, socializing and even able to

improve cognitive abilities. Entering the generation of alpha, in this era of

technological development berbubah very rapidly. At an early age they have been

introduced to various types of gadgets, in recent years electronic or ordinary games

are often called games online are no stranger to children. The proliferation of

significant games online causes the phenomenon of children reducing their activity

outside of the game and prefer to spend time indoors to play games online on

computer or mobile phone. In some cases children can be very addicted to games

online, can even spend more than 6 hours per day in front of the computer screen

which of course this causes mental and mental disorders for children.

The purpose of making this work is to socialize to the public, especially

children about the dangers of games online addiction, this work is expected to

increase awareness of children about games online addiction. Data search method

used by writer is interview, observation and literature study.

Gaming boards are an effective medium to support this theme, as game

boards are able to hone the children's ability to strategize, language and retain

emotions and there are important aspects of the board game that are eye contact

with their opponents. Then with the exchange of friends or opponents, children will

recognize the different characters that are expected that the child will adapt to the

surrounding environment.

Keywords: playfull, time and, fun.

vi