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**CHARACTERISTICS DESCRIPTION OF CHILDREN WHO HAVE  
ADDICTION TO PLAY ONLINE GAMES**

**ABSTRACT**

**Background:** Internet users in 2014 reached 107 million users or around 24% of the total population in Indonesia. From the data of internet users, it is estimated that online game users in Indonesia are around 10.7 million people or around 10% of total internet users. Children school-age spend a lot of time playing online games, making them addicted. The percentage of children school-age who are addicted to online games is 10.15%.

**Objective:** To describe the characteristics of children with addictions to online games at SDN Bangkleyan.

**Method:** This method of research is quantitative research, sampling using quota sampling technique with a sample size of 200, and the research instrument uses a questionnaire. Data analysis uses univariate analysis to produce frequency distributions.

**Results:** The results showed that the majority of children school-age who played online games were 5-11 years old, are female, graduated with a score of  $\geq 65$ , and were not addicted to playing online games.

**Conclusion:** Students SDN of Bangkleyan most who are not addicted to playing online games are female, and have a score of  $\geq 65$  (graduated).

**Keywords:** Addiction, Children school age, Online games.