



**THE EFFECT OF WATCHING CARTOON MOVIES THAT CONTAIN
 ELEMENTS OF VIOLENCE AGAINST AGGRESSIVE BEHAVIOR
 IN PRIMARY SCHOOL STUDENTS**

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ABSTRACT

Aggressive behavior is an action that aims to injure another person verbally or non-verbally, physically or non-physically. This research aims to determine and describe forms of aggressive behavior in elementary school children and also the factors that cause aggressive behavior to emerge. The subjects in this research were 5 elementary school children, 4 teachers, and 5 family members closest to the children. Data collection techniques using semi-structured interviews and observation, data analysis using narrative descriptive analysis techniques. The results of this research are that the forms of aggressive behavior carried out by each child differ in verbal aggression, such as shouting, speaking harshly, threatening, shouting, talking to themselves when other people are talking. Physical aggression in the form of grabbing, pinching, pushing, hitting, throwing, tickling, stepping on, slapping, tripping. Factors that cause children to behave aggressively come from within the individual (internal), namely innate behavior since the child was born. Children carry out aggressive behavior when they want something or when they are prohibited from doing things that the child likes, resulting in feelings of anger and hostility. Factors from outside the individual (external), namely in the form of family factors, school factors and cultural factors.

Kata Kunci

Aggressive Behavior, Children, Elementary School

INTRODUCTION

Children are part of the younger generation as one of the human resources who have a strategic role and have special characteristics and characteristics, and really need guidance and protection. In this phase of life, children experience development and growth, growth in the physical sense, while development is in the psychological sense, including their behavior. In the development of behavior, a child learns through the experiences he encounters and learns from identifying the models he observes. Childhood is a time when children will imitate everything they see. Every child has different developmental characteristics. The main process of child development is an interrelated matter between socio-emotional processes and cognitive processes. These two things will influence each other and throughout the course of human life. During the development process, it is possible for children to face various problems that will

hinder the further development process. During the development process, it is possible for children to face problems that will hinder the further development process. The problems faced by children can be seen through the child's behavior when participating in the learning process in class or when the child is playing. According to Koeswara (2015) "aggressive behavior is individual behavior, which takes the form of hostile actions aimed at injuring or harming other individuals, either physically or verbally, or destroying property."

"The formation or development of children's behavior is influenced by several factors, namely internal factors (from within the child) and external factors (from outside the child). "Internal factors include heredity, age and gender, while external factors include family environment, school, society, mass media, culture and so on" (Kartini Kartono, 2016). In the last few years, we have encountered many incidents or cases among children that really require attention from parents, educators and the wider community, for example: the rise in criminal acts committed by children, starting from stealing things from their classmates or classmates. Many children are encouraged to carry out deviant behavior and violate norms due to environmental influences and the influence of mass media, especially television. In today's advanced era, television is no longer a luxury item for Indonesians, especially in big cities. Moreover, currently Indonesia already has eleven television stations, namely one owned by the government and ten owned by the private sector. Intense competition in the world of the television business means that the programs broadcast vary in theme and no longer receive strict censorship so that cultures that do not suit the personality of the Indonesian people can simply be watched. Television programs in general influence the views, perceptions and feelings of the audience. so that they are moved, fascinated or imitate the behavior in the film.

"One of the psychological effects of television is that it seems to hypnotize the audience, so that the audience is swept away into the atmosphere of the show" (Milton Chen, 2016). Television broadcasts have an influence on Indonesian society, both positive and negative. One of the negative influences of television is the large number of television shows that contain elements of violence, crime, tension and emotional outbursts. You can find shows that contain elements of violence almost all the time and not only in action films, even cartoon films (animations) which are shows for children also contain elements of violence. "According to Zainun Mu'tadi, witnessing fights and killings, even a little, will definitely cause stimulation and make it possible to imitate this model of violence."

Cartoon films that contain elements of violence have a bad influence on children's behavior. "The results of research by the National Commission for Child Protection show that children become more aggressive and can be categorized as anti-social after watching cartoons that contain elements of violence, such as Ninja Turtles" (Family

Welfare Foundation, 2015). By watching violent scenes in cartoons, a child learns the role of a violent model and in this case it becomes very effective in creating aggressive behavior. According to Koeswara (2015) "aggressive behavior is individual behavior, which takes the form of hostile actions aimed at injuring or harming other individuals, either physically or verbally, or destroying property."

"Heroes in cartoon films, for example the Power Ranger film, often use violence to resolve conflicts or as a way out of a problem. And they often receive rewards after they commit acts of violence, in the form of applause or just congratulations. This certainly makes the children who watch it increasingly believe that acts of violence are fun and can be used as a value for themselves. And it can make a child think that in solving problems we don't need to negotiate, just hit and slam and the problem will be solved. If these values are ingrained in children's minds, we can imagine what their future will be like personally, in society and as a nation. "It could be that what will grow up will be a generation that prioritizes violence in solving problems" (Suara Merdeka, 27 April 2006).

Based on the background of the problem that the author stated above, the author conducted research with the title "*The Effect of Watching Cartoon Films Containing Elements of Violence on Aggressive Behavior in Elementary School Students*"

RESEARCH METHOD

This research is qualitative research with a type of library research in the form of descriptive analysis. Research using this data analysis technique is first carried out by reducing the data or summarizing the data by taking important things that can reveal the problems in the research. After reducing the author presents data that is narrative in nature, after that the author draws conclusions from the data that has been narrated previously.

RESULT AND DISCUSSION

The data sources used in this research are as follows:

Table 1.
Data Reduction Results

| No | Author / Research Title / Year | Type Study | Research result |
|----|--|------------|--|
| 1 | Rahmatun Mazidah Muhammad Reza / Influence Watching | Experiment | The research results show an influence between |
| | Tom And Jerry Cartoon Against Children's Aggressive Behavior /2016 | | watching Tom And Jerry cartoons on aggressive behavior |

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| | | | in children |
| 2 | Bayu Sari Wulan /The effect of watching cartoon films containing elements of violence on aggressive behavior in fourth grade students at SDN Kereo 1 Tangerang - Banten /20162017 | Experiment | The results of the research show the influence of watching cartoon films that contain elements of violence on aggressive behavior in children at SDN Kereo I Tangerang Banten” |
| 3 | Sinta Ronauli Sitinjak / The Influence of Cartoon Film Choices on Children's Behavior in Pekon Luas, Batu Ketulis District, West Lampung Regency / 2017 | Quantitative descriptive | The results of this research are to explain the influence of cartoon film choices on children's behavior in Pekon Luas, Batu Ketulis District, Regency West Lampung |
| 4 | Khalikul Bahri / The Impact of Cartoon Films on Behavior Children / 2017 | Approach Qualitative With Do Data analysis Descriptive Analysis | The results of research to determine the impact of cartoon films on children's behavior |
| 5 | Lukman Dion Praditya, Supra Wimbari, Avin Fadilla Helmi / The Effect of Showing Real Violent Scenes Against Aggressiveness / 2018 | Experiment | The research results show that real violence on television reduces the incidence of aggressiveness in viewers, who are combat soldiers. |
| 6 | Melvi Arsita, Adelina Hasyim, and M. Mona Adha / The influence of cartoon | Quantitative descriptive | The results of the research are to explain the influence |

| | | | |
|---|---|--------------|---|
| | film viewing on the behavior patterns of children elementary school / 2018 | | of cartoon film viewing on behavior patterns in elementary school age children |
| 7 | Galih Eko Nugroho /The Effect of Exposure to Naruto Cartoon Shows at Levels Aggressiveness Among Female Students in Class V and VI SDN Source 3 Surakarta / 2017 2018 | Quantitative | The conclusion is that there is no influence between the intensity of watching violent shows and children's aggressiveness. |

After carrying out data reduction, then display the data in the form narrative to draw the right conclusions. The following are the results of the data display that the author presents.

1. Thank you Mazidah Muhammad Reza

Conducting research Based on the results of observations in research that the author has conducted at PAUD Al-Abror, it can be concluded that there is a negative influence from watching Tom and Jerry cartoons on children's aggressive behavior. This is proven by knowing that the calculated U value (173.5) is smaller than the U table value (3.733). Thus, the hypothesis (H_i) proposed is: "There is an influence of watching Tom and Jerry cartoons on children's aggressive behavior. So at this age, it is very vulnerable for them to imitate what they see by watching TV, without being able to differentiate between fact and fiction because they still don't know the risks and impacts of what they are doing. The Naruto, Tom and Jerry and Spongebob cartoons shown on (RCTI, MNCTV, Trans7 and Indosiar) are fictional cartoon films that are very popular among children, not only for their cuteness but also for their aggressive movements in fighting their enemies. In connection with the above phenomenon, researchers also want to know to what extent the intensity of watching TV can influence the aggressive behavior of children, especially students studying at AlAbror PAUD, considering that their very aggressive behavior imitates cartoon scenes (Tom And Jerry) that they watch in their respective homes. so it was re-enacted when they were at school gathering with their peers, whom researchers often met directly by observing them prancing around on their seats and even putting up a fight when someone disturbed them. In general, the problem that will be examined in this research is to find out whether or not there is a significant influence of watching Tom And Jerry cartoons on children's aggressive behavior in

early childhood. So the aim of this research is to obtain empirical information about the influence of watching Tom And Jerry cartoons on children's aggressive behavior in early childhood. Parenting patterns in the family are very influential in all aspects of children's development including several children's intelligence, some simple references for intrapersonal skills that can be used to measure children's readiness to enter elementary school include: 1) Children are able to take care of themselves, including in terms of urinating, urinating and defecating, 2) Children are able to carry out certain activities on their own initiative, for example getting up, bathing and eating without having to be ordered or chased to carry out the sequence of these tasks so that they are not late for school, 3) Children already have their own initiative to learn and immediately work on and complete these tasks, 4) Children are able to manage and control and manage their emotions appropriately (appropriately) and constructively, not destructively (raging, slamming, hitting, rolling around and etc). Cartoon is a TV program that makes animated cartoon films for children, one of the animated cartoon films is Upin and Ipin which tells the story of Upin and Ipin who like to eat fried chicken. This animated series was an Academic Award (Oscar) winner and formed the basis of Galwyn Mayer (MGM) studio Metro's successful series. There are also children who always force their friends to do something they want, there are even quite a few children who mock or make other children upset. Aggressiveness occurs during development. According to Krahe (2005: 15), "for someone's behavior to qualify as aggressive, the behavior must be carried out with the intention of causing negative consequences for the target, and conversely, giving rise to the hope that the action will produce something". Based on this opinion, it is necessary to pay attention to whether the motive for the action was intentional or not. Actions that are intentional to hurt other people but do not hit the target are still said to be included in the criteria for aggressive behavior. Vice versa, if the motive is not intentionally to injure another person then the action is not considered aggressive behavior.

2. Bayu Sari Wulan

Conducting research From the results of data analysis regarding the effect of watching cartoon films containing elements of violence on aggressive behavior in elementary school students, it can be concluded that "there is an influence of watching cartoon films containing elements of violence on aggressive behavior in elementary school students".

From the conclusion above regarding the influence of watching cartoon films that contain elements of violence on children's aggressive behavior, it can be implied that reducing children's aggressive behavior can be done by reducing the intensity of watching cartoon films that contain elements of violence. From the results of data analysis of aggressive behavior before and after watching cartoon films containing

violence, there are differences and if we look at the average, the average aggressive behavior after watching cartoon films containing violence (63.933) is greater than the average aggressive behavior before watching cartoon films containing violence elements of violence (57,533). That aggressive behavior occurs in children because they watch cartoons that contain elements of violence. In this study, there was an increase in the average level of aggressive behavior in children after watching cartoons that contained elements of violence.

3. Sintia Ronauli Sitinjak

Conducting research Based on the results of data processing and testing the influence of hypotheses, it can be concluded that there is a significant influence between the choice of cartoon films on children's behavior in Pekon Luas, Batu Ketulis District, West Lampung Regency. This means that with various cartoon films in Indonesia, children are starting to get to know something new, where what they see invites their behavior and language to their daily lives and also to their peers. In cartoon films there are types or types, such as cartoon films with action nuances: Naruto, Dragonball, One Piece and others. Meanwhile, cartoon films have a humorous feel: Spongebob Squarepants, Dora, Upin and Ipin and others. In this case, the main target in showing this cartoon film is children or teenagers of school age who are considered the main target to become viewers of the cartoon films that are broadcast because at school age, not all children like cartoon films and are influenced by the action of the film. the cartoon. However, most children in Pekon Luas, Batu Ketulis District, West Lampung Regency like cartoons and this influences their behavior. Like the cartoon film Naruto, children follow the character's actions by practicing with friends such as hitting, jumping and fighting. However, in the presentation of cartoon films there are many scenes that are not good to imitate. tend to be easily attracted to things so that they can influence the child's behavior. So, through research, we will explain the influence of choosing cartoon films that are good and suitable for viewing for children.

4. Khalikul Bahri

Conducting research From the research results obtained, the researcher can conclude that:

- a) Cartoon films are a favorite film for children in all corners of this country, including in Gampong Seukeum Bambang. This is proven by the fact that children in the village often watch cartoons, both at home and at their friends' houses. Cartoon films that are often watched by children in Gampong include Boboiboy, Shiva, and Adit and Sopo Jarwo. Watching films will have a big influence on children's behavior. The impact of cartoon films on the behavior of children in Gampong Seukeum Bambang is that changes in behavior occur, such as children asking their parents to buy Boboiboy clothes, fighting with

their friends and siblings, often doing bicycle jumping scenes, being reckless when playing. cycling, running and jumping both at home and in the prayer room, often with unclear emotions, and making fun of each other. There are positive impacts for children, such as increasing children's creativity, fostering social values in children and making it easier for children to speak Indonesian.

- b) On average, the children of Gampong Seukeum Bambong watch about six hours of films, and this has a big impact on the children. If a child is allowed to watch cartoons for a long time, it will affect their psychological and mental condition, as happened to the children of Gampong Seukeum Bambong. The various negative impacts that occur on the children of Gampong Seukeum Bambong include being careless, being lazy about studying/forgetting time to study, aggressive behavior, speaking impolite language, having too big an imagination, not focusing, health problems (vision problems) and irregular emotions. .

5. L. Dion Praditya, Supra Wimbari, Avin Fadilla Helmi

Carrying out this research, individuals who watch real violent scenes will experience a decrease in aggressiveness due to the influence of desensitization. This probably happened because the subjects, who worked as combat soldiers, had already been exposed to violence. If an individual tends to imitate a model, it can be concluded that by seeing aggressive behavior that is often shown in cinemas or television, the individual's aggressiveness will increase. Eron and Huesmann (in Chen, 1994) argue that even if a child is not aggressive at the age of 8 years, if he watches violent programs on television in sufficient quantities, he will become more aggressive at the age of 19 years compared to his peers who do not witness violence. on television. Every day we can encounter various forms of violence. Every time you open a newspaper, you will find news about murder, robbery, rape, and so on. People always receive violent scenes on television. Private television stations always broadcast films with violent themes, such as action, war, martial arts and horror films. According to Abar (in Kushartati, 1996) the ranking of action or action films on private television stations always occupies the top five in program ratings. In Indonesia, violence witnessed on television does not only occur in films. Violence can also be seen every day in news broadcasts, from private television stations and TVRI. According to Rusdi Muchtar (in Kompas, 16 April 1998), a communications expert from the Indonesian Institute of Sciences, crime news on television appears so vulgar that it is feared that it will have a bad impact on the psychological development of children and teenagers. An example of vulgar crime news on television, according to Rusdi Muchtar, is broadcasting in detail the scene of the incident

6. Melvi Arsita, Adelina Hasyim, dan M. Mona Adha

Conducting research Based on data analysis regarding the influence of cartoon film shows on the behavior patterns of elementary school age children in Environment II, Gunung Terang Subdistrict, Bandar Lampung, it can be concluded that cartoon film shows shown on television have an effect on children's behavior patterns in everyday life, because the shows Cartoon films have been able to attract children's attention to continue watching these shows which are packaged in such a way with interesting things, so that they will linger in front of the television for a long time just to watch cartoon shows. Excessive use of time watching cartoon films certainly affects children's behavior patterns in everyday life. Remembering that the behavior shown in cartoons looks fun and easy for children to imitate. Based on the results of data analysis in table 4.9, it can be seen that as many as 5 respondents or 13.16% of elementary school age children in the Bright Mountain environment are in the never imitate category, meaning that children do not imitate scenes in cartoon films, as many as 16 respondents or 42.11% of elementary school age children in Environment II Gunung Terang are included in the sometimes imitate category, meaning that 16 children stated that they sometimes imitate behavior in cartoon films, and 17 respondents or 44.73% are included in the always imitate category, meaning that 17 A child in the Gunung Terang sub-district stated that he always imitates the behavior in the cartoons he watches. Impressions can be defined as a production process carried out by a television station to convey programmed information or entertainment through audio-visual media as a reproduction and reality which is transmitted using electronic waves so that it can be seen by the general public through the television screen. Meanwhile, according to Teguh Trianto (2013: 3), cartoon films "Films are the result of the creative process of filmmakers who combine various elements such as ideas, value systems, views on life, beauty, norms, human behavior and technological sophistication." Then, according to Effendy, "a film is a story line that is presented in the form of a single showing for a certain duration, but this does not rule out the possibility of the film being shown in a continuous story line."

7. L. Dion Praditya, Supra Wimbarti, Avin Fadilla Helmi

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CONCLUSIONS

Based on the results of the discussion above, the researcher can conclude that there is an influence of watching cartoon films that contain elements of violence on aggressive behavior in elementary school students because these cartoon films shown on television have an influence on children's behavior in everyday life, because these cartoon films are able to attract attention. The child's attention is to continue watching cartoon films that contain elements of violence which have been packaged in such a way with interesting things, so that the child will linger in front of the television for a long time watching cartoon films. Excessive use of time watching cartoon films can affect children's behavior patterns in everyday life. Remembering that the behavior shown in cartoons looks fun and easy for children to follow or imitate.

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