ABSTRAK

Penelitian ini bertujuan mendeskripsikan pengalaman anak usia sekolah dasar di Gampong Simpang Empat Kecamatan Banda Sakti Kota Lhokseumawe dalam "belajar mengumpat" melalui *game online* serta dampaknya terhadap perilaku sosial dan komunikasi. Penelitian ini menggunakan pendekatan kualitatif dengan pendekatan fenomenologi. Informan terdiri atas informan kunci, yaitu anak-anak, orang tua, dan guru, serta informan pendukung, yaitu PJ Keuchik Gampong Simpang Empat dan masyarakat. Data dikumpulkan melalui observasi, wawancara, studi dokumen, dan studi literatur. Hasil penelitian menunjukkan bahwa anak mengenal umpatan melalui teman sebaya, lingkungan sekolah, *game online*, dan media sosial. *Game online* menjadi salah satu ruang pengenalan umpatan, tetapi bukan satu-satunya sumber. Penggunaan umpatan berkembang melalui proses peniruan dan adaptasi terhadap lingkungan hingga menjadi kebiasaan dan terinternalisasi dalam cara berpikir serta berkomunikasi anak. Kondisi tersebut berdampak pada bertambahnya kosakata umpatan, penggunaan bahasa kasar, serta perubahan perilaku dan interaksi sosial anak. Dengan demikian, "belajar mengumpat" merupakan proses sosial yang terbentuk melalui pengalaman, peniruan, adaptasi, dan pengulangan dalam kehidupan sehari-hari.

Kata kunci: *game online*, belajar mengumpat, fenomenologi, anak usia sekolah dasar.

ABSTRACT

This study aims to describe the experiences of elementary school-aged children in Gampong Simpang Empat, Banda Sakti District, Lhokseumawe City, in "learning to swear" through online games and its impacts on their social behavior and communication. This study employs a qualitative approach with a phenomenological approach. The informants consisted of key informants, namely children, parents, and teachers, as well as supporting informants, namely the Acting Keuchik (PJ Keuchik) of Gampong Simpang Empat and community members. Data were collected through observation, interviews, document studies, and literature studies. The findings show that children are exposed to swear words through peers, the school environment, online games, and social media. Online games serve as one of the contexts in which children are introduced to swear words, but they are not the only source. The use of swear words develops through a process of imitation and adaptation to the surrounding environment, eventually becoming habitual and internalized in the children's ways of thinking and communicating. This condition contributes to an increase in the vocabulary of swear words, the use of harsh language, as well as changes in children's behavior and social interactions. Thus, "learning to swear" is a social process formed through experiences, imitation, adaptation, and repetition in children's everyday lives.

Keywords: ***online games, swear words, phenomenology, elementary school children***.