

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 berubah 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.*