

ABSTRAK

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HUBUNGAN ANTARA KECANDUAN BERMAIN GAME ONLINE DENGAN PERILAKU AGRESIVITAS PADA REMAJA DI GAME CENTER SEMARANG

55 hal + 8 tabel + 2 skema + xvi + 12 lampiran

Latar Belakang: Remaja pengguna *game online* dari tahun ke tahun mengalami peningkatan. Adapun dampak *game online* pada anak yaitu depresi, gelisah, dan fobia sosial akan semakin memburuk dan prestasi akademik akan menurun selain itu kecanduan *game online* dapat menyebabkan munculnya perilaku agresivitas pada remaja. Penelitian ini bertujuan untuk meneliti tentang hubungan antara kecanduan *game online* dengan perilaku agresivitas pada remaja di *game center* Semarang.

Metode: Desain penelitian ini adalah kuantitatif dan jenis desain penelitian yang digunakan peneliti *Study cross sectional*. Pengumpulan data dilakukan dengan menggunakan kuesioner. Jumlah responden sebanyak 40 orang dengan teknik *total sampling*. Data yang diperoleh akan diolah secara statistik dengan menggunakan uji *somers' d*.

Hasil: Berdasarkan hasil yang didapat dengan karakteristik usia responden 30% berusia 18 tahun. Hasil penelitian menunjukkan 52.5% menunjukkan kecanduan *game online* berat, 32.5% menunjukkan kecanduan *game online* sedang dan 15% menunjukkan kecanduan *game online* ringan. Sebanyak 17.5% menunjukkan perilaku agresivitas berat, 77.5% menunjukkan perilaku agresivitas sedang dan 5% menunjukkan perilaku agresivitas ringan.

Simpulan: Ada hubungan yang signifikan antara kecanduan bermain *game online* dengan perilaku agresivitas pada remaja di *game center* Semarang ($p = 0.042$), dengan korelasi lemah ($r = 0.290$).

Kata kunci: *Game online*, Perilaku agresivitas, Remaja

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ABSTRACT

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The Correlation Between Addiction to Online Game and Aggressiveness Behavior in Adolescents at Semarang Game Center

55 page+ 8 tables +2 schemes+xvi+12 appendixes

Background: Online game users among teenage have increased every year. The impact of this on children are depression, anxiety, and social phobia will be getting worse and academic outcomes will decrease. In addition, the addiction to online games can lead to the emergence of aggressive behavior in adolescents. This study aimed to examine the correlation between online game addiction with aggressiveness behavior in adolescents at Semarang game center.

Method: The design of this study was quantitative and type of the research used Cross sectional study. The data were collected by using questionnaires. The number of respondents were 40 consist of selected by total sampling technique. The data obtained were processed statistically by using somers'd test.

Result: Based on the results obtained from 40 respondents, with the characteristics of respondents aged 18 years was 30%. The results showed addiction to heavy online games was 52,5%, 32.5% showed a moderate online game addiction and 15% showed an addiction to light online games. A total of 17.5% showed severe aggressiveness, 77.5% showed moderate aggressiveness and 5% showed mild aggressiveness.

Conclusion: There is a significant correlation between online game addiction and aggressive behavior in adolescents at Semarang game center ($p = 0.042$), with weak correlation ($r = 0.290$).

Keywords: Game online, Aggressiveness behavior, Adolescent

Bibliographies: 39 (1992-2017)