

ABSTRAK

Berdasarkan fenomena-fenomena dan hasil studi penelitian bahwa banyak pemain game online yang melakukan perilaku kekerasan, biasanya mereka yang melakukan perilaku kekerasan sering bermain game yang bergenre kekerasan dan peperangan, perilaku kekerasan yang sering dilakukan adalah perilaku kekerasan verbal dan non verbal. Tujuan penelitian ini adalah untuk mengetahui hubungan kecanduan bermain game online dengan perilaku kekerasan pada remaja di SMA Negeri 1 Majalaya.

Metode penelitian ini menggunakan kuantitatif *kolerasional* dengan pendekatan *cross sectional*. Didapatkan sampel 104 responden dengan menggunakan teknik *total sampling*. menggunakan kuesioner kecanduan game online dari (Lestari, 2018) dan kuesioner perilaku kekerasan dari (Mardta, 2015), alat ukur menggunakan kuesioner *Skala Likert*.

Hasil penelitian menunjukan bahwa hampir seluruhnya dari responden kecanduan game online sebanyak 80 responden (76.9%) dan perilaku kekerasan sebanyak 94 responden (90.4%) yang artinya hampir seluruhnya melakukan perilaku kekerasan. Analisa bivariat menggunakan uji kolerasi *Chi-Square* untuk mengetahui kekuatan *kolerasi* didapatkan *P-value* $0,000 < \alpha 0,05$ artinya signifikan. Hal ini disebabkan remaja bermain game online >3 jam dan sering melakukan perilaku kekerasan baik secara verbal maupun nonverbal. Berdasarkan hasil penelitian ini terdapat hubungan antara kecanduan bermain game online dengan perilaku kekerasan pada remaja di SMAN 1 Majalaya. Saran bagi sekolah diharapkan guru memberikan kegiatan yang positif sehingga siswa bisa teralihkan dari bermain game online dan perilaku kekerasan dan lebih fokus belajar.

Kata Kunci : Kecanduan game online, perilaku kekerasan, remaja

Daftar Pustaka : 25 jurnal (Tahun 2012-2020)

5 Buku (Tahun 2017-2019)

ABSTRACT

Based on the phenomena and the results of research studies that many online game players commit violent behavior, usually those who commit violent behavior often play violent and war games, violent behavior that is often carried out is verbal and non-verbal violence. The purpose of this study was to determine the relationship between online game addiction and violent behavior in adolescents at SMA Negeri 1 Majalaya.

This research method uses correlational quantitative with a cross sectional approach. Obtained a sample of 104 respondents from a population of 141 respondents using total sampling technique. using an online game addiction questionnaire from (Lestari, 2018) and a violent behavior questionnaire from (Mardta, 2015), the measuring instrument uses a Likert Scale questionnaire.

The results showed that almost all of the respondents were addicted to online games as many as 80 respondents (76.9%) and violent behavior as many as 94 respondents (90.4%) which means almost all of them committed violent behavior. Bivariate analysis using the Chi-Square correlation test to determine the strength of the correlation, $P\text{-value } 0.000 < 0.05$ means that there is violent behavior. This is because teenagers play online games >3 hours and often commit violent behavior both verbally and nonverbally. Based on the results of this study, there is a relationship between addiction to playing online games with violent behavior in adolescents at SMAN 1 Majalaya. Suggestions for schools are expected to be a reference for developing learning methods that are preferred by students and positive activities so that students can be distracted from playing online games and focus more on learning.

Keywords : Online game addiction, violent behavior, youth
Bibliography : 25 journals (Year 2012-2020)
5 Book (Year 2017-2019)