

ABSTRAK

HUBUNGAN ANTARA BERMAIN *GAME ONLINE* DENGAN PERILAKU SOSIAL DAN PRESTASI BELAJAR

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Penelitian ini bertujuan untuk mengetahui dan menjelaskan hubungan antara bermain *Game Online* dengan perilaku sosial dan prestasi belajar. Penelitian ini menggunakan pendekatan kuantitatif dengan tipe dekriptif. Populasi dalam penelitian ini merupakan siswa SMP Negeri 22 yang bermain *game online* di VictorY game rentang bulan Januari 2016. Adapun teknik pengambilan sampel yang digunakan ialah teknik penelitian sensus, karena jumlah siswa SMP Negeri 22 Bandar Lampung yang bermain *game online* di Victory game online hanya 49 siswa. Jadi jumlah responden yang terlibat dalam penelitian ini sebanyak 49 siswa. Hasil penelitian menunjukkan bahwa terdapat hubungan antara bermain *Game Online* dengan perilaku sosial dan prestasi belajar. Perhitungan uji korelasi Rank Spearman menunjukkan bahwa nilai sig 0,001 ($p < 0,05$). Adapun nilai R_s sebesar -0,462 menunjukkan bahwa ada hubungan negatif antara bermain *game online* dengan perilaku sosial.

Kata Kunci: *Game online*, perilaku sosial, prestasi belajar

ABSTRACT

RELATIONSHIP BETWEEN PLAYING ONLINE GAME WITH SOCIAL BEHAVIOR AND LEARNING ACHIEVEMENT

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The purpose of this study to determine and explain the relationship between playing Online Game with social behavior and learning achievement. This research uses quantitative approach with descriptive type. The population in this study is the students of SMP Negeri 22 who play online games in VictorY game span of January 2016. The sampling technique used is census research technique, because the number of students SMP Negeri 22 Bandar Lampung who play online games in Victory online game only 49 students. So the number of respondents involved in this study as many as 49 students. The results showed that there is a relationship between playing Game Online with social behavior and learning achievement. Calculation of Rank Spearman correlation test showed that the value of sig 0.001 ($p < 0.05$). The R_s value of -0.462 indicates that there is a negative relationship between playing online games with social behavior.

Keywords: Online games, social behavior, learning achievement