

ABSTRAK

HUBUNGAN KEBIASAAN BERMAIN *GAME ONLINE* DI RUMAH DENGAN SIKAP DISIPLIN SISWA DI SEKOLAH (SD KECAMATAN RAJABASA)

Oleh

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Masalah dalam penelitian ini adalah rendahnya sikap disiplin pada siswa sekolah dasar di Kecamatan Rajabasa. Penelitian ini bertujuan untuk mengetahui hubungan antara kebiasaan bermain *game online* dengan sikap disiplin siswa sekolah dasar di Kecamatan Rajabasa. Penelitian ini termasuk dalam jenis penelitian kuantitatif. Variabel yang diteliti yaitu kebiasaan bermain *game online* (X) dan sikap disiplin (Y). Berdasarkan hasil analisis data dan uji hipotesis menunjukan ada hubungan antara kebiasaan bermain *game online* di rumah dengan sikap disiplin siswa di sekolah, dengan uji hipotesis diketahui nilai r_{hitung} sebesar 0,7547 dan nilai r_{tabel} sebesar 0.165 dengan ketentuan taraf signifikansi 0,05 atau 5%.

Kata Kunci: bermain *game online*, kebiasaan, sikap disiplin.

ABSTRACT

THE RELATIONSHIPS BETWEEN THE HABIT OF PLAYING ONLINE GAMES AT HOME WITH STUDENT DISCIPLINE ATTITUDE AT SCHOOL (ELEMENTARY SCHOOL IN RAJABASA DISTRICT)

By

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The problem in this research is the low attitude of discipline in elementary school students in Rajabasa district. This research was aimed to know the relationship between the habit of playing online games with discipline attitude of elementary school students in Rajabasa district. This research was quantitative research. The variabel studied was the habit of playing online games (X) and discipline attitude (Y). Based on the results of the data analysis and hypothesis test showed that there is a relationship between the habit of playing online games at home with the students dicipline attitude in school, with test known r_{hitung} is 0,7547 and r_{tabel} is 0.165 with provisions of significance level of 0.05 or 5%.

Keywords: *discipline attitude, habit, the habit of playing online games.*