

## **ABSTRAK**

### **ANALISIS BENTUK-BENTUK PERILAKU AGRESIF SISWA PENGGUNA *GAME ONLINE* DI SMA NEGERI 1 NATAR TAHUN AJARAN 2018/2019**

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Penelitian ini bertujuan untuk memberikan gambaran deskriptif bentuk-bentuk perilaku agresif siswa pengguna *game online* di SMA Negeri 1 Natar. Penelitian ini menggunakan metode kuantitatif deskriptif. Sampel penelitian diambil dari keseluruhan populasi, yaitu sebanyak 107 siswa dengan menggunakan teknik sampling jenuh. Teknik pengumpulan data menggunakan kuesioner *online* agresivitas pengguna *game online*. Hasil penelitian menunjukkan bahwa bentuk-bentuk perilaku agresif siswa pengguna *game online* di SMA Negeri 1 Natar, yaitu bentuk perilaku lain sebesar 49%, agresi kemarahan sebesar 30%, agresi verbal sebesar 14%, agresi permusuhan sebesar 4%, dan agresi fisik sebesar 3%.

Kata kunci: bentuk-bentuk perilaku agresif, bimbingan dan konseling, *game online*

## **ABSTRACT**

### **ANALYSIS OF THE AGGRESSIVE BEHAVIOR FORMS OF ONLINE GAMES USER STUDENTS AT SMA NEGERI 1 NATAR IN ACADEMIC YEAR 2018/2019**

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*This research aims to provide a descriptive description of the aggressive behavior forms of online games user students at SMA Negeri 1 Natar in academic year 2018/2019. This research used descriptive quantitative methode. The research samples were taken from the entire population of 107 students, it was using saturated sampling technique. The data collection techniques used an online questionnaire of online games users. The results showed that the aggressive behavior forms of online games user students at SMA Negeri 1 Natar were other behavior forms by 49%, angger by 30%, verbal aggression by 14%, hostility by 4%, and physical aggression by 3%.*

*Keywords: aggressive behavior forms, guidance and counseling, online game*