

## ABSTRAK

### PENGARUH KEBIASAAN BERMAIN *GAME ONLINE* DI RUMAH TERHADAP DISIPLIN BELAJAR PESERTA DIDIK DI SD NEGERI SAWAH LAMA BANDAR LAMPUNG

Oleh

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Masalah dalam penelitian ini adalah disiplin belajar peserta didik di SD Negeri Sawah Lama Bandar Lampung masih rendah. Penelitian ini bertujuan untuk mengetahui pengaruh kebiasaan bermain *game online* di rumah terhadap disiplin belajar peserta didik. Jenis penelitian yang digunakan adalah penelitian korelasional. Metode pengumpulan data menggunakan kuesioner. Populasi dalam penelitian ini adalah peserta didik kelas V yang gemar bermain *game online* sebanyak 191 peserta didik. Teknik pengambilan sampel menggunakan *proportionate stratified random sampling* dengan mengambil sampel sebanyak 104 responden menggunakan rumus Yamane (dalam Riduwan, 2009: 65). Analisis data menggunakan regresi linier sederhana. Hasil penelitian menunjukkan bahwa terdapat pengaruh negatif kebiasaan bermain *game online* di rumah terhadap disiplin belajar peserta didik di SD Negeri Sawah Lama Bandar Lampung.

**Kata kunci :** bermain *game online*, disiplin belajar

## **ABSTRACT**

### **THE INFLUENCE OF THE HABIT OF PLAYING *ONLINE GAMES* AT HOME TOWARD THE LEARNING DISCIPLINE OF STUDENTS IN SD NEGERI SAWAH LAMA BANDAR LAMPUNG**

**By**

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The problem of the research was students learning discipline in SD Negeri Sawah Lama Bandar Lampung still low. This study was aimed to determine the effect of the habit of playing online games at home toward the learning discipline of students. The type of research used was correlational research. Data collection methods use a questionnaire. The population in this study were the fifth grade of students who liked to play online games as many as 191 students. The sample technique used proportionate stratified random sampling by taking a sample of 104 respondents used the Yamane's formula (in Riduwan, 2009: 65). Data analysis used a simple linear regression. The result of the study showed that there was negative influence of the habit of playing online games at home toward the learning discipline of students in SD Negeri Sawah Lama Bandar Lampung.

**Key words :** learning discipline, playing online games