

## **ABSTRAK**

### **PENGARUH BERMAIN *GAME ONLINE* DAN LINGKUNGAN BELAJAR TERHADAP DISIPLIN BELAJAR PESERTA DIDIK KELAS V SEKOLAH DASAR NEGERI**

**Oleh**

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Masalah dalam penelitian ini adalah disiplin belajar peserta didik di SD Negeri Kampung Baru masih rendah. Penelitian ini bertujuan untuk mendeskripsikan pengaruh kebiasaan bermain *game online* dan lingkungan belajar terhadap disiplin belajar peserta didik. Jenis penelitian yang digunakan adalah penelitian korelasional. Metode pengumpulan data menggunakan kuesioner. Populasi penelitian ini adalah peserta didik kelas V yang gemar bermain *game online* sebanyak 88 peserta didik. Sampel dibentuk dengan *proportionate stratified random sampling* sebanyak 47 responden. Analisis data menggunakan regresi linier berganda. Hasil penelitian menunjukkan bahwa, 1) ada pengaruh positif tapi tidak signifikan bermain *game online* terhadap disiplin belajar peserta didik, 2) ada pengaruh positif dan signifikan lingkungan belajar terhadap disiplin belajar peserta didik, 3) ada pengaruh positif dan signifikan bermain *game online* dan lingkungan belajar terhadap disiplin belajar peserta didik.

**Kata kunci:** disiplin belajar, *game online*, lingkungan belajar.

## **ABSTRACT**

# **THE INFLUENCE OF ONLINE- GAME PLAYING AND THE LEARNING ENVIRONMENT ON THE LEARNING DISCIPLINE OF GRADE FIVE STUDENTS OF STATE ELEMENTARY SCHOOLS**

**By**

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The problem in this study is that the learning discipline of students at SD Negeri Kampung Baru is still low. This study aims to describe the influence of online game playing habits and learning environment on students' learning discipline. The type of research used is correlational research. This research used a questionnaire. The population in this study was class V students who liked to play online games as many as 88 students. The sampling technique was proportionate stratified random sampling by taking a sample of 47 respondents. Data analysis used multiple linear regression. The results showed that, 1) there is a positive but not significant influence playing online games on the learning discipline of students, 2) there is a positive and significant influence on the learning discipline of students, 3) there is a positive and significant influence on playing online games and learning environment on the learning discipline of students.

**Keywords:** learning discipline, learning environment, online game play.