

## ABSTRAK

### HUBUNGAN KEBIASAAN BERMAIN *GAME ONLINE* DI RUMAH DAN SIKAP DISIPLIN SAAT BELAJAR DENGAN HASIL BELAJAR TEMATIK PESERTA DIDIK KELAS V SDN 6 METRO BARAT

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Masalah dalam penelitian ini adalah rendahnya hasil belajar peserta didik kelas V SDN 6 Metro Barat. Tujuan penelitian ini adalah untuk mendeskripsikan dan menganalisis hubungan antara kebiasaan bermain *game online* di rumah dan sikap disiplin saat belajar dengan hasil belajar tematik peserta didik kelas V SDN 6 Metro Barat. Jenis penelitian yang digunakan adalah penelitian *ex-post facto* korelasi. Populasi penelitian adalah peserta didik kelas V SDN 6 Metro Barat berjumlah 100 orang peserta didik. Penentuan sampel menggunakan teknik *probability sampling* yaitu *proportionate stratified random sampling*. Alat pengumpul data menggunakan angket (kuesioner) dan studi dokumentasi. Analisis data menggunakan korelasi *product moment* dan *multiple correlation* dan didapat korelasi sebesar 0,835 dengan kontribusi sebesar 69,71% artinya terdapat hubungan yang positif dan signifikan antara kebiasaan bermain *game online* di rumah dan sikap disiplin saat belajar dengan hasil belajar tematik peserta didik kelas V SDN 6 Metro Barat.

**Kata kunci:** hasil belajar, *game online*, sikap disiplin

## **ABSTRACT**

### **CORRELATION BETWEEN HABIT OF PLAYING *ONLINE GAMES* AT HOME AND DISCIPLINE WHEN STUDYING WITH THE THEMATIC LEARNING OUTCOMES OF FIFTH GRADE STUDENTS AT SDN 6 METRO BARAT**

**By**

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The problem of this study is the low learning outcomes of 5<sup>th</sup> grade students at SDN 6 Metro Barat. The purpose of this study was to describe and analyze the relationship between the habit of playing online games at home and disciplined attitudes while studying with the thematic learning outcomes of 5<sup>th</sup> grade students at SDN 6 Metro Barat. The study used ex-post facto correlation study. The study population was students of class 5<sup>th</sup> SDN 6 Metro Barat totaling 100 students. Determination of the sample using probability sampling technique, namely proportionate stratified random sampling. Data collection tool using a questionnaire (questionnaire) and documentation study. The data analysis used product moment correlation and multiple correlation and obtained a correlation of 0.835 with a contribution of 69.71%. There were a positive and significant relationship between the habit of playing online games at home and disciplined attitudes while studying with the thematic learning outcomes of fifth grade students at SDN 6 Metro Barat.

**Keywords:** learning outcomes, online games, discipline attitude