

ABSTRAK

HUBUNGAN BERMAIN *GAME ONLINE* TERHADAP MOTIVASI BERPRESTASI PESERTA DIDIK KELAS XI DI SMA NEGERI 1 BELINYU

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Masalah penelitian ini adalah rendahnya motivasi berprestasi peserta didik. Penelitian ini bertujuan untuk mengetahui hubungan bermain game online terhadap motivasi berprestasi siswa kelas XI di SMA Negeri 1 Belinyu. Metode penelitian yang digunakan kuantitatif korelasional. Populasi penelitian berjumlah 219 peserta didik dengan jumlah sampel 96 peserta didik. Teknik pengambilan sampel yang digunakan adalah random sampling. Teknik analisis data menggunakan korelasi product moment. Hasil penelitian menunjukkan bahwa uji R square memiliki nilai 0,431. Selain itu diketahui bahwa hasil analisis menunjukkan adanya hubungan negatif antara bermain *game online* terhadap motivasi berprestasi peserta didik kelas XI di SMA Negeri 1 Belinyu. Semakin negatif nilai game online maka akan semakin tinggi pengaruhnya terhadap motivasi berprestasi peserta didik di kelas XI SMA Negeri 1 Belinyu.

Kata Kunci : *Game online*, Motivasi berprestasi, Remaja

ABSTRACT

**THE RELATIONSHIP OF PLAYING ONLINE GAMES ON MOTIVATION
ACHIEVEMENT OF CLASS XI STUDENTS
IN BELINYU STATE 1 HIGH SCHOOL**

BY

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The problem of this research is the low achievement motivation of students. This research aims to determine the relationship between playing online games and the achievement motivation of class XI students at SMA Negeri 1 Belinyu. The research method used is quantitative correlational. The research population was 219 students with a sample size of 96 students. The sampling technique used was random sampling. The data analysis technique uses product moment correlation. The research results show that the R square test has a value of 0.431. Apart from that, it is known that the results of the analysis show that there is a negative relationship between playing online games and the achievement motivation of class XI students at SMA Negeri 1 Belinyu. The more negative the value of online games, the higher the influence on the achievement motivation of students in class XI SMA Negeri 1 Belinyu.

Keywords: *Online games, achievement motivation, teenagers*