

ABSTRAK

PENGARUH PERMAINAN *MOBILE LEGENDS* TERHADAP *CIVIC DISPOSITION* KOMUNITAS ESI DI KABUPATEN LAMPUNG TIMUR

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Tujuan dari penelitian ini adalah untuk menganalisis pengaruh permainan *mobile legends* terhadap *civic disposition* pada komunitas Esi di Kabupaten Lampung Timur. Metode penelitian yang digunakan dalam penelitian ini adalah metode deskriptif dengan pendekatan kuantitatif. Subjek penelitian ini yakni anggota komunitas Esi Kabupaten Lampung Timur. Sampel dalam penelitian ini berjumlah 55 responden. Teknik analisis data pada penelitian ini menggunakan uji regresi linier sederhana dengan bantuan SPSS versi 25. Hasil penelitian menunjukkan bahwa permainan *mobile legends* berpengaruh terhadap *civic disposition* pada komunitas Esi di Kabupaten Lampung Timur dengan presentase sebesar 34,7% dan indikator variabel X yaitu: *compulsion* (kompulsif/dorongan), *withdrawal* (penarikan diri), *tolerance* (toleransi), kemudian dalam indikator Y yaitu: *respect* (saling menghormati), *responsibility* (tanggung jawab), dan *self discipline* (disiplin diri). Permainan Mobile Legends memberikan pengaruh positif terhadap *civic disposition* komunitas ESI Lampung Timur karena mendorong semangat kerja sama, sportivitas, tanggung jawab, dan partisipasi aktif dalam kegiatan sosial-komunitas, sekaligus memperkuat rasa kebersamaan dan identitas kolektif di kalangan generasi muda. Melalui permainan Mobile Legends, anggota komunitas ESI Lampung Timur belajar mengembangkan kepemimpinan, komunikasi yang efektif, serta sikap saling menghargai dalam tim, yang menjadi fondasi penting dalam membentuk *civic disposition* yang kuat.

Kata kunci: game online, mobile legends, civic disposition, komunitas, masyarakat

ABSTRACT

THE INFLUENCE OF MOBILE LEGENDS GAME ON CIVIC DISPOSITION ESI COMMUNITY IN EAST LAMPUNG DISTRICT

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The purpose of this study was to analyze the influence of the mobile legends game on civic disposition in the Esi community East Lampung Regency. The research method used in this study is a descriptive method with a quantitative approach. The subjects of this study were members of the Esi community in East Lampung Regency. The sample in this study amounted to 55 respondents. The data analysis technique in this study used a simple linear regression test with the help of SPSS version 25. The results showed that the mobile legends game influenced civic disposition in the Esi community in East Lampung Regency with a percentage of 34.7% and the X variable indicators were: compulsion (compulsive/drive), withdrawal (withdrawal), tolerance (tolerance), then in the Y indicator, namely: respect (mutual respect), responsibility (responsibility), and self-discipline (self-discipline). The Mobile Legends game has a positive influence on the civic disposition of the ESI community in East Lampung because it encourages a spirit of cooperation, sportsmanship, responsibility, and active participation in social-community activities, while strengthening a sense of togetherness and collective identity among the younger generation. Through the Mobile Legends game, members of the ESI East Lampung community learn to develop leadership, effective communication, and mutual respect within the team, which are important foundations in forming a strong civic disposition.

Keywords: online games, mobile legends, civic disposition, community, society