

## ABSTRAK

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**Program Studi** : Ilmu Komunikasi  
**Judul** :

### **DAMPAK NEGATIF *GAME ONLINE* TERHADAP MAHASISWA DI MASA PANDEMI *COVID-19***

(xv + 151 halaman: 2 gambar; 37 lampiran)

Di era pandemi Covid-19, *game online* menjadi suatu hiburan, tanpa batas waktu dan menjadi pilihan para mahasiswa untuk mengisi kejenuhan *physical distancing*, sampai pada akhirnya menjadi kecanduan. Tujuan penelitian adalah untuk mendeskripsikan semua dinamika dampak negatif *game online* terhadap mahasiswa saat pandemi Covid-19.

Metode penelitian menggunakan deskriptif-kualitatif yakni prosedur penelitian yang menghasilkan data deskriptif berupa kata-kata secara lisan maupun tertulis dari informan sebagai subjek. Penelitian deskriptif adalah upaya untuk mendeskripsikan, mencatat, analisis serta menginterpretasi kondisi yang terjadi saat ini, bertujuan untuk memperoleh data-data atau informasi-informasi mengenai situasi yang ada. Wawancara dilakukan kepada para mahasiswa yang kecanduan *game online* pada masa pandemi covid-19

Hasil penelitian terdapat dampak-dampak negatif *game online* terhadap mahasiswa saat pandemi Covid-19 yaitu jumlah jam bermain dalam sehari bertambah rata-rata 4 jam, pola tidur terganggu, tidak fokus pada pekerjaan pokok, mematikan camera saat belajar daring untuk main *game*, komunikasi dengan keluarga dan teman-teman komunitas terganggu, kualitas belajar berkurang, mengerjakan tugas kuliah tidak mampu kerjakan sendiri hanya meminjam dari teman, dan prestasi belajar menurun. Hal tersebut dikarenakan pandemi covid-19 membuat mahasiswa *Loneliness* dan pelariannya ke *Game Online* yang sangat merugikan.

Kata kunci: Kecanduan *Game Online*, Covid-19, Mahasiswa

Referensi: 83 (1975-2021)

## **ABSTRACT**

**Name** : *Ester Magdalena Kembuan*  
**Study Program** : *Ilmu Komunikasi*  
**Title** :

### **THE NEGATIVE IMPACT OF ONLINE GAMES ON STUDENTS DURING THE COVID-19 PANDEMI**

*(xv + 151 pages; 2 pictures; 37 attachments)*

*In the era of the Covid-19 pandemi, online games have become entertainment, with no time limit and become the choice of students to fill the saturation of physical distancing, until they eventually become addicted. The purpose of the study was to describe all the dynamics of the negative impact of online games on students during the Covid-19 pandemi.*

*The research method uses descriptive-qualitative research procedures that produce descriptive data in the form of words orally or in writing from the informant as the subject. Descriptive research is an attempt to describe, record, analyze and interpret the current conditions, aiming to obtain data or information about the existing situation. Interviews were conducted with students who are addicted to online games during the covid-19 pandemi*

*The results of the study showed that there were negative impacts of online games on students during the Covid-19 pandemi, namely the number of hours of play in a day increased by an average of 4 hours, disturbed sleep patterns, did not focus on main work, turned off the camera when studying online to play games, communicated with others. family and friends in the community are disturbed, the quality of learning decreases, doing college assignments is not able to do it alone only borrowing from friends, and learning achievement decreases. This is because the covid-19 pandemi has made Loneliness students and their escape to online games very detrimental.*

**Keywords:** *Online Games, Covid-19, COVID-19, Students*

**Reference:** *83 (1975-2021)*