

ABSTRAK

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HUBUNGAN KECANDUAN *GAME ONLINE* DENGAN INTERAKSI SOSIAL PADA APARAT SIPIL NEGARA (ASN) DI KABUPATEN MURUNG RAYA PROVINSI KALIMANTAN TENGAH

(XI + 53 halaman : 3 bagan, 7 tabel, 6 lampiran)

Latar Belakang: *Game online* adalah suatu permainan yang dapat dimainkan secara daring melalui jaringan internet. *World Health Organization* (WHO) menyebutkan kecanduan *game online* sebagai gangguan mental yang dimasukkan ke dalam *International Classification of Diseases* (ICD-11). Interaksi sosial menggambarkan suatu hubungan-hubungan sosial yang dinamis yang dapat menyangkut hubungan antara orang-orang perorangan, antara kelompok-kelompok manusia, maupun antara orang perorangan dengan kelompok manusia. Dengan kecanduan *game online* mengakibatkan kurangnya interaksi sosial secara langsung terhadap lingkungan.

Tujuan Penelitian Dan Hipotesis: Untuk mengetahui hubungan antara kecanduan *game online* dengan interaksi sosial pada ASN Kabupaten Murung Raya Provinsi Kalimantan Tengah. Hipotesis pada penelitian ini adalah terdapat hubungan antara kecanduan *game online* dengan interaksi sosial pada ASN Kabupaten Murung Raya Provinsi Kalimantan Tengah.

Metode Penelitian: Penelitian ini akan menggunakan metode potong lintang dengan melibatkan 141 sampel ASN Kabupaten Murung Raya Provinsi Kalimantan Tengah yang telah memenuhi kriteria penelitian. Kriteria inklusi yaitu ASN di Kabupaten Murung Raya Provinsi Kalimantan Tengah dan pernah bermain *game online*. Kriteria eksklusi pada penelitian ini adalah tidak mengisi kuesioner dengan lengkap, tenaga honorer, dan terdiagnosis gangguan mental. Kuesioner yang digunakan adalah *Game Addiction Scale* (GAS) dan kuesioner interaksi sosial. Uji statistik menggunakan uji kai kuadrat.

Hasil: Sebanyak 3,55% ASN mengalami kecanduan *game online*. Sebanyak 29,08% ASN mengalami interaksi sosial buruk. Didapatkan bahwa tidak terdapat hubungan signifikan antara kecanduan *game online* dengan interaksi sosial pada ASN di Kabupaten Murung Raya Provinsi Kalimantan Tengah.

Kesimpulan: Tidak terdapat hubungan signifikan antara kecanduan *game online* dengan interaksi sosial pada ASN di Kabupaten Murung Raya Provinsi Kalimantan Tengah.

Kata Kunci: kecanduan *game online*, interaksi sosial, ASN, Murung Raya, *Game Addiction Scale* (GAS)

ABSTRACT

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ASSOCIATION BETWEEN GAME ONLINE ADDICTION WITH SOCIAL INTERACTION IN THE STATE CIVIL SERVICES (SCS) IN MURUNG RAYA REGENCY, CENTRAL KALIMANTAN PROVINCE

(XI + 53 page : 3 charts, 7 tables, 6 attachments)

Background: Online game is a game that can be played online via the internet. The World Health Organization (WHO) mentions online game addiction as a mental disorder that is included in the International Classification of Diseases (ICD-11). Social interaction describes adynamic social relations that can involve the relationship between individuals, between groups of people, or between individuals and groups of people. With addiction to online games resulting in a lack of direct social interaction with the environment.

Objective And Hypothesis: To study the relation between online game addiction and social interaction at the State Civil Apparatus (SCA) of Murung Raya Regency, Central Kalimantan Province. There is a relation between online game addiction and social interaction at the State Civil Apparatus (SCA) of Murung Raya Regency, Central Kalimantan Province.

Methods: This study was used a cross-sectional method involving 141 samples of civil servants in Murung Raya Regency, Central Kalimantan Province who had met the research criteria. The inclusion criteria are SCA in Murung Raya Regency, Central Kalimantan Province and have played online games. Exclusion criteria in this study were not filling out the questionnaire completely, temporary staff, and diagnosed with mental disorders. The questionnaire used is Game Addiction Scale (GAS) and social interaction questionnaire. Statistical test using Chi Square test.

Results: As many as 3.55% of ASN are addicted to online games. A total of 29.08% of ASN experienced bad social interaction. It was found that there was no significant relationship between online game addiction and social interaction in ASN in Murung Raya Regency, Central Kalimantan Province.

Conclusion: There is no significant relationship between online game addiction and social interaction in ASN in Murung Raya Regency, Central Kalimantan

Keywords: online game addiction, social interaction, State Civil Apparatus (SCA), Murung Raya, Game Addiction Scale (GAS)