

ABSTRACT

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THE RELATIONSHIP BETWEEN PROBLEMATIC GAMING BEHAVIOR TOWARDS LIFE SATISFACTION IN EMERGING ADULT

(ix + 24 pages: 5 tables; 9 appendices)

This research aims to study the connection of emerging adult that has problematic gaming behaviour towards the life satisfaction. Life satisfaction is a theory that measure the satisfaction of an individual in life. Problematic gaming behaviour is a behaviour that plays too much game that it may have an effect to the life satisfaction of an individual. Having problematic gaming behaviour has a high chance to lower an individual's life satisfaction because of the bad affects it may give. Playing online games has been a favourite leisure in Indonesia. The research method is quantitative research by using the Compulsive Internet Use Scale and the Satisfaction with Life Scale. Respondents of this research are 56 emerging adults living across Jabodetabek from 18–25-year-old which was obtained through purposive sampling. All the data is analyzed using spearman's correlation. Result shows that there is no significant connection between problematic gaming behaviour and life satisfaction

Keywords: *problematic gaming behaviour, life satisfaction, emerging adulthood*
References: *43 (1985-2022)*

ABSTRAK

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HUBUNGAN *PROBLEMATIC GAMING BEHAVIOR* TERHADAP *LIFE SATISFACTION* PADA *EMERGING ADULT*

(ix + 24 halaman: 5 tabel; 9 lampiran)

Penelitian ini bertujuan untuk mempelajari hubungan *emerging adults* yang memiliki *problematic gaming behaviour* terhadap *life satisfaction*. *Life satisfaction* adalah teori yang mengukur kepuasan individu dalam hidup. *Problematic gaming behaviour* adalah perilaku yang terlalu banyak bermain game sehingga dapat mempengaruhi *life satisfaction* seseorang. Memiliki *problematic gaming behaviour* memiliki peluang tinggi untuk menurunkan *life satisfaction* individu karena dampak buruk yang mungkin ditimbulkannya. Bermain online games telah menjadi rekreasi favorit di Indonesia. Metode penelitian yang digunakan adalah penelitian kuantitatif dengan menggunakan *Compulsive Internet Use* dan *Satisfaction with Life Scale*. Responden penelitian ini adalah 56 orang dewasa muda yang tinggal Jabodetabek berusia 18-25 tahun yang diperoleh melalui *purposive sampling*. Semua data dianalisis menggunakan korelasi spearman. Hasil penelitian menunjukkan bahwa tidak ada hubungan yang signifikan antara perilaku bermain game yang bermasalah dengan kepuasan hidup.

Kata Kunci: *problematic gaming behavior*, kepuasan hidup, *emerging adulthood*
Referensi: 43 (1985-2022)