ABSTRAK

Latar Belakang : *Game online* merupakan suatu mainan yang sangat populer di kalangan anak muda. Begitu banyaknya anak muda yang bermain *game online* sehingga hampir sebagian besar anak muda, merasa bahwa mereka juga harus bisa terlibat dalam *game online* agar dapat diterima teman sebaya. *Game online* menjadi sedemikian menarik minat pemain sehingga pemain menjadi senang dan duduk berjam-jam menghabiskan waktu bermain *game*. Durasi bermain *game* selama $\leq$ 3 jam dapat dikatakan normal dan berlebihan jika > 3 jam. Pada penelitian sebelumnya menunjukkan bahwa mereka yang bermain *game* setelah belajar memiliki *short term memory* yang lebih buruk dibanding mereka yang setelah belajar membaca buku. Namun, penelitian ini tidak menjelaskan secara khusus untuk *Short-term verbal memory* pada gamers tersebut. Sehingga peneliti memutuskan untuk mencari hubungan durasi bermain *game online* dengan *short-term verbal memory* dengan melakukan tes kemampuan verbal *short term memory* menggunakan alat *digit span test*.

Tujuan Penelitian : Mengetahui hubungan durasi bermain *game online* dengan *Short term verbal memory* pada mahasiswa UPH 2021.

Hipotesis Penelitian : Terdapat hubungan antara durasi bermain *game online* dengan *short-term verbal memory*.

Metode Penelitian : Penelitian ini menggunakan studi analitik potong lintang untuk mengetahui hubungan durasi bermain game online dengan *Short-term verbal memory* pada Mahasiswa UPH 2021.

Kata Kunci : Durasi, *game online*, *short-term verbal memory*

ABSTRACT

Background   : Online game is very popular among young people. One of the main reason these young people spent their time playing this game is a need for acceptance by their peers. Online game is created in such a way that it becomes very interesting, causing the players to sit for hours and spend their time on this game. The duration of playing games for $\leq$ 3 hours can be considered normal and excessive if > 3 hours. The prior research showed that those who play online game after study has worse memory than those who read. But this research didn't explain explicitly for short-term verbal memory on those gamers. Therefore the researcher decided to determine a relationship between the duration of playing online game and short-term verbal memory by conducting a short-term memory verbal ability test using the digit span test.

Research objectives   : To determine the relationship between the duration of playing online games and short-term verbal memory in students of UPH 2021

Research hypotheses   : There is a relationship between duration of playing online games and short-term verbal memory

Research methods   : This research used a cross-sectional analytic study to determine the relationship between playing online game duration and short-term verbal memory in students of UPH 2021.

Keywords   : Duration, online game, short-term verbal memory