

## ABSTRAK

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### **HUBUNGAN ADIKSI *GAME ONLINE* DAN MOTIVASI BELAJAR PADA SISWA/I SEKOLAH MENENGAH ATAS**

**(XCVIII+ 111 halaman: 10 tabel, 5 lampiran)**

**Latar Belakang:** Adiksi *game online* ditandai dengan durasi bermain yang berlebihan, yakni > 4-5 jam per hari, selalu berpikir tentang *game online* walaupun tidak sedang bermain, dan selalu memprioritaskan bermain *game online* di atas kegiatan lain. Diperkirakan prevalensi adiksi *game online* di kalangan siswa/i sekolah di Indonesia mencapai angka 10,15% yang cukup memprihatinkan. Remaja dengan adiksi *game online* akan menghabiskan lebih banyak waktu dan tenaga untuk bermain *game* daripada belajar. Remaja dengan adiksi *game online* menghabiskan terlalu banyak waktu untuk bermain *game* sehingga kewajiban akademik terabaikan, berpotensi menyebabkan timbulnya rasa malas, tidak fokus, serta kehilangan ketertarikan untuk belajar.

**Tujuan Penelitian:** Mengetahui hubungan adiksi *game online* dengan motivasi belajar pada siswa/i SMA X di Tangerang Selatan.

**Metode:** Penelitian ini merupakan studi analitik komparatif kategorik tidak berpasangan dengan menggunakan metode potong lintang (*cross-sectional*). terhadap 101 siswa/i SMA X di Tangerang, dengan strategi *purposive sampling*, pengumpulan data melalui pengisian kuesioner.

**Hasil dan Pembahasan:** Dari 101 siswa/i yang bersekolah di SMA X, 73 (72.2%) diantaranya mengalami adiksi *game online*, 28 (27.7%) tidak mengalami adiksi *game online*. Kemudian didapatkan 14 siswa/i (13.8%) dengan motivasi belajar buruk, 74 siswa/i (73.2%) dengan motivasi belajar sedang, dan 13 siswa/i (12.8%) dengan motivasi belajar baik. Analisis bivariat menggunakan uji Chi-Square menunjukkan adanya hubungan signifikan antara adiksi *game online* dan motivasi belajar dengan p-value <0.001, dengan nilai koefisien korelasi Spearman -0.367 dan *scatter plot* pola negatif.

**Kesimpulan:** Berdasarkan hasil analisis penelitian, didapatkan kesimpulan bahwa terdapat hubungan signifikan negatif antara adiksi *game online* dan motivasi belajar. Semakin tinggi tingkat adiksi *game online* yang dialami siswa, semakin rendah motivasi belajar mereka.

**Kata Kunci:** Adiksi, *game online*, motivasi belajar, siswa, SMA.

## ABSTRACT

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### **THE RELATIONSHIP BETWEEN ONLINE GAME ADDICTION AND LEARNING MOTIVATION AMONG HIGH SCHOOL STUDENTS**

*(XCVIII + 111 pages: 10 tables, 5 attachments)*

**Background:** *Online game addiction is characterized by excessive playing time, defined as more than 4-5 hours per day, persistent thoughts about online games even when not playing, and consistently prioritizing online gaming over other activities. It is estimated that the prevalence of online game addiction among students in Indonesia reaches 10.15%, which is quite concerning. Adolescents with online game addiction tend to spend more time and energy playing games than studying. This excessive gaming can lead to neglected academic responsibilities, potentially resulting in laziness, lack of focus, and loss of interest in learning.*

**Study Objective:** *To determine the relationship between online game addiction and learning motivation among students of SMA (Senior High School) X in South Tangerang.*

**Method:** *This study employs a comparative categorical analytical design using a cross-sectional method with a sample size of 101 high school students at SMA X in Tangerang. The sampling strategy used was purposive sampling, with data collected through questionnaires.*

**Result:** *Among the 101 students of SMA X, 73 (72.2%) experienced online game addiction, while 28 (27.7%) did not. Furthermore, it was found that 14 students (13.8%) had poor learning motivation, 74 students (73.2%) had moderate learning motivation, and 13 students (12.8%) had good learning motivation. Bivariate analysis using the Chi-Square test revealed a significant relationship between online game addiction and learning motivation, with a p-value  $<0.001$ , with a Spearman correlation coefficient of  $-0.367$  and a negative scatter plot pattern.*

**Conclusion:** *Based on the results of this study, it can be concluded that there is a significant negative relationship between online game addiction and learning motivation. The higher the level of online game addiction experienced by students, the lower their learning motivation.*

**Keyword:** *Addiction, online games, learning motivation, students, high school.*