

ABSTRAK

HUBUNGAN INTENSITAS BERMAIN *GAME ONLINE* TERHADAP PERILAKU AGRESIF MAHASISWA UNIVERSITAS SAHID SURAKARTA

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Latar Belakang: *Game online* merupakan permainan yang dihubungkan melalui sebuah internet. Pesatnya perkembangan teknologi internet, *game online* dapat berdampak dalam basis elektronik dan visual. *Game online* yang dimainkan secara berlebihan dapat mengakibatkan efek bagi individu. Perilaku agresif sudah menjadi permasalahan yang umum, dimana akhir-akhir ini cenderung semakin meningkat.

Tujuan Penelitian : Untuk mengetahui hubungan antara intensitas bermain game online terhadap perilaku agresif Mahasiswa Universitas Sahid Surakarta.

Metode Penelitian: Penelitian ini menggunakan rancangan penelitian korelasional dengan desain penelitian cross sectional. Subjek penelitian ini adalah mahasiswa laki-laki reguler aktif tahun 2018 menurut data per Januari 2022 yang berjumlah 51 mahasiswa. Teknik pengambilan sampel penelitian ini adalah total sampling. Pengumpulan data menggunakan kuesioner. Teknik analisis data menggunakan analisis korelasi rank spearman

Hasil Penelitian : Hasil penelitian menunjukkan bahwa mayoritas mahasiswa mempunyai intensitas bermain *game online* termasuk sedang sebanyak 30 orang (58,8 %) didukung dengan perilaku agresivitas juga termasuk sedang sebanyak 22 orang mahasiswa (43,1%). Hasil analisis bivariate hubungan antara variabel intensitas bermain *game online* dan variabel perilaku agresivitas mahasiswa dengan sampel sebanyak 51 mahasiswa dengan menggunakan analisa korelasi *spearman rho* diperoleh nilai r sebesar 0,710 dengan nilai signifikansi nilai (p value) $0,001 < 0,05$.

Simpulan : Ada hubungan intensitas bermain *game online* terhadap perilaku agresif pada mahasiswa Universitas Sahid Surakarta

Kata Kunci : Game Online, Perilaku Agresif, mahasiswa laki-laki

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ABSTRACT

THE CORRELATION OF THE INTENSITY OF PLAYING ONLINE GAMES TO THE AGGRESSIVE BEHAVIOR OF STUDENTS OF SAHID SURAKARTA UNIVERSITY

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Background: Online games are games that are connected via the internet. The development of internet technology makes online games can have an impact on an electronic and visual basis. Online games that are played excessively can affect the individual. Aggressive behavior has become an increasingly common problem.

Objectives: To determine the correlation between the intensity of playing online games on the aggressive behavior of students at Sahid Surakarta University

Method: This research used a correlational design with a cross-sectional approach. The subjects were regular active male students in 2018, with 51 students based on January 2022 data. The sampling technique was total sampling. Collecting data used a questionnaire. The data analysis technique used Kendall's tau-b test.

Results: The results showed that the majority of students had a moderate intensity of playing online games with 30 people (58.8 %). It is supported by aggressive behavior, which is also moderate as many as 22 students (43.1%). The results of the bivariate analysis show the correlation between the intensity of playing online games and the variable of aggressive student behavior with a sample of 51 students. Kendall's tau-b test analysis obtained an r value of 0.682 with a significance value (p value) of 0.000 <0.05.

Conclusion: There is a correlation between the intensity of playing online games on aggressive behavior in students at Sahid Surakarta University

Keywords: Online Games, Aggressive Behavior, Male Students

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