

**RELATIONSHIP BETWEEN SOCIAL INTERACTION IN MASSIVELY  
MULTIPLAYER ONLINE ROLE-PLAYING GAMES (MMORPG) WITH  
ONLINE GAME ADDICTION TENDENCY**

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**ABSTRACT**

*This study aims to determine whether there is a relationship between relationship between social interaction in massively multiplayer online role-playing games (MMORPG) with online game addiction tendency. The technique of collecting data using questionnaires with using Game Addiction Scale and Social Interaction in MMORPG Scale. Sample collected from 130 player of Seal Zen Online and Dragon Nest collected 130 MMORPG player using non-probability sampling technique with purposive sampling method. Then processed using Pearson correlation Product Moment analysis of Karl Pearson. The research showed, there is a correlation coefficient -0.153 and 0.083 significance ( $p > 0.05$ ) it shows that no relationship between social interaction in Massively Multiplayer Online Role-Playing Games (MMORPG) and Online Game Addiction Tendency.*

*Key words : Social Interaction In Massively Multiplayer Online Role-Playing Games, Online Game Addiction.*

# HUBUNGAN INTERAKSI SOSIAL DI GAME ONLINE JENIS MASSIVELY MULTIPLAYER ONLINE ROLE – PLAYING GAMES (MMORPG) DENGAN KECENDERUNGAN KECANDUAN GAME ONLINE

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## ABSTRAK

Penelitian ini bertujuan untuk mengetahui apakah terdapat hubungan antara interaksi sosial di game online jenis *massively multiplayer online role – playing games* (MMORPG) dengan kecenderungan kecanduan game online. Teknik pengumpulan data menggunakan kuesioner menggunakan alat ukur *Game Addiction Scale* dan Interaksi Sosial Di Game Online Jenis MMORPG. Sampel yang digunakan dalam penelitian ini adalah pemain game online *Seal Zen Online* dan *Dragon Nest* dengan kuota subyek berjumlah 130 orang dengan teknik sampling *non-probability sampling* dengan metode *purposive sampling*. Hasil penelitian di analisis menggunakan teknik korelasi Pearson Product Moment dari Karl Pearson. Berdasarkan hasil penelitian diperoleh nilai koefisien korelasi - 0.153 dan signifikansi 0,083 ( $p > 0,05$ ) hal tersebut menunjukkan bahwa tidak ada hubungan antara interaksi sosial di game online jenis MMORPG dengan kecanduan game online.

Kata kunci : interaksi sosial di game online jenis *massively multiplayer online role – playing games* (MMORPG), Kecanduan Game Online