Addictive Behavior of Game Online Mobile Legends and Learning

Achievement

(Siswa SMA Negeri X Bekasi)

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ABSTRACT

The purpose of this study is to determine the relationship between the addictive behavior of the online game mobile legends: bang bang with learning achievement. This research methodology uses a quantitative research design. The data collection technique used by the researcher was a measuring instrument in the form of a questionnaire. For data collection on online game addiction behavior, researcher used Game Addiction Scale (GAS) which was adapted from Lemmens et al (2009) with Likert scale measurements, while for learning achievement was taken from the average score of odd semester final examination academic year of 2021/2022. This study uses the product moment correlation hypothesis test with the results of the sig. (2-tailed) correlation value of $0.00 < 0.05$. So it can be concluded that Ha is accepted with a correlation value of -0.380. This suggests that the lesser the student's online gaming addiction behavior, the greater their academic accomplishment, and vice versa.

Keywords: addictive behavior, learning achievement, mobile legends: bang bang

Perilaku Adiksi *Game Online Mobile Legends* dan Prestasi Belajar

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ABSTRAK

Tujuan dari penelitian ini yaitu untuk mengetahui hubungan antara perilaku adiksi *game online mobile legends*: *bang bang* dengan prestasi belajar. Metodologi penelitian ini menggunakan desain penelitian kuantitatif. Teknik pengumpulan data peneliti menggunakan alat ukur dalam bentuk kuesioner. Untuk pengumpulan data perilaku adiksi *game online*, peneliti menggunakan *Game Addiction Scale* (GAS) yang diadaptasi dari Lemmens et al (2009) dengan pengukuran skala *likert*, sedangkan untuk pengumpulan data prestasi belajar menggunakan hasil nilai rata-rata Ujian Akhir Semester Ganjil 2021/2022. Penelitian ini menggunakan uji hipotesa korelasi *Product Moment* dengan hasil nilai korelasi sig.(2-tailed) sebesar $0,00 < 0.05$. Maka dapat disimpulkan H_a diterima dengan nilai korelasi sebesar -0,380. Hal ini menunjukkan bahwa semakin rendah perilaku kecanduan game online siswa, maka semakin tinggi prestasi akademik mereka, dan sebaliknya.

Kata Kunci: perilaku adiksi *game online*, prestasi belajar, *mobile legends: bang bang*