

***JOB CRAFTING SEBAGAI MEDIATOR HUBUNGAN ANTARA CAREER
COMPETENCIES DAN PLAYFUL WORK DESIGN PADA PEKERJA DI
SOCIETY 5.0***

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ABSTRAK

Skripsi ini menggunakan penelitian kuantitatif dengan tujuan untuk melihat apakah terdapat peran *job crafting* sebagai mediator hubungan antara *playful work design* dan *career competencies* pada pekerja di era *society 5.0*. Penelitian ini menggunakan metode kuantitatif dengan teknik *convenience sampling*. Subjek penelitian ini adalah pekerja di era *society 5.0*. Hasil penelitian ini menunjukkan bahwa *job crafting* berperan sebagai mediator yang menghubungkan *playful work design* dan *career competencies* dengan menggunakan *PROCESS V4.0 Procedure for SPSS* dari Andrew F.Hayes. Dapat disimpulkan bahwa hubungan antara *playful work design* dan *career competencies* semakin meningkat dengan adanya peran *job crafting* sebagai mediator. Harapan besar bagi peneliti dalam penelitian ini untuk dapat memberikan pedoman kepada para pekerja dan perusahaan di era *society 5.0*.

Kata kunci: *playful work design, job crafting, career competencies*

***JOB CRAFTING AS MEDIATOR OF THE RELATIONSHIP BETWEEN
CAREER COMPETENCIES AND PLAYFUL WORK DESIGN AT SOCIETY***

5.0

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ABSTRACT

This research use quantitative research with the purpose of seeking whether there is a role for job crafting as a mediator of the relationship between playful work design and career competence of employees in the era of society 5.0. This research use a quantitative method with a convenience sampling technique. The subjects of this research are employee in the society 5.0 era. The results of this research showing that job crafting acts as a mediator which connecting playful work design and career competence using PROCESS V4.0 Procedure for SPSS by Andrew F.Hayes. Can be conclude that the relationship between playful work design and career competence is increasing with the role of job crafting as a mediator. It is great of hope for the researchers in this research to be able to provide guidelines for employee and companies in era society 5.0.

Keywords: *Playful work design, job crafting, career competencies*