

PENGARUH KECANDUAN GAME ONLINE TERHADAP MOTIVASI BELAJAR SISWA KELAS 12 SMK PRATAMA MULYA KARAWANG

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ABSTRAK

Motivasi belajar merupakan aspek terpenting dalam dunia Pendidikan, motivasi belajar diartikan sebagai suatu dorongan baik dalam diri siswa maupun dari luar diri untuk menciptakan suatu usaha yang mengarah pada kegiatan. Motivasi belajar menimbulkan semangat yang mendorong individu merasa senang ketika melakukan aktivitas belajar sehingga motivasi belajar menjadi penentu hasil yang akan dicapai. Tujuan penelitian ini adalah untuk mengetahui pengaruh kecanduan *game online* terhadap motivasi belajar siswa kelas 12 SMK Pratama Mulya Karawang. Populasi dalam penelitian ini sebanyak 320 populasi dengan sampel yang diambil sebanyak 104 sampel menggunakan pendekatan kuantitatif dengan desain penelitian kausal-komparatif. Metode pengambilan sampel yang digunakan adalah *nonprobability sampling* dengan menggunakan teknik *quota sampling*, instrumen penelitian ini menggunakan alat ukur psikologi adopsi skala baku kecanduan *game online* (GAS) dari Lemmens, dkk., (2009) meliputi aspek *Salience, tolerance, mood modification, withdrawal, relapse, conflict, problems* dan adopsi skala baku motivasi belajar (MSLQ) dari Pintrich P.R. (1991) meliputi aspek *Intrinsic Goal Orientation*, aspek *extrinsic goal motivation*, aspek *task value*, aspek *control of learning beliefs*, aspek *self-efficacy for learning* dan aspek *test anxiety*. Teknik analisis data dalam penelitian ini adalah analisis regresi sederhana. Hasil penelitian menunjukkan nilai signifikansi dari variabel resiliensi bernilai $0,000 < 0,05$ maka H_a diterima dan H_0 ditolak, yang artinya ada pengaruh kecanduan *game online* terhadap Motivasi belajar siswa kelas 12 SMK Pratama Mulya Karawang. Hasil uji determinasi dapat diketahui nilai *R Square* bernilai 0,502, maka dapat disimpulkan pengaruh kecanduan *game online* sebesar 0,502 atau 50,2% terhadap motivasi belajar, selebihnya 49,8% dipengaruhi oleh variabel lain yang tidak diteliti dalam penelitian ini.

Kata Kunci : Kecanduan *Game Online*, Motivasi Belajar

**THE INFLUENCE OF ONLINE GAME ADDICTION ON THE LEARNING
MOTIVATION OF GRADE 12 STUDENTS AT SMK PRATAMA MULYA
KARAWANG**

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ABSTRACT

Learning motivation is the most important aspect in the world of education, learning motivation is defined as a drive both within students and from outside themselves to create an effort that leads to activities. Learning motivation creates enthusiasm that encourages individuals to feel happy when doing learning activities so that learning motivation determines the results to be achieved. The purpose of this study was to determine the effect of online game addiction on the learning motivation of grade 12 students of SMK Pratama Mulya Karawang. The population in this study was 320 populations with 104 samples taken using a quantitative approach with a causal-comparative research design. The sampling method used was nonprobability sampling using the quota sampling technique, this research instrument used a psychological measurement tool adopting the standard scale of online game addiction (GAS) from Lemmens, et al., (2009) including aspects of Salience, tolerance, mood modification, withdrawal, relapse, conflict, problems and adoption of the standard scale of learning motivation (MSLQ) from Pintrich P.R. (1991) includes aspects of Intrinsic Goal Orientation, aspects of extrinsic goal motivation, aspects of task value, aspects of control of learning beliefs, aspects of self-efficacy for learning and aspects of test anxiety. The data analysis technique in this study is simple regression analysis. The results of the study showed that the significance value of the resilience variable was $0.000 < 0.05$, so H_a was accepted and H_0 was rejected, which means that there is an influence of online game addiction on the learning motivation of class 12 students of SMK Pratama Mulya Karawang. The results of the determination test show that the R Square value is 0.502, so it can be concluded that the influence of online game addiction is 0.502 or 50.2% on learning motivation, the remaining 49.8% is influenced by other variables not examined in this study.

Keywords: Online Game Addiction, Learning Motivation