

HUBUNGAN INTENSITAS BERMAIN GAME ONLINE MOBILE LEGEND DENGAN SELF REGULATED LEARNING SISWA SMAN 1 PRAJEKAN DI BONDOWOSO

Bayu Dwi Maulana Putra¹, Iin Ervina², Anggraeni Swastika Sari³

bayuuudwi@gmail.com

Fakultas Psikologi, Universitas Muhammadiyah Jember

INTISARI

Self Regulated Learning merupakan suatu proses individu dalam mengatur pola belajarnya secara mandiri untuk memperoleh pengetahuan, seperti penetapan tujuan, perencanaan, strategi pembelajaran, penguatan diri dan intruksi diri. *Self regulated learning* sangat dibutuhkan oleh siswa dalam mengatur dirinya dalam meningkatkan kemampuan belajarnya. Penelitian ini bertujuan untuk mengetahui hubungan intensitas bermain *game online mobile legend* dengan *self regulated learning* siswa SMAN 1 Prajekan di Bondowoso. Jenis penelitian yang digunakan penelitian kuantitatif dengan metode korelasional. Populasi pada penelitian ini adalah siswa SMAN 1 Prajekan sebanyak 168 dengan sampel 122 siswa. Teknik pengambilan sampel menggunakan *purposive sampling*. Pengambilan data menggunakan *Google Form* dan penyebaran melalui pesan *Whatsapp*. Skala yang digunakan yaitu skala Intensitas Bermain *Game Online* yang diadaptasi dari penelitian Nugroho (2020) (18 item; $\alpha = 0.920$). Skala *Self Regulated Learning* diadaptasi dari penelitian Sari & linsiya (2022) (14 item; $\alpha = 0.698$). Hasil penelitian ini menunjukkan bahwa adanya hubungan yang negatif signifikan antara variabel intensitas bermain *game online mobile legend* (X) dengan variabel *self regulated learning* (Y) sebesar ($r = -0.461$; $p < 0.05$). Artinya semakin tinggi intensitas bermain *game online mobile legend* maka semakin rendah *self regulated learning* pada siswa, begitupun sebaliknya.

Kata kunci : *Self Regulated Learning, Intensitas Bermain Game Online Mobile Legend, Siswa.*

¹. Peneliti

². Dosen Pembimbing I

³. Dosen Pembimbing II

**THE RELATIONSHIP BETWEEN INTENSITY OF ONLINE GAME PLAY
MOBILE LEGEND WITH SELF REGULATED LEARNING OF STUDENTS OF
SMAN 1 PRAJEKAN IN BONDOWOSO**

Bayu Dwi Maulana Putra¹, Iin Ervina², Anggraeni Swastika Sari³

bayuuudwi@gmail.com

Faculty of Psychology, Muhammadiyah University of Jember

ABSTRACT

Self Regulated Learning is a process of individuals in regulating their learning patterns independently to obtain knowledge, such as goal setting, planning, learning strategies, self-reinforcement and self-instruction. Self-regulated learning is needed by students in regulating themselves in improving their learning abilities. This study aims to determine the relationship between the intensity of playing mobile legend online games with self-regulated learning of SMAN 1 Prajekan students in Bondowoso. The type of research used quantitative research with correlational methods. The population in this study was 168 students of SMAN 1 Prajekan with a sample of 122 students. The sampling technique uses purposive sampling. Data retrieval using Google Form and dissemination via Whatsapp messages. The scale used is the Online Game Playing Intensity scale adapted from Nugroho's (2020) research (18 items; $\alpha = 0.920$). The Self Regulated Learning scale is adapted from Sari & linsiya's (2022) research (14 items; $\alpha = 0.698$). The results of this study showed that there was a significant negative relationship between the variable intensity of playing mobile legend online games (X) with the variable self-regulated learning (Y) of ($r = -0.461$; $p < 0.05$). This means that the higher the intensity of playing mobile legend online games, the lower the self-regulated learning in students, and vice versa.

Keywords: Self Regulated Learning, The Intensity of Playing Mobile Legend Online Games, Students.

¹. Reseacher

². Firsth Supervisor

³. Second Supervisor