HUBUNGAN INTENSITAS BERMAIN *GAME ONLINE*

MOBILE LEGENDS DENGAN PRESTASI

BELAJAR PADA SISWA

Rahmat Ferisandi[1], Festa Yumpi Rahmanawati[2], Anggraeni Swastika Sari[3]

rferisandi@gmail.com

Fakultas Psikologi, Universitas Muhammadiyah Jember

INTISARI

Mobile Legends merupakan salah satu *game online* yang paling populer dikalangan pelajar saat ini. Siswa yang bermain *game online* dengan waktu yang lama dapat mengganggu aktivitas belajarya sehingga akan mempengaruhi prestasi belajar siswa. Tujuan dari penelitian ini adalah untuk mengetahui hubungan intensitas bermain *game online* dengan prestasi belajar siswa di SMPN 1 Cermee. Pendekatan penelitian ini menggunkan penelitian kuantitatif. Populasi penelitian sebanyak 121 siswa dengan jumlah sampel 93 siswa. Tekhnik sampel yang digunakan yaitu *purposive random sampling*. Skala yang digunakan yaitu Skala Intensitas Bermain *Game Online* yang diadaptasi dari penelitian Nugroho (2020) dan dokumentasi hasil belajar siswa yaitu rata-rata nilai raport siswa pada semester ganjil tahun ajaran 2023/2024. Hasil penelitian ini menunjukkan bahwa adanya hubungan yang negatif signifikan antara variabel intensitas bermain *game online* dengan prestasi belajar sebesar ($r = -0{,}214$; $p < 0{,}05$). Artinya semakin tinggi intensitas bermain *game online,* maka semakin rendah prestasi belajar siswa.

Kata Kunci: Intensitas Bermain *Game Online*, Prestasi Belajar, Siswa

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[1] Peneliti

[2] Dosen Pembimbing I

[3] Dosen Pembmbing II

THE RELATIONSHIP BETWEEN INTENSITY OF PLAYING

MOBILE LEGENDS ONLINE GAMES WITH

STUDENTS LEARNING ACHIEVEMENT

Rahmat Ferisandi[1], Festa Yumpi Rahmanawati[2], Anggraeni Swastika Sari[3]

rferisandi@gmail.com

Faculty of Psychology, Muhammadiyah University of Jember

ABSTRACT

Mobile Legends is one of the most popular online games among students today. Students who play online games for a long time can disrupt their learning activities which will affect student learning achievement. This research aims to determine the relationship between the intensity of playing online games and student learning achievement at SMPN 1 Cermee. This research approach uses quantitative research. The research population was 121 students with a sample size of 93 students. The sampling technique used was purposive random sampling. The scale used is the Online Game Playing Intensity Scale which was adapted from Nugroho's research (2020) and documentation of student learning outcomes, namely the average student report card scores in the odd semester of the 2023/2024 academic year. The results of this study indicate that there is a significant negative relationship between the intensity variable of playing online games and learning achievement ($r = -0.214$; $p < 0.05$). This means that the higher the intensity of playing online games, the lower the student's learning achievement

Keywords: intensity of playing online games, learning achievement, Student

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[1] Research

[2] Firs Supervisor

[3] Second Supervisor