

**PROGRAM STUDI SI KEERAWATAN FAKULTAS KEERAWATAN
INSTITUT PAYUNG NEGERI PEKANBARU
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**HUBUNGAN KECANDUAN *GAME ONLINE* TERHADAP PERILAKU
BULLYING DI SMP NEGERI 4 RENGAT KABUPATEN INDRAGIRI
HULU**

Xiv+106 Halaman+ 9 Tabel+ 1 Skema + 10 Lampiran

ABSTRAK

Masa remaja adalah masa dimana remaja sedang mengalami perubahan secara fisik, emosional dan secara sosial. Ada tiga faktor yang mempengaruhi resiko *bullying*: faktor keluarga, pengaruh media massa dan tekanan dari kelompok teman sebaya. Fenomena ini kerap kali terjadi dalam kondisi main *game online*. Dari aspek sudut pandang, game online mempunyai sisi positif dan negatif. Namun, penggunaannya berlebihan akses negatifnya sangat nyata. Ketagihan *game online* menyebabkan gangguan kognitif, emosional, dan perilaku, termasuk kehilangan kontrol atas permainan, pada akhirnya memicu perilaku *bullying*,serta kecenderungan untuk menutup diri untuk interaksi sosial. Tujuan penelitian Untuk mengidentifikasi hubungan kecanduan *game online* dengan perilaku *bullying* di siswa siswi SMP Negeri 4 Rengat Kabupaten Indragiri Hulu. Metode penelitian adalah kuantitatif yang menggunakan metode speman korelasi di tempat SMP Negeri 4 Rengat Kaupaten Indragiri Hulu pada tanggal 05-06 november 2024 dengan responden sebanyak 153 dengan instrumen penelitian lembar kuisioner *Game adiction Skale* (GAS) dan kuisioner *Olweus Bullying Victim Questioner(OBVQ)*. Hasil Penelitian didapatkan terdapat hubungan signifikan yang lemah antara *game online* dan perilaku *bullying*. Hubungan ini adalah ubungan yang positif dimana nilai $r = 0.389$ yaitu semakin tinggi kecanduan *game online* semakin tinggi perilaku *bullying*. Berdasarkan hasil ini, di rekomendasikan adanya edukasi dan kesadaran tentang efek buruk kecanduan *game online* terutama *bullying*, program intervensi social, mendorong emntauan *game* yang sehat.

Kata Kunci: Remaja, Kecanduan *game online* , *bullying*.

Daftar Pusaka : 34 (2019-2024)

**PROGRAM STUDI SI KEPERAWATAN FAKULTAS KEPERAWATAN
IKES PAYUNG NEERI PEKANBARU**

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***THE RELATIONSHIP BETWEEN ONLINE GAME ADICTION AND
BULLYING BEHAVIOR IN SMP NEGERI 4 RENGAT KABUPATEN
INDRAGIRI HULU***

Xiv+106 Page+ 9 Table+ 1 Schema + 10 Attachment

ABSTRACT

Adolescence is a time when teenagers are experiencing changes physically, emotionally and socially. There are three factors that influence the risk of bullying: family factors, mass media influence and pressure from peer groups. This phenomenon often occurs when playing online games. From an aspect of perspective, online games have positive and negative sides. However, his excessive use of negative access is very real. Addiction to online games causes cognitive, emotional and behavioral disorders, including loss of control over the game, ultimately triggering bullying behavior, as well as a tendency to close oneself off from social interactions. The aim of the research is to determine the relationship between online game addiction and bullying behavior among female students at SMP Negeri 4 Rengat, Indragiri Hulu Regency. The research method is quantitative using the correlation sperm method at SMP Negeri 4 Rengat Kaupaten Indragiri Hulu on 05-06 November 2024 with 153 respondents using the research instrument Game Addiction Skale (GAS) questionnaire and the Olweus Bullying Victim Questioner (OBVQ) questionnaire. The research results obtained showed that there was a weak significant relationship between online games and the dangers of bullying. This relationship is a positive relationship where the value of $r = 0.389$, namely the higher the online game addiction, the higher the bullying behavior. Based on these results, it is recommended that there be education and awareness about the bad effects of online game addiction, especially bullying, social intervention programs, encouraging healthy game monitoring.

Keybords : Adolescence, Addiction To Online Game , bullying.

Bibliography : 34 (2019-2024)