

## ABSTRAK

### HUBUNGAN ANTARA INTENSITAS BERMAIN GAME KOMPUTER ONLINE DAN INDEKS PRESTASI BELAJAR SISWA SMP

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Penelitian ini bertujuan untuk mengetahui hubungan antara intensitas bermain game komputer online dan indeks prestasi pelajar SMP. Hipotesis yang diajukan adalah ada hubungan negatif antara intensitas bermain game komputer online dan indeks prestasi pelajar SMP.

Subjek dari penelitian ini adalah 100 pelajar SMP yang berada di daerah Yogyakarta dan aktif bermain game komputer online selama 1 tahun. Pengumpulan data dilakukan melalui penyebaran skala intensitas bermain game komputer dan dokumentasi data indeks prestasi pelajar SMP. Koefisien reliabilitas dari skala intensitas bermain game komputer online adalah 0,858. Untuk mengetahui hubungan antara intensitas bermain game komputer online dan indeks prestasi belajar digunakan teknik Rank Spearman dari Spearman Brown.

Koefisien korelasi ( $r$ ) yang diperoleh dalam penelitian ini adalah 0,189 dengan taraf signifikansi ( $p$ ) 0,06. Hal ini berarti hipotesis ditolak sehingga tidak ada korelasi negatif antara intensitas bermain game komputer online dan indeks prestasi pelajar SMP.

Kata Kunci : *Intensitas, Game Komputer Online, Indeks Prestasi, Pelajar SMP*

**ABSTRACT**

**THE RELATIONSHIP BETWEEN THE INTENSITY OF PLAYING ONLINE  
COMPUTER GAMES AND JUNIOR HIGH STUDENT ACHIEVEMENT**

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This study aimed to determine the relationship between the intensity of playing online computer games and junior high student achievement index. Hypothesis is that there is a negative relationship between the intensity of playing online computer games and junior high student achievement index.

The subject of this research were 100 junior high students in the area of Yogyakarta and active to play computer games online for 1 year. The data was collected through the spread of the playing online computer games intensity scale and documentation data of junior high student achievement index. Reliability coefficient the intensity scale of online computer games playing was 0,858. To determine the relationship between the intensity of playing online computer games and school performance index used technique of Spearman's Rank by Spearman Brown.

The correlation coefficient ( $r$ ) obtained in this study is 0,189 with a significance level ( $p$ ) 0,06. This means that the hypothesis is rejected, so there is no negative correlation between the intensity of playing online computer games and junior high student achievement index.

*Keywords : Intensity, Online Computer Game, Achievement Index, Junior High Student*