

ABSTRAK

Tutfaut, Lenita Gretani. (2025). Hubungan antara Minat Membaca Komik Digital *Action* dan Perilaku Agresif di Kalangan Pembaca *Emerging Adulthood*. *Skripsi*. Yogyakarta: Psikologi, Fakultas Psikologi, Universitas Sanata Dharma.

Tujuan dari penelitian ini adalah untuk mengetahui hubungan antara minat membaca komik digital *action* dan perilaku agresif di kalangan pembaca *emerging adulthood*. Hipotesis dalam penelitian ini adalah terdapat hubungan positif antara minat membaca komik digital *action* dan perilaku agresif di kalangan pembaca *emerging adulthood*. Responden dalam penelitian ini berjumlah 155 pembaca aktif komik digital *action* usia 18 – 25 tahun. Penelitian ini menggunakan pendekatan kuantitatif dengan desain korelasional. Teknik pengambilan sampel yang digunakan adalah *non-probability sampling* dengan metode *convenience sampling*. Alat pengumpulan data yang digunakan untuk mengukur variabel perilaku agresif adalah *The Aggression Questionnaire* (Buss & Perry, 1992) yang telah diadaptasi ke Bahasa Indonesia, mencakup empat aspek: agresi fisik, agresi verbal, kemarahan dan permusuhan. Sementara itu, variabel minat membaca komik digital *action* diukur menggunakan skala adaptasi minat baca (Kusumaningrum, 2019) yang mencakup kesadaran manfaat membaca, perhatian terhadap membaca, rasa senang terhadap membaca, dan frekuensi membaca. Hasil analisis data menunjukkan adanya hubungan positif yang signifikan antara minat membaca komik digital *action* dan perilaku agresif pembaca *emerging adulthood* ($r = 0.430, 0.000 < 0,05$). Temuan ini mendukung teori pembelajaran sosial Bandura bahwa perilaku agresif dapat terbentuk melalui proses observasional terhadap model dalam media. Dengan demikian, hipotesis dalam penelitian ini diterima, yang berarti semakin tinggi minat membaca komik digital *action* maka semakin tinggi juga perilaku agresif di kalangan pembaca *emerging adulthood*. Namun, hasil ini tidak dapat diartikan sebagai hubungan sebab-akibat, karena menggunakan desain korelasional.

Kata kunci: minat baca, komik digital *action*, perilaku agresif, teori pembelajaran sosial, *emerging adulthood*.

ABSTARCT

Tutfaut, Lenita Gretani. (2025) *The Relationship Between Interest in Digital Action Comics and Aggressive Behavior Among Emerging Adults* [Undergraduate Thesis, Faculty of Psychology, Universitas Sanata Dharma]. Yogyakarta: Department of Psychology.

The aim of this study is to examine the relationship between interest in reading digital action comics and aggressive behavior among readers in emerging adulthood. The hypothesis proposed is that there is a positive relationship between the two variables. The respondents were 155 active readers of digital action comics aged 18–25 years. This study employed a quantitative approach with a correlational design. The sampling technique used was non-probability sampling, specifically convenience sampling. Aggressive behavior was measured using The Aggression Questionnaire (Buss & Perry, 1992), adapted into Indonesian, which consists of four aspects: physical aggression, verbal aggression, anger, and hostility. Interest in reading digital action comics was measured using an adapted reading interest scale (Kusumaningrum, 2019), which includes awareness of reading benefits, attention to reading, enjoyment of reading, and reading frequency. The data analysis revealed a significant positive relationship between interest in reading digital action comics and aggressive behavior among readers in emerging adulthood ($r = 0.430$, $p < 0.05$). These findings support Bandura's social learning theory, which emphasizes that aggressive behavior can be acquired through observational learning involving media models. Therefore, the hypothesis is accepted, indicating that higher interest in reading digital action comics is associated with higher levels of aggressive behavior among readers in emerging adulthood. However, this finding should not be interpreted as evidence of a causal relationship due to the correlational nature of the study.

Keywords: reading interest, digital action comics, aggressive behavior, social learning theory, emerging adulthood.