

**HUBUNGAN ANTARA *GAME ENGAGEMENT*
DAN PERILAKU AGRESIF SAAT BERMAIN
MOBILE LEGENDS-BANG BANG (MLBB) PADA DEWASA AWAL**

ABSTRAK

Rantumbanua, A. 2025. Hubungan antara *game engagement* dan perilaku agresif saat bermain Mobile Legends-Bang Bang (MLBB) pada dewasa awal. *Skripsi*. Yogyakarta: Psikologi, Fakultas Psikologi, Universitas Sanata Dharma.

Penelitian ini bertujuan untuk mengetahui hubungan antara *game engagement* dan perilaku agresif saat bermain Mobile Legends-Bang Bang (MLBB) pada dewasa awal. Hipotesis penelitian ini adalah semakin tinggi *game engagement* individu, maka semakin tinggi pula perilaku agresif individu saat bermain MLBB. Responden dalam penelitian ini adalah 222 individu berusia 18-40 tahun yang bermain MLBB mode *rank*, *classic*, dan *brawl*. Penelitian ini merupakan penelitian kuantitatif dengan teknik pengambilan data *convenience sampling*. Metode penskalaan dalam penelitian ini menggunakan dua skala model likert, yaitu skala *game engagement* yang diterjemahkan ke dalam bahasa Indonesia menggunakan metode *back-translation*, dan skala perilaku agresif saat bermain MLBB yang disusun dan dikembangkan oleh penulis. Skala *game engagement* memiliki koefisien reliabilitas sebesar 0.875 dan skala perilaku agresif saat bermain MLBB memiliki koefisien reliabilitas 0.887. Data penelitian dianalisis menggunakan teknik *Pearson Product Moment Correlation*. Hasil uji korelasi menunjukkan skor koefisien korelasi (r) sebesar 0.363 dan nilai signifikansi (p) 0.000. Berdasarkan hasil tersebut dapat disimpulkan bahwa ada hubungan positif yang signifikan antara *game engagement* dan perilaku agresif saat bermain MLBB. Semakin tinggi *game engagement* maka semakin tinggi pula perilaku agresif saat bermain MLBB pada individu.

Kata kunci: dewasa awal, *game engagement*, perilaku agresif, MLBB.

**CORRELATION BETWEEN GAME ENGAGEMENT
AND AGGRESSIVE BEHAVIOR WHILE PLAYING
MOBILE LEGENDS-BANG BANG (MLBB) IN EARLY ADULTS**

ABSTRACT

Rantumbanua, A. 2025. *Correlation between game engagement and aggressive behavior while playing Mobile Legend-Bang Bang (MLBB) in early adults.* Thesis. Yogyakarta: Psychology, Psychology Faculty, Sanata Dharma University.

This study aims to determine the relationship between game engagement and aggressive behavior when playing Mobile Legends-Bang Bang (MLBB) in early adults. The hypothesis of this study that the higher the individual's game engagement, the higher the individual's aggressive behavior when playing MLBB. Respondents in this study were 222 individuals aged 18-40 years who player MLBB rank, classic, and brawl modes. This research in a quantitative research with convenience sampling technique. The scaling method in this sturdy uses two liker model scales, namely the game engagement scale which translated into Indonesian using the back-translation method, and the aggressive behavior scale when playing MLBB which complied and developed by author. The game engagement scale has a reliability coefficient of 0.875 and the aggressive behavior while playing MLBB scale has a reliability coefficient of 0.887. The research data were analyzed using the Pearson Product Moment Correlation Coefficient (r) score of 0.363 and a significance value (p) 0.000. Based on these result, it can be concluded that there is a significant positive relationship between game engagement and aggressive behavior when playing MLBB. The higher game engagement, the higher the aggressive behavior while playing MLBB in individuals.

Keywords: early adulthood, game engagement, aggressive behavior, MLBB.