

ABSTRAK

Setyawijaya, H. B. (2026). Hubungan antara Intensitas Bermain *Game Online* jenis FPS dan Agresivitas Siswa SMP. *Skripsi*. Yogyakarta: Psikologi, Fakultas Psikologi, Universitas Sanata Dharma.

Tujuan dari penelitian ini adalah untuk mengetahui hubungan antara intensitas bermain game online jenis FPS (*First-Person Shooter*) dan agresivitas pada siswa SMP. Hipotesis dalam penelitian ini adalah terdapat hubungan positif antara intensitas bermain game online jenis FPS dan agresivitas. Penelitian ini melibatkan 191 partisipan yang merupakan siswa SMP dengan rentang usia 11 hingga 16 tahun dan aktif bermain game online jenis FPS. Pengumpulan data dilakukan dengan menyebarkan kuesioner penelitian yang terdiri dari skala intensitas bermain game online jenis FPS (12 aitem, $\alpha = 0,749$) yang mencakup aspek frekuensi, durasi, perhatian, dan keterlibatan emosional, serta skala agresivitas (12 aitem, $\alpha = 0,704$) yang meliputi aspek agresi fisik, agresi verbal, kemarahan, dan permusuhan. Hasil uji analisis menunjukkan bahwa variabel intensitas bermain game online jenis FPS berkorelasi positif dengan agresivitas. Kedua variabel tersebut memiliki nilai koefisien korelasi $r = 0,669$ dengan nilai signifikansi $p = 0,000$ ($p < 0,05$). Hal ini menunjukkan bahwa semakin tinggi intensitas bermain game online jenis FPS, maka semakin tinggi pula tingkat agresivitas pada siswa SMP.

Kata kunci: intensitas bermain *game online*, FPS, agresivitas, siswa SMP.

ABSTRACT

Setyawijaya, H. B. (2026). The Correlation between FPS Online Gaming Intensity and Aggression among Junior High School Students. *Thesis*. Yogyakarta: Psychology, Faculty of Psychology, Sanata Dharma University.

The purpose of this study was to examine the relationship between the intensity of playing online games of the First-Person Shooter (FPS) genre and aggressiveness among junior high school students. The hypothesis of this study was that there is a positive relationship between the intensity of playing FPS-type online games and aggressiveness. This study involved 191 participants who were junior high school students aged between 11 and 16 years and actively played FPS-type online games. Data were collected through a research questionnaire consisting of a scale measuring the intensity of playing FPS online games (12 items, $\alpha = 0.749$), which included aspects of frequency, duration, attention, and emotional involvement, as well as an aggressiveness scale (12 items, $\alpha = 0.704$), covering aspects of physical aggression, verbal aggression, anger, and hostility. The results of the analysis showed that the intensity of playing FPS online games was positively correlated with aggressiveness. The correlation coefficient between the two variables was $r = 0.669$ with a significance value of $p = 0.000$ ($p < 0.05$). This indicates that the higher the intensity of playing FPS online games, the higher the level of aggressiveness among junior high school students.

Keywords: *online game playing intensity, FPS, aggression, junior high school students.*

