

ABSTRAK

Penelitian ini bertujuan untuk mengetahui hubungan antara emotional focus coping dengan kecanduan game online pada mahasiswa Universitas Mercu Buana Yogyakarta. Hipotesis penelitian adalah ada hubungan positif antara emotional focus coping dengan kecanduan game online pada mahasiswa Universitas Mercu Buana Yogyakarta. Subjek pada penelitian ini berjumlah 75 subjek, yaitu mahasiswa aktif Universitas Mercu Buana Yogyakarta dengan rentang usia 17-23 tahun. Pengambilan data menggunakan Skala Kecanduan Game Online dan Skala Emotional Focus Coping. Teknik analisis data yang digunakan adalah uji korelasi Product Moment. Hasil uji korelasi untuk variabel kecanduan game online dengan emotional focus coping menunjukkan $r_{xy} = 0,227$ ($p < 0,05$), berarti ada korelasi yang positif antara emotional focus coping dengan kecanduan game online. Sumbangan Efektif (R^2) menunjukkan bahwa emotional focus coping terhadap kecanduan game online berkontribusi sebesar 5,1% dan 94,9% dipengaruhi oleh faktor lain.

Kata Kunci : *Emotional Focus Coping, Kecanduan Game Online*

ABSTRACT

This study aims to determine the relationship between emotional focus coping with online game addiction in Mercu Buana University students, Yogyakarta. The research hypothesis is

that there is a positive relationship between emotional focus coping and online game addiction in Mercu Buana University students, Yogyakarta. The subjects in this study amounted to 75 subjects, namely active students at Mercu Buana University Yogyakarta with an age range of 17-23 years. Collecting data using Online Game Addiction Scale and Emotional Focus Coping Scale. The data analysis technique used is the Product Moment correlation test. The results of the correlation test for the online game addiction variable with emotional focus coping showed $r_{xy} = 0.227$ ($p < 0.05$), meaning that there was a positive correlation between emotional focus coping and online game addiction. Effective Contribution (R^2) shows that emotional focus coping on online game addiction contributes 5.1% and 94.9% is influenced by other factors.

Keywords: *Emotional Focus Coping, Online Game Addiction*