

Abstrak

Penelitian ini bertujuan untuk mengetahui dampak psikologis *game online mobile legends* pada kalangan pelajar SMA. Partisipan penelitian ini adalah 3 pelajar SMA yang bermain *game online mobile legends* dengan minimal kurun waktu 2 bulan. Partisipan penelitian ini yaitu, LR, HW, dan MH. Penelitian ini menggunakan metode kualitatif dengan pendekatan fenomenologi. Pengumpulan data dilakukan dengan metode wawancara semi terstruktur dan observasi. Penelitian ini memperoleh hasil bahwa *game online mobile legends* dapat menyebabkan pemainnya kecanduan bermain game. Ketiga partisipan merasa bahwa secara sadar dan tidak sadar *game online mobile legends* dapat berdampak terhadap para pemainnya, hal-hal yang dirasakan dari ketiga partisipan cukup beragam mulai dari media hiburan, media komunikasi dan jejaring sosial untuk menambah pertemanan (*in-game*). Selain dari pada itu hal-hal yang berdampak negatif pada psikologis partisipan yang dirasakan seperti istirahat yang kurang karena sering bergadang, ketagihan terhadap *game online mobile legends*, pikiran yang terlalu fokus kedalam game sehingga mengabaikan aspek-aspek disekelilingnya, emosi serta konflik yang terjadi didalam *game* dengan menggunakan bahasa kasar yang terdapat didalam *chat* pada *game*, prestasi disekolah yang terganggu akibat sering tidur dan bermain game dikelas, mengabaikan aspek sosial seperti tugas dirumah & keluarga.

Kata kunci : dampak, psikologis, game online, mobile legends, pelajar SMA.

Abstract

This study aims to determine the psychological impact of mobile legends online games on high school students. The participants of this study were 3 high school students who played mobile legends online games for a minimum of 2 months. The participants of this research are, LR, HW, and MH. This study uses a qualitative method with a phenomenological approach. Data was collected using semi-structured interviews and observation. This study found that mobile legends online games can cause players to become addicted to playing games. The three participants feel that consciously and unconsciously mobile legends online games can have an impact on their players, the things that are felt by the three participants are quite diverse ranging from entertainment media, communication media and social networks to increase friendship (in-game). Apart from that, things that have a negative impact on the psychology of participants are felt such as lack of rest because they often stay up late, addiction to online mobile legends games, thoughts that are too focused on the game so that they ignore aspects around them, emotions and conflicts that occur in the game. by using abusive language contained in the chat on the game, disrupted school performance due to frequent sleep and playing games in class, ignoring social aspects such as homework and family.

Keywords: *impact, psychological, online games, mobile legends, high school students.*