

## ABSTRAK

### STUDI KORELASI PENGARUH INTENSITAS PENGGUNAAN *GAME ONLINE* TERHADAP PRESTASI BELAJAR SISWA-SISWI DI SMPK TUNAS BANGSA DI KOTA KUPANG

**Sandra Clarissa Umbu Datta**

Kemajuan teknologi informasi terutama internet yang begitu pesat menjadikan *game online* sebagai salah satu hal yang sulit untuk dipisahkan dari para pengguna *gadget* termasuk anak-anak di sekolah, karena *game online* sangat mudah diakses dengan koneksi internet. Penulisan skripsi ini bertujuan untuk memaparkan hasil studi korelasi antara intensitas penggunaan *game online* dengan prestasi belajar siswa. Alasan pokok dibalik pelaksanaan penelitian ini adalah untuk mengetahui sejauh mana hubungan bermain *game online* dapat mempengaruhi prestasi siswa-siswi di sekolah.

Dengan adanya *game online*, berpotensi menimbulkan dampak positif dan negatif, dampak ini mengakibatkan penurunan prestasi belajar siswa di sekolah, dan ada yang mengatakan bahwa *online game* dapat meningkatkan semangat belajar jika penggunaan waktu dapat diatur. Dengan ambiguitas seperti ini, penelitian dengan metode kuantitatif ini dilakukan di SMPK Tunas Bangsa di Kota Kupang, dengan populasi sebanyak 105 anak dan sampel sebanyak 53 anak. Pengumpulan data menggunakan kuesioner dan wawancara.

Dari data yang berhasil dikumpulkan dan hasil analisis dengan menggunakan teknik korelasi *Kendall Tau's*, penulis mendapatkan bahwa ada hubungan negatif signifikan ( $r = -0.010$ ) antara intensitas bermain *game online* dengan prestasi belajar siswa-siswi di sekolah tersebut. Namun, studi lebih lanjut dengan jumlah siswa yang lebih banyak dan lebih banyak sekolah yang terlibat dapat memberikan gambaran yang lebih baik mengenai situasi ini.

**Kata kunci** : kemajuan teknologi, korelasi, intensitas, *game online*, prestasi belajar

## ABSTRACT

### A CORRELATIONAL STUDY ON THE INFLUENCE OF INTENSITY IN PLAYING ONLINE GAMES ON ACADEMIC ACHIEVEMENTS OF TUNAS BANGSA CHRISTIAN JUNIOR HIGH SCHOOL IN KUPANG

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The highly progressive development of information technology especially the internet, online games have been one of the most difficult thing to separate from the lives of students that owned electronic gadegets wherever an internet connection is available to them. This report is aimed at exposing the results of a correlational study on the relationship between academic achievements at school of junior high school students and their itensity in playing online games. The aim of this study was to investigate whether there is any significant relationship between the two variables and to analyse and discuss how strong these relationships are.

Previous studies have shown that online games may have either positive or negative influences on the academic achievements of school students. Online games were shown to reduce academic performance (lower grades) for those playing online games intensively while other reports show the opposite. In such an ambigious situation, this study was carried out at Tunas Bangsa Christian Junior High School. A quantitative research method was employed in this study. Data were collected by using pre-validated questionnaires with 58 respondents out of 105 students at this school. Data were collected by questionnaires and some of them were interviewed. Data collected were later tabulated and then analysed using Kendall's tau correlation.

The results show that there was a non-significant negative correlation ( $r = - 0.010$ ) between academic achievements and intensity of playing online games. It can therefore be concluded that intensity of playing online game may not be the only factor that influence academic achievement of students at this school. However, further studies with larger number of students and more schools involved may provide better picture about this situation.

**Keywords** : Technological advances, correlation, intensity, online gaming, academic performance