

ABSTRAK

Penelitian ini bertujuan untuk mengetahui hubungan antara *adversity* ini berjumlah 100 orang. Penentuan subjek penelitian menggunakan metode *Nonprobability Sampling*. Pengumpulan data menggunakan alat ukur berupa Skala *Adversity Quotient quotient* dengan kecanduan *game online* pada remaja. Hipotesis yang diajukan dalam penelitian ini adalah terdapat hubungan negatif antara *adversity quotient* dengan kecanduan *game online* pada remaja. Subjek penelitian dan Kecanduan *Game Online* pada remaja. Metode analisis yang digunakan adalah *Pearson Correlation*. Hasil analisis diperoleh nilai korelasi sebesar $r = -0.365$ dan $p = 0,000$ ($p < 0,01$). Nilai koefisien determinasi (*R squared*) sebesar 0.133 yang berarti *adversity quotient* memberikan sumbangan efektif sebesar 13.3% terhadap kecanduan *game online*. Hasil penelitian menunjukkan terdapat hubungan negatif antara *adversity quotient* dengan kecanduan *game online* pada remaja. Semakin tinggi *adversity quotient* yang dimiliki maka semakin rendah kecanduan *game online*, sebaliknya apabila semakin rendah *adversity quotient* maka semakin tinggi kecanduan *game online*.

Kata Kunci : kecanduan *game online*, *adversity quotient*, *game online*, remaja

ABSTRACT

This study aims to determine the relationship between adversity quotient with game online addiction in teenager. The hypothesis of this study is that there is negative relationship between adversity quotient with game online addiction in teenager. Research subjects are determined by Nonprobability Sampling method. Research data collection used a measurement tool of Adversity Quotient Scale and Game Online Addiction in teenager scale. Data analysis method used is Pearson Correlation. Data analysis results obtained correlation value $r = -0.365$ and $p = 0.000$ ($p < 0,01$). The coefficient determination (R squared) which means adversity quotient give contribution effective amounted to 13.3% against game online addiction. The result show that there is a significant negative correlation between adversity quotient with game online addiction in teenager. The higher adversity quotient the lower game online addiction, otherwise the lower adversity quotient, the higher game online addiction.

Keyword : *Game Online Addiction, Adversity Quotient, Game Online, Teenager*