

ABSTRAK

Penelitian ini bertujuan untuk mengetahui hubungan antara kecanduan game online dengan prokrastinasi akademik pada mahasiswa yang bermain Roblox. Hipotesis yang diajukan adalah terdapat hubungan positif antara kecanduan game online dengan prokrastinasi akademik, yaitu semakin tinggi kecanduan game online maka semakin tinggi pula prokrastinasi akademik mahasiswa. Subjek penelitian berjumlah 111 mahasiswa aktif dari berbagai perguruan tinggi di Indonesia yang bermain Roblox, dipilih menggunakan teknik purposive sampling. Pengumpulan data dilakukan secara daring melalui google form menggunakan Skala Prokrastinasi Akademik dan Skala Kecanduan Game Online. Analisis data menggunakan uji korelasi non-parametrik Spearman Rho karena data tidak berdistribusi normal. Hasil penelitian menunjukkan koefisien korelasi sebesar $r = 0,580$, $p\text{-value} = 0,000$ ($p < 0,05$), yang berarti terdapat hubungan positif dan signifikan antara kecanduan game online dengan prokrastinasi akademik pada mahasiswa yang bermain Roblox, sehingga hipotesis penelitian diterima. Kecanduan game online memberikan sumbangan efektif 33,64% terhadap prokrastinasi akademik, sedangkan 66,36% sisanya dipengaruhi oleh faktor lain yang tidak diteliti dalam penelitian ini. Hasil kategorisasi menunjukkan sebagian besar subjek berada pada tingkat kecanduan game online tinggi (71,2%) serta prokrastinasi akademik pada kategori sedang hingga tinggi.

Kata kunci: kecanduan game online, mahasiswa, prokrastinasi akademik

ABSTRACT

This study aims to examine the relationship between online game addiction and academic procrastination among university students who play Roblox. It was hypothesized that there is a positive relationship between online game addiction and academic procrastination, meaning that the higher the online game addiction, the higher the academic procrastination. The subjects were 111 active college students from various universities in Indonesia who play Roblox, selected through purposive sampling. Data were collected online via google form using the Academic Procrastination Scale and the Online Game Addiction Scale were analyzed using the non-parametric Spearman Rho correlation test since the data were not normally distributed. Results showed a correlation coefficient $r = 0.580$, $p\text{-value} = 0.000$ ($p < 0.05$), indicating a significant positive relationship between online game addiction and academic procrastination among Roblox-playing students, therefore the research hypothesis was accepted. Online game addiction contributed as much as 33.64% to academic procrastination, while the remaining 66.36% was influenced by other factors not examined in this study. Categorization results showed that most subjects had a high level of online game addiction (71.2%) and moderate to high academic procrastination.

Keywords: academic procrastination, college student. online game addiction