

## ABSTRACT

### **THE RELATIONSHIP BETWEEN *ONLINE GAME* ADDICTION AND AGGRESSIVE BEHAVIOR AMONG ADOLESCENTS AT MTS AL FATAH JABON, KEDUNGPANDAN VILLAGE, JABON DISTRICT, SIDOARJO REGENCY**

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Features in *online games*, such as music effects, engaging visual animations, and the ability for players to customize the game's appearance, can increase engagement to the point of causing addiction among adolescents. This condition can lead to various negative effects, one of which is an increase in aggressive behavior resulting from exposure to violent content in games. Uncontrolled aggressive behavior has the potential to affect adolescents' social relationships and development. This study aims to analyze the relationship between *online game* addiction and aggressive behavior among adolescents at MTs Al Fatah Jabon, Kedungpandan Village, Jabon Subdistrict, Sidoarjo Regency. The research *design* used a correlational analysis with a *cross-sectional* approach. The study population consisted of all students at MTs Al Fatah Jabon, and total *sampling* was used, resulting in 115 respondents. The instruments used were the *Internet Gaming Disorder Scale* (IGD-20) and the *Buss-Perry Aggression Questionnaire* (BPAQ). The results of the study indicate that less than half of the respondents (43.8%) suffer from *online gaming* addiction, while the majority of respondents (54.8%) exhibit high levels of aggressive behavior. The analysis reveals a correlation between *online gaming* addiction and aggressive behavior among adolescents at Mts Al Fatah Jabon in Kedungpandan Village, Jabon Subdistrict, Sidoarjo Regency. The higher the level of *online game* addiction, the higher the level of aggressive behavior. These findings underscore the importance of efforts to prevent *online game* addiction through increased parental supervision of gaming, limiting playtime, promoting healthy digital literacy, and fostering positive activities within the family and school environments to reduce aggressive behavior among adolescents.

***Keywords: Online Gaming Addiction, Aggressive Behavior, Adolescents***

## ABSTRAK

### HUBUNGAN KECANDUAN *GAME ONLINE* DENGAN PERILAKU AGRESIF PADA REMAJA DI MTS AL FATAH JABON DESA KEDUNGPANDAN KEC. JABON KAB. SIDOARJO

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Fitur dalam *game online* seperti efek musik, animasi visual yang menarik, serta kemampuan pemain mengatur tampilan permainan dapat meningkatkan ketertarikan bermain hingga menyebabkan kecanduan pada remaja. Kondisi ini dapat menimbulkan berbagai dampak negatif, salah satunya peningkatan perilaku agresif akibat paparan konten kekerasan dalam permainan. Perilaku agresif yang tidak terkendali berpotensi memengaruhi hubungan sosial dan perkembangan remaja. Penelitian ini bertujuan menganalisis hubungan kecanduan *game online* dengan perilaku agresif pada remaja di MTs Al Fatah Jabon, Desa Kedungpandan, Kecamatan Jabon, Kabupaten Sidoarjo. *Desain* penelitian menggunakan analitik korelasi dengan pendekatan *cross sectional*. Populasi penelitian adalah seluruh siswa MTs Al Fatah Jabon dengan teknik total *sampling* sehingga diperoleh 115 responden. Instrumen yang digunakan yaitu *Internet Gaming Disorder Scale* (IGD-20) dan *Buss-Perry Aggression Questionnaire* (BPAQ). Hasil penelitian menunjukkan bahwa kurang dari setengah responden (43,8%) mengalami kecanduan *game online*, mayoritas responden (54,8%) memiliki perilaku agresif tinggi. Hasil analisis menunjukkan kecenderungan hubungan antara kecanduan *game online* dan perilaku agresif pada remaja di Mts Al Fatah Jabon Desa Kedungpandan Kec. Jabon Kab. Sidoarjo. Semakin tinggi kecanduan *game online* maka semakin tinggi perilaku agresif. Hasil penelitian ini menegaskan pentingnya upaya pencegahan kecanduan *game online* melalui peningkatan pengawasan orang tua dalam penggunaan game, pembatasan waktu bermain, edukasi digital yang sehat, dan aktivitas positif di lingkungan keluarga dan sekolah untuk mengurangi perilaku agresif pada remaja.

**Kata Kunci :** Kecanduan *Game Online*, Perilaku Agresif, Remaja