

**Hubungan Antara Intensitas Bermain Game Online Dengan Perilaku *Bullying*
Pada Remaja Di Warnet Mifa.Net Stabat**

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ABSTRAKSI

Penelitian ini bertujuan untuk melihat apakah ada hubungan antara intensitas bermain game online dengan perilaku *bullying* pada remaja di warnet Mifa.net Stabat. Metode penelitian yang digunakan adalah kuantitatif. Subjek dalam penelitian ini berjumlah 50 orang remaja berusia 12-15 tahun.

Berdasarkan uraian teoritis maka diajukan hipotesis dari penelitian ini yang berbunyi ada hubungan positif antara intensitas bermain game online dengan perilaku *bullying* pada remaja artinya semakin tinggi intensitas bermain *game online* maka semakin tinggi perilaku *bullying*, sebaliknya semakin rendah intensitas bermain *game online* maka semakin rendah perilaku *bullying* remaja. Untuk membuktikan hipotesis di atas maka digunakan metode analisis data *Product Moment*, dimana berdasarkan hasil diperoleh sebagai berikut : 1). Ada hubungan positif antara intensitas bermain game online dengan perilaku *bullying* pada remaja di warnet Mifa.Net Stabat. Hasil ini dibuktikan dengan korelasi $r_{xy} = 0,606$. 2). Sumbangan intensitas bermain game online terhadap perilaku *bullying* adalah sebesar 36,7%. 3). Dari hasil analisis penelitian intensitas game online tergolong tinggi dengan rata-rata hipotetik 20 dengan mean empirik 22,1600, dan perilaku *bullying* tergolong tinggi dengan mean hipotetik sebesar 52 dengan mean empirik sebesar 58,9000.

Kata Kunci : intensitas *game online* , Perilaku *Bullying*.

Relationship between Intensity of Playing Games Online with Bullying Behavior in Teens in figuring Mifa.Net Stabat

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ABSTRACT

This study aimed to see whether there is a relationship between the intensity of playing games online with bullying behaviors in adolescents in Mifa.net Stabat. The research method used is quantitative. Subjects in this study amounted to 50 adolescents aged 12-15 years.

Based on the theoretical description of the proposed hypothesis of this study which says there is a positive relationship between the intensity of playing games online with bullying behaviors in adolescents means that the higher the intensity of playing online games, the higher the bullying behavior, conversely the lower the intensity of playing online games, the lower adolescent bullying behavior . To prove the above hypothesis we used the method of data analysis Product Moment, which is based on the results obtained as follows: 1). There is a positive relationship between the intensity of playing games online with bullying behaviors in adolescents in Mifa.Net Stabat. This is evidenced by the results of correlation $r_{xy} = 0.606$. 2). Donations intensity play games online against bullying behavior is of 36.7%. 3). From the analysis of the research intensity of online games is high with an average of 20 with a hypothetical empirical mean 22.1600, and bullying behaviors is high with hypothetical mean of 52 with the empirical mean of 58.9000.

Keywords : Online Game Intensity, Bullying Behavior.