

PERANAN MOTIVASI, CIRI KEPERIBADIAN DAN KECEMASAN SOSIAL TERHADAP KECANDUAN GAME ONLINE

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ABSTRAK

Penelitian ini bertujuan untuk melihat peranan motivasi, ciri kepribadian dan kecemasan sosial terhadap kecanduan game online. Data diperoleh dari 553 pemain game online melalui survey internet di seluruh Indonesia. Pengumpulan data dalam penelitian ini menggunakan metode kuisioner skala. Teknik analisis data menggunakan teknik analisis regresi berganda. Hasil yang diperoleh kecemasan sosial, ciri kepribadian *conscientiousness*, *openness* dan *neuroticism* secara bersama-sama mampu memprediksi kecanduan game online sebesar 23,1%. Kecemasan sosial berperan sebesar 12,98% dalam memprediksi kecanduan, *conscientiousness* dengan sumbangan efektif sebesar 6,64%, *neuroticism* dengan sumbangan efektif sebesar 4,15% sedangkan variabel *openness* memiliki nilai negatif sebesar 0,69%. Hasil penelitian ini menunjukkan bahwa kecemasan sosial dan ciri kepribadian *conscientiousness*, *openness* dan *neuroticism* memiliki pengaruh terhadap kecanduan game online. Semakin tinggi individu yang bermain game online mengalami kecemasan sosial semakin mudah mereka untuk kecanduan terhadap game online, selain itu para pemain yang memiliki ciri kepribadian *conscientiousness* dan *neuroticism* tinggi akan semakin rentan terhadap kecanduan game online, selain itu pemain game online yang memiliki ciri kepribadian *openness* rendah juga akan mudah mengalami kecanduan terhadap game online. Sedangkan ciri kepribadian *extraversion* dan *agreeableness* tidak memiliki pengaruh terhadap kecanduan game online, begitu pula dengan motivasi bermain game online.

Kata kunci: *motivasi, ciri kepribadian, kecemasan sosial dan kecanduan game online.*

THE ROLE OF MOTIVATION, PERSONALITY TRAITS AND SOCIAL ANXIETY TOWARD ADDICTION TO ONLINE GAMES.

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ABSTRACT

The purpose of this research is to examine the role of motivation, personality traits, social anxiety toward addiction to online games. The data were obtained from 553 of online games player throughout online survey across Indonesia. The data submission used in this research is using a scale questionnaire method. Data analysis uses the technic of multiple regression analysis techniques. The obtained result show that social anxiety, conscientiousness, openness and neuroticism traits all together have 23,1% contribution toward addiction to online games. The finding also report that social anxiety have a significant role by 12,9%. In predicting online games addiction, conscientiousness have contribution of 6,64%, neuroticism 4,15% while openness has a negative value of 0,69%. Result of this research showed that social anxiety, conscientiousness, openness dan neuroticism have an impact on the online games addiction. The higher the individuals who play online games have social anxiety, more easily they became addicted to online game. Players who have high conscientiousness and neuroticism traits will be vulnerable to online games addiction, in addition to online games player who have low openness traits also be easy to become addicted ton online games. While ectraversion and agreeblenness traits has no influence on online games addiction, as well as the motivation to play online games.

Keyword: *motivation, personality traits, social anxiety and addiction to online games.*



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