

INTISARI

Prestasi akademik memiliki peran penting dalam keberhasilan akademik. Prestasi akademik dapat meningkatkan kepercayaan diri dan memudahkan siswa melanjutkan pendidikan ke jenjang berikutnya. Penelitian ini bertujuan untuk mengetahui peran pemantauan orang tua dan kecanduan game *Mobile Legend: Bang Bang* terhadap prestasi akademik. Partisipan penelitian ini adalah 150 siswa SMP Negeri 1 Ngraho di Kabupaten Bojonegoro, Jawa Timur. Penelitian ini menggunakan metode penelitian kuantitatif dengan menggunakan metode survei dalam pengumpulan data. Hasil penelitian menunjukkan ada korelasi positif antara pemantauan orang tua dan prestasi akademik dan pengaruh positif pemantauan orang tua terhadap prestasi akademik ($\beta = .530$, $p - value = .000$) baik pada siswa dengan kecanduan game ($\beta = .563$, $p - value = .000$) maupun tidak kecanduan game ($\beta = .513$, $p - value = .000$), serta ada korelasi negatif antara pemantauan orang tua dan kecanduan game, tetapi tidak ada korelasi kecanduan game online dan prestasi akademik ($\beta = .030$, $p - value = .674$). Pemantauan orang tua memiliki peran yang lebih besar terhadap prestasi akademik siswa SMP daripada kecanduan game online.

Kata kunci: pemantauan orang tua, kecanduan game online, prestasi akademik, siswa SMP

ABSTRACT

Academic achievement has an important role to play in academic success. Academic achievement can increase self-confidence and make it easier for students to continue their education to the next level. This study aims to determine the role of parental monitoring and addiction to the Mobile Legend: Bang Bang game on academic achievement. The participants of this study were 150 students of SMP Negeri 1 Ngraho in Bojonegoro Regency, East Java. This research uses quantitative research methods with using survey methods in collecting data. The results showed that there was a positive correlation between parental monitoring and academic achievement and the positive influence of parental monitoring on academic achievement ($\beta = .530$, $p - value = .000$) in both students with game addiction ($\beta = .563$, $p - value = .000$) and not game addiction ($\beta = .513$, $p - value = .000$), and there was a negative correlation between parental monitoring and game addiction, but there was no correlation between online game addiction and academic achievement ($\beta = .030$, $p - value = .674$). Parental monitoring has a greater role in academic achievement of junior high school students than online game addiction.

Keywords: parental monitoring, online game addiction, academic achievement, junior high school students