

ABSTRACT

Video game addiction has become the center of attention of the researchers across the world, marked by the emergence of video game addiction in DSM 5 as internet gaming disorder. Unfortunately, most of those research are still focused in adolescence even though the majority of children nowadays had also played video game with various level of underlying motivation. Parents as the facilitator of those children in using the device to play video game need to mediate the interaction of their children and the game they played. This research is aimed to determine the relationship between gaming motivation and parental mediation toward the video game addiction tendency. This research involved 233 children aged 9-12 years old. Demographic questionnaire, gaming motivation scale, parental mediation scale, and video game addiction tendency scale were used in this research. Path analysis conducted showed that parental mediation as a whole doesn't have significant effect to video game addiction tendency. Nevertheless, gatekeeping dimension from parental mediation variable became a moderator of the relationship between gaming motivation and video game addiction tendency.

Keywords : *video game addiction, gaming motivation, parental mediation.*

INTISARI

Adiksi *video game* menjadi perhatian para peneliti di dunia, ditandai munculnya adiksi *video game* dalam DSM 5 sebagai *internet gaming disorder*. Namun kebanyakan penelitian tersebut masih berfokus pada remaja meski saat ini, mayoritas anak-anak juga sudah bermain *video game* dengan berbagai tingkatan motivasi yang melatarbelakanginya. Orangtua sebagai pihak yang memfasilitasi anak dengan perangkat untuk bermain *game* perlu memediasi interaksi anak dengan *game* yang dimainkannya. Penelitian ini bertujuan untuk mengetahui hubungan antara motivasi bermain *video game* dan mediasi orangtua terhadap kecenderungan adiksi *video game*. Penelitian ini melibatkan 233 anak berusia 9-12 tahun.. Analisis jalur yang dilakukan menunjukkan bahwa mediasi orangtua secara keseluruhan tidak memberikan pengaruh signifikan terhadap kecenderungan adiksi *video game*. Meski demikian, dimensi *gatekeeping* dari mediasi orangtua menjadi moderator hubungan antara motivasi bermain dengan kecenderungan adiksi *video game*.

Kata kunci : adiksi *video game*, motivasi bermain game, mediasi orangtua