

PERBEDAAN SKOR AGRESIVITAS ANTARA REMAJA SMA YANG MENGALAMI KECENDERUNGAN ADIKSI VIDEO *GAME* DAN NON ADIKSI VIDEO *GAME* DI KOTA YOGYAKARTA

INTISARI

Latar belakang : Penggunaan video *game* saat ini semakin banyak diminati oleh remaja. Berdasarkan fenomena ini, para peneliti mulai meneliti lebih dalam mengenai permasalahan terkait adiksi video *game* pada remaja, salah satunya adalah agresivitas.

Tujuan Untuk mengetahui perbedaan skor agresivitas remaja SMA yang mengalami kecenderungan adiksi video *game* dan non adiksi video *game* di kota Yogyakarta.

Metode Penelitian ini merupakan penelitian non eksperimental, analitik observasional dan *cross sectional*. Subyek penelitian adalah siswa SMA Negeri di Kota Yogyakarta. Agresivitas diukur dengan instrumen *Buss Perry Aggression Questionnaire* versi Indonesia. Adiksi video *game* diukur dengan *Game AddiIction Scale* versi Indonesia. Analisis statistik dilakukan dengan tingkat kemaknaan $p < 0,05$.

Hasil : Hasil penelitian menunjukkan adanya perbedaan skor agresivitas antara remaja SMA yang mengalami kecenderungan adiksi video *game* dan non adiksi video *game* yang bermakna secara statistik ($p < 0,05$). Rata-rata skor agresivitas remaja yang mengalami kecenderungan adiksi video *game* lebih tinggi yakni x , dibandingkan dengan rata-rata skor agresivitas pada remaja yang tidak mengalami kecenderungan adiksi video *game* yakni x .

Kesimpulan : Terdapat perbedaan skor agresivitas antara remaja SMA yang mengalami kecenderungan adiksi video *game* dan non adiksi video *game* di kota Yogyakarta

Kata kunci : adiksi video *game*, agresivitas, remaja SMA

***THE DIFFERENCE IN AGGRESIVENESS SCORE OF SENIOR
HIGH SCHOOL ADOLESCENTS WITH A TENDENCY OF
VIDEO GAME ADDICTION GROUP AND NON ADDICTION
GROUP IN YOGYAKARTA***

ABSTRACT

Background Today adolescents are playing more and more video game. The researcher begin to examine problems related to video game addiction, one of which was aggressiveness.

bjective :To determine the difference in aggressiveness of senior high school adolescents with game addiction tendencies and non game addiction tendencies in Yogyakarta.

Method This is a non experimental, observational analytic study with cross sectional design. The subject of this study is students of a senior high school in Yogyakarta city. Aggressiveness is measured by the Indonesian version of Buss Perry Aggression Questionnaire. Game Addiction Tendencies is measured with Indonesian version of Game Addiction Scale. Statistical analysis was performed and the significance level of the statistical test was defined at $p < 0.05$.

Results : the results showed that the mean of aggressiveness score in the group with a tendency of addiction is higher than the group with a tendency of non-addiction. The difference of aggressiveness score was statistically significant ($p < 0.05$)

Conclusion : There is a difference in the mean of aggressiveness score between a addiction group and non addiction of video game

Keywords : aggression, video game addiction, adolescent