



INTISARI

Latar Belakang: Perkembangan *game online* yang semakin populer kian menjadi perhatian khalayak ketika ia menjadi suatu perilaku adiktif. Sebagai akibatnya timbul beberapa dampak negatif dari perilaku ini. Beberapa literature menyebutkan *self-esteem* yang rendah merupakan salah satu karakteristik pada remaja yang menjadikan mereka rentan terhadap perilaku adiktif, termasuk dalam penggunaan *game online*.

Tujuan Penelitian: Mengetahui hubungan antara *self-esteem* dengan adiksi *game online* pada remaja di Kota Yogyakarta

Metode: Jenis penelitian ini adalah analitik korelasional dengan rancangan *cross-sectional*. Sampel adalah remaja Kota Yogyakarta yang duduk di bangku SMP dan SMA sebanyak 429 remaja. Sampel diambil dengan teknik *consecutive sampling*. Uji korelasi *Gamma* digunakan untuk mengetahui hubungan *self-esteem* dengan adiksi *game online*.

Hasil: Mayoritas responden memiliki *self-esteem* normal (77,6%) dan tidak mengalami adiksi *game online* sebanyak (82,5%). Uji korelasi *Gamma* menunjukkan tidak adanya hubungan bermakna antara *self-esteem* dengan adiksi *game online* yang ditunjukkan dengan taraf signifikansi ,482 ($p > ,05$).

Kesimpulan: Tidak terdapat hubungan signifikan antara *self-esteem* dengan adiksi *game online*.

Kata kunci: *self-esteem*, adiksi *game online*, remaja



ABSTRACT

Background: The development of online games which is progressively popular is becoming the attention of the public when it becomes an addictive behavior. As a result, several negative effects of this behavior arise. Some literature states that low self-esteem is one of the characteristics of adolescents that makes them vulnerable to addictive behavior, including the use of online games

Objective: The purpose of this study is to examines the relationship between self-esteem and online game addiction in adolescence in the city of Yogyakarta

Methods: This type of research is a correlational analytic cross-sectional design. Samples were 429 adolescence in Yogyakarta City who were in junior and senior high school. Samples were taken by consecutive sampling technique. The Gamma test is used to determine the relationship of self-esteem with online game addiction.

Results: The majority of respondents have normal self-esteem (77,6%) and do not experience online gaming addiction (82,5%). The Gamma test showed there was no significant relationship as indicated by the significance level ,482 ($p > ,05$).

Conclusion: There is no significant relationship between *self-esteem* and *online game addiction*.

Keywords: self-esteem, online game addiction, adolescence.