

HUBUNGAN INTENSITAS BERMAIN GAME ONLINE DENGAN PERILAKU SOSIAL PADA SISWA SMP NEGERI 4 CIAMIS

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ABSTRAK

Perkembangan teknologi membuat *game online* semakin mudah diakses dan banyak dimainkan oleh remaja, khususnya siswa SMP. Penggunaan *game online* yang tinggi dapat berdampak pada perilaku sosial, seperti menurunnya interaksi, komunikasi, dan kerja sama dengan lingkungan sekitar. Penelitian ini bertujuan untuk mengetahui hubungan antara intensitas bermain *game online* dengan perilaku sosial pada siswa SMP Negeri 4 Ciamis. Penelitian ini menggunakan metode kuantitatif korelasional dengan pendekatan cross-sectional. Sampel penelitian berjumlah 82 siswa kelas VII dan VIII yang dipilih menggunakan teknik random sampling. Data dikumpulkan melalui kuesioner Google Form dan dianalisis menggunakan uji korelasi *Spearman Rank*. Hasil penelitian menunjukkan bahwa sebagian besar responden memiliki intensitas bermain *game online* kategori rendah (69,5%) dan perilaku sosial kategori baik (73,2%). Hasil uji *Spearman Rank* diperoleh nilai p-value sebesar 0,049 ($p < 0,05$) dengan koefisien korelasi (r) sebesar -0,218, menunjukkan terdapat hubungan yang signifikan antara intensitas bermain *game online* dengan perilaku sosial siswa SMP Negeri 4 Ciamis dengan arah korelasi negatif dan kekuatan hubungan yang lemah. Disimpulkan bahwa semakin tinggi intensitas bermain *game online*, maka perilaku sosial siswa cenderung menurun. Diperlukan edukasi bagi siswa mengenai penggunaan *game online* secara bijak serta menjaga keseimbangan antara aktivitas bermain dan interaksi sosial.

Kata kunci : Intensitas Bermain *Game Online*, Perilaku Sosial, Siswa SMP.

**THE RELATIONSHIP BETWEEN ONLINE GAME PLAYING INTENSITY
AND SOCIAL BEHAVIOR OF STUDENTS AT SMP NEGERI 4 CIAMIS**

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ABSTRACT

Technological developments have made online games increasingly accessible and widely played by teenagers, especially junior high school students. High online game usage can impact social behavior, such as decreased interaction, communication, and cooperation with the surrounding environment. This study aims to determine the relationship between the intensity of online game playing and social behavior in students of SMP Negeri 4 Ciamis. A quantitative correlational method with a cross-sectional approach was employed. The study sample consisted of 82 seventh and eighth-grade students selected via random sampling. Data were collected using a Google Form questionnaire and analyzed using the Spearman Rank correlation test. The results indicated that the majority of respondents fell into the low category for online gaming intensity (69.5%) and good category for social behavior (73.2%). The Spearman Rank test yielded a p-value of 0.049 ($p < 0.05$) and a correlation coefficient (r) of -0.218, demonstrating a significant relationship between online gaming intensity and the social behavior of SMP Negeri 4 Ciamis students; the relationship was negative and weak in strength. It is concluded that higher online gaming intensity tends to be associated with lower social behavior among students. Education regarding the wise use of online games and maintaining a balance between gaming activities and social interaction is necessary.

Keywords : Online Gaming Intensity, Social Behavior, Junior High School Students.