ABSTRAK

PENGARUH *ACADEMIC SELF-EFFICACY* TERHADAP PROKRASTINASI AKADEMIK MAHASISWA YANG BERMAIN *GAME ONLINE*

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Banyak mahasiswa lebih mementingkan bermain *game online* dan memilih menunda mengerjakan tugas perkuliahannya, sehingga menjadi terlambat mengumpulkan dan prestasi menurun. Perilaku menunda – nunda dalam menyelesaikan tugas perkuliahannya disebut dengan prokrastinasi akademik. Salah satu penyebab mahasiswa melakukan prokrastinasi akademik adalah *academic self-efficacy* yang rendah. Tujuan penelitian ini untuk melihat pengaruh *academic self-efficacy* terhadap prokrastinasi akademik pada mahasiswa yang bermain *game online*. Rancangan penelitian ini adalah kuantitatif kausal komperatif. Teknik pengambilan sampel menggunakan *nonprobability sampling* dengan teknik *purposive sampling* dengan jumlah 100 responden. Skala *academic self-efficacy* berjumlah 27 aitem valid dengan nilai koefisien realibilitas (α) 0,93. Skala Prokrastinasi Akademik berjumlah 35 aitem valid dengan nilai koefisien realibilitas (α) 0,95. Hasil penelitian menunjukkan terdapat pengaruh negatif signifikan *academic self-efficacy* terhadap prokrastinasi akademik pada mahasiswa yang bermain *game online* (sig. p 0.000 dan koefisien regresi (b) sebesar -1,210). *Academic self-efficacy,* memiliki kontribusi pengaruh sebesar 52,5%. Mahasiswa yang bermain *game online lebih banyak* memiliki *academic self-efficacy rendah* (53%) dan prokrastinasi akademik tinggi (52%). Mahasiswa yang tinggal bersama keluarga paling banyak memilki prokrastinasi akademik yang tinggi (54,4%) dan yang tinggal sendiri paling banyak memiliki prokrastinasi akademik yang rendah (57,1%).

Kata Kunci: Prokrastinasi akademik, *Academic Self efficacy*, Mahasiswa, *game online*

ABSTRACT

THE EFFECT OF ACADEMIC SELF-EFFICACY TOWARDS ACADEMIC PROCRASTINATION IN STUDENTS WHO PLAY ONLINE GAMES

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Many students are more concerned with playing online games and choose to delay doing their lecture assignments, resulting in late submission and decreased achievement. The behavior of procrastinating in completing lecture assignments is called academic procrastination. One of the causes of student academic procrastination is low academic self-efficacy. The purpose of this study was to see the effect of academic self-efficacy on academic procrastination in students who play online games. The design of this research is quantitative causal comparative. The sampling technique used nonprobability sampling with purposive sampling technique with a total of 100 respondents. The academic self-efficacy scale consists of 27 valid items with a reliability coefficient (α) of 0.93. The Academic Procrastination Scale consists of 35 valid items with a reliability coefficient (α) of 0.95. The results of the study show that there is a significant negative effect of academic self-efficacy on academic procrastination in students who play online games (sig. p 0.000 and regression coefficient (b) is -1.210). Academic self-efficacy, has a contribution of 52.5%. Students who play online games have more low academic self-efficacy (53%) and high academic procrastination (52%). Most students who live with their families have high academic procrastination (54.4%) and those who live alone have the most low academic procrastination (57.1%).

Keywords: *Academic procrastination, Academic Self efficacy, College Students, online games*