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“HUBUNGAN KECANDUAN PERMAINAN *GAME ONLINE* TERHADAP PERILAKU AGRESIF PADA SISWA – SISWI KELAS 1 DI SMK NEGERI 1 TANGERANG”

xi + 7 Chapters + 95 Pages + 6 Tabels + 3 Schemes + 4 Pictures + 7 Appendixs.

ABSTRACT

Background : Among teenagers is the online game market share sizeable. In Indonesia, published online gaming enthusiasts a barand have reached six million people and the largest occupied teens. It can be seen that the interest of teenagers towards online gaming is big enough. Bahkan banyak diantara mereka yang mengalami kecanduan. Even many of those who experienced of that addiction. The habits have led to problems in real life. Self-injurious behavior that is the important aspects that determine the occurrence of addiction.

Objective : To determine the relationship of addictive game online against aggressive behavior in students of SMK 1 Tangerang.

Methods : The sample used was a students majoring in Computer Engineering and Networks and Multimedia were 39 respondents with non-probability sampling techniques and types of purposive sampling. The method used is a quasi experiment without a control group.

Result : 1 (100%) had no aggressive behavior and 0 (0%) experienced aggressive behavior (no respondents). 18 (100%) of respondents who experienced a mild addiction, 16 (88.9%) had no aggressive behavior, 2 (11.1%) experienced aggressive behavior. Addict being from a total of 17 (100%), 5 (29.4%) had no aggressive behavior, 12 (70.6%) of respondents experienced aggressive behavior. 3 (100%) experienced a severe addiction to online game play, 1 (33.3%) had no aggressive behavior, 2 (66.7%) experienced aggressive behavior. Value p - value 0,003 smaller than the value of $\alpha = (0.05)$.

Conclusion : It is suggested the nurses is able to provide health education to adolescents about the development of psychology / mental health is often experienced by adolescents.

Keywords : Addiction, Online game, Aggressive Behavior
Bibliography : 20 (2001-2013)