

**HUBUNGAN ANTARA *SENSATION SEEKING* DAN *SELF ESTEEM*
DENGAN ADIKSI *GAME ONLINE* PADA MAHASISWA**

SKRIPSI



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PERNYATAAN

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ABSTRACT

The rapid development of online gaming in Indonesia has raised concerns about addictive behavior that impacts social functions and reduces student performance in the real world. The purpose of this study is to determine whether there is a relationship between sensation seeking and self-esteem with online gaming addiction among students. The method used is a correlational quantitative method with a cross-sectional survey design. Sampling was conducted using non-probability sampling techniques (incidental and snowball) with a sample size of 394 students from universities in the city of Surabaya. Data collection in this study used a questionnaire technique via Google Form with the help of IBM SPSS Statistics 22 and Jamovi version 2.7.13, and data analysis used the Pearson product moment and multiple correlation techniques. The analysis results showed a significance value of < 0.05 with a correlation coefficient of $r = 0.522$ (sensation seeking–addiction), $r = -0.139$ (self-esteem–addiction), and $R^2 = 0.275$ for the multiple regression model. The results of the study indicate that there is a positive and significant relationship between sensation seeking and online game addiction, as well as a negative and significant relationship between self-esteem and online game addiction. Together, these two variables contribute significantly to the level of addiction among students, thus confirming the research hypothesis. Implications from

Keywords: Sensation Seeking, Self Esteem, Online Gaming Addiction



UIN SUNAN AMPEL
S U R A B A Y A

DAFTAR ISI

| | |
|---|------|
| PERNYATAAN KEASLIAN PENELITIAN | ii |
| HALAMAN PERSETUJUAN..... | iii |
| HALAMAN PENGESAHAN..... | iv |
| LEMBAR PERSETUJUAN PUBLIKASI..... | v |
| INTISARI..... | vi |
| ABSTRACT..... | vii |
| DAFTAR ISI..... | viii |
| DAFTAR TABEL..... | ix |
| DAFTAR GAMBAR..... | x |
| DAFTAR LAMPIRAN..... | xi |
| BAB I PENDAHULUAN..... | 1 |
| A. Latar Belakang Penelitian..... | 1 |
| B. Rumusan Masalah..... | 10 |
| C. Tujuan Penelitian..... | 10 |
| D. Manfaat Penelitian..... | 10 |
| E. Keaslian Penelitian..... | 12 |
| BAB II KAJIAN PUSTAKA..... | 16 |
| A. Adiksi <i>Game Online</i> | 14 |
| B. <i>Sensation Seeking</i> | 22 |
| C. <i>Self-Esteem</i> | 27 |
| D. Hubungan Antar Variabel..... | 30 |
| E. Kerangka Teoritis..... | 33 |
| F. Hipotesis..... | 35 |
| BAB III METODE PENELITIAN..... | 36 |
| A. Variabel dan Definisi Operasional..... | 36 |
| B. Populasi, Sampel, dan Teknik Sampling..... | 37 |
| C. Instrumen Penelitian..... | 39 |
| 1. Instrumen yang digunakan..... | 40 |
| 2. Validitas dan Reliabilitas Alat Ukur..... | 42 |
| D. Validitas dan Reliabilitas..... | 43 |
| E. Analisis Data..... | 44 |
| BAB IV HASIL PENELITIAN DAN PEMBAHASAN..... | 49 |
| A. Hasil Penelitian..... | 49 |
| 1. Deskripsi Subjek..... | 49 |
| 2. Kategorisasi Variabel..... | 53 |
| 3. Uji Deskriptif..... | 54 |
| 4. Data Tabulasi Silang..... | 55 |
| 5. Pengujian Hipotesis..... | 59 |
| B. Pembahasan..... | 63 |
| BAB V PENUTUP..... | 69 |
| A. Kesimpulan..... | 69 |
| B. Saran..... | 70 |
| DAFTAR PUSTAKA..... | 73 |
| LAMPIRAN..... | 82 |

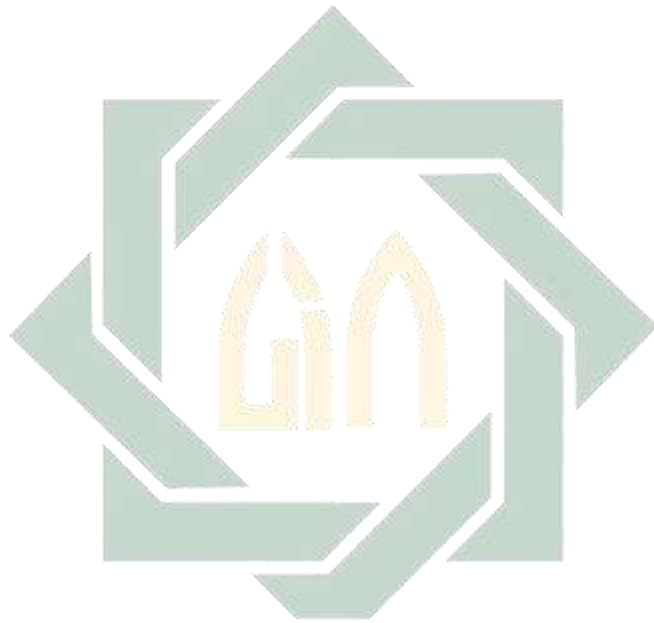
DAFTAR TABEL

| | |
|---|----|
| Tabel 1. Rumus Isaac dan Michael | 39 |
| Tabel 2. Blueprint Alat Ukur <i>Sensation Seeking</i> | 40 |
| Tabel 3. Blueprint Alat Ukur <i>Self-Esteem</i> | 41 |
| Tabel 4. Blueprint Alat Ukur Adiksi <i>Game Online</i> | 41 |
| Tabel 5. Validitas Alat Ukur | 42 |
| Tabel 6. Reliabilitas Alat Ukur | 42 |
| Tabel 7. Hasil Uji Coba II CFA Validitas Alat Ukur..... | 43 |
| Tabel 8. Hasil Uji Coba II Reliabilitas Alat Ukur..... | 44 |
| Tabel 9. Hasil Uji Normalitas K-S | 45 |
| Tabel 10. Hasil Uji Heteroskedastisitas (Uji Glejser)..... | 46 |
| Tabel 11. Hasil Uji Multikolinieritas | 47 |
| Tabel 12. Deskripsi Subjek Berdasarkan Jenis Kelamin | 49 |
| Tabel 13. Deskripsi Subjek Berdasarkan Usia..... | 50 |
| Tabel 14. Deskripsi Tingkat Jenjang Pendidikan Tinggi..... | 51 |
| Tabel 15. Deskripsi Subjek Berdasarkan Perguruan Tinggi..... | 52 |
| Tabel 16. Pedoman Rumusan Kategorisasi..... | 53 |
| Tabel 17. Hasil Uji Deskriptif Data | 54 |
| Tabel 18. Hasil Kategorisasi Variabel | 55 |
| Tabel 19. Tabulasi Silang Demografis dengan Adiksi <i>Game Online</i> | 56 |
| Tabel 20. Tabulasi Silang Variabel Independen | 58 |
| Tabel 21. Pearson Product Moment <i>Sensation Seeking</i> | 60 |
| Tabel 22. Pearson Product Moment <i>Self-Esteem</i> | 61 |
| Tabel 23. Analisis Korelasi Berganda..... | 62 |

UIN SUNAN AMPEL
S U R A B A Y A

DAFTAR GAMBAR

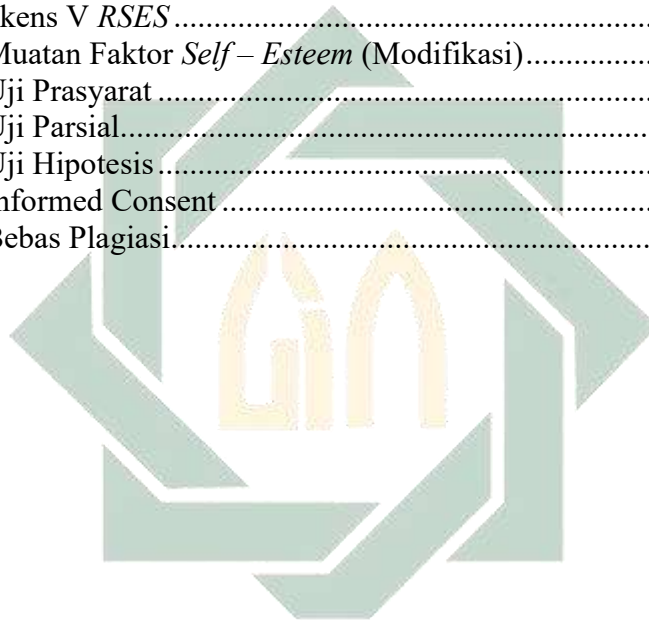
| | |
|-------------------------------|----|
| Gambar 1. Kerangka Teori..... | 34 |
| Gambar 2. Scatterplot..... | 46 |



UIN SUNAN AMPEL
S U R A B A Y A

DAFTAR LAMPIRAN

| | |
|--|----|
| Lampiran 1. Skala Adiksi <i>Game Online</i> | 83 |
| Lampiran 2. Skala <i>Sensation Seeking</i> | 84 |
| Lampiran 3. Skala <i>Self Esteem</i> | 85 |
| Lampiran 4. Uji CFA <i>GAS</i> | 86 |
| Lampiran 5. Aikens V <i>GAS</i> | 87 |
| Lampiran 6. Uji CFA <i>BSSS</i> | 87 |
| Lampiran 7. Aikens V <i>BSSS</i> | 89 |
| Lampiran 8. Uji CFA <i>RSES</i> | 89 |
| Lampiran 9. Aikens V <i>RSES</i> | 90 |
| Lampiran 10. Muatan Faktor <i>Self – Esteem</i> (Modifikasi) | 90 |
| Lampiran 11. Uji Prasyarat | 91 |
| Lampiran 12. Uji Parsial | 92 |
| Lampiran 12. Uji Hipotesis | 93 |
| Lampiran 13. Informed Consent | 94 |
| Lampiran 14. Bebas Plagiasi | 95 |



UIN SUNAN AMPEL
S U R A B A Y A

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