

ABSTRACT

The Effect of Online Game Addiction on Student Achievement in MA Raudhatut Thalibin Sumenep

Keywords: Online Game, Student Achievement

There are still many grade XII students who have scores below the minimum completeness criteria (KKM). Based on the results of observations on January 23, 2019, this situation has a value under the Minimum Condition Criteria (KKM), this situation is because students have problems with addiction to playing online games using a Smart Phone (Android / mac) and using a personal computer but are more dominant playing online games on Smart Phone because the games on a Smart Phone are Portable and have high mobility, so it can be seen that 50% carry a Smart Phone and 30% carry or use a Smart Phone to play online games, online games are games that collect 2 to 5 players (MultiPlayer) to get started. one match or one round.

This research uses quantitative research methods with the type of correlational research to determine whether there is an effect or relationship between online game addiction and the persuasion of MA Raudhatut Tholibin's students.

This study aims to explain or describe the XII grade students of the influence of online game addiction in MA Raudhatut Tholibin. Data collection applied in this research is observation, interviews with students and study documentation. The data used are data analysis of learning outcomes and interview questionnaires.

Based on the results of the study, the conclusion is that online game addiction has an influence on student achievement, there is a significant influence between online game addiction and student achievement in class XII MA Raudhatut Tholibin in the 2019-2020 school year. The magnitude of the influence between online game addiction and learning achievement on class XII MA Raudhatut Tholibin Sumenep is $0.013 < 0.05$, so H_0 is rejected and H_a is accepted, at an error level of 5%.