

**HUBUNGAN ANTARA KECANDUAN *GAME ONLINE* PADA SISWA DAN  
DISIPLIN BELAJAR SISWA DENGAN PRESTASI BELAJAR FISIKA  
SISWA KELAS XI MIPA DI KOTA NEGARA**

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**ABSTRAK**

Kajian ini memiliki tujuan menganalisa serta menginterpretasikan hubungan: 1) kecanduan *game online* dengan prestasi belajar, 2) disiplin belajar dengan prestasi belajar, 3) kecanduan *game online* dan disiplin belajar secara simultan dengan prestasi belajar fisika. Prediktor pada kajian ini ialah kecanduan *game online* dan disiplin belajar, sedangkan kriteriumnya ialah prestasi belajar fisika. Kajian ini merupakan penelitian korelasional dengan desain eksplanatori. Populasi kajian tersusun dari 382 siswa yang berada di kelas XI MIPA SMA Negeri di kota Negara. Sampel kajian ini tersusun atas 137 siswa yang dipilih menggunakan metode *proportional random sampling*. Data dihimpun melalui kuesioner kecanduan *game online*, kuesioner disiplin belajar, dan tes esai fisika. Reliabilitas kuesioner kecanduan *game online*, disiplin belajar, dan prestasi belajar fisika secara berurutan yakni 0,925 (sangat tinggi), 0,914 (sangat tinggi), dan 0,882 (sangat tinggi). Metode statistik yang dipergunakan dalam analisis data ialah analisis korelasi product moment, regresi linier sederhana, dan regresi linier berganda. Hasil kajian memperoleh temuan terdapat hubungan negatif yang signifikan antara kecanduan *game online* dengan prestasi belajar ( $r = - 0,463$ ). Terdapat pula hubungan positif yang signifikan antara disiplin belajar dengan prestasi belajar ( $r = 0,674$ ). Kedua prediktor secara simultan juga menampilkan hubungan positif yang signifikan dengan prestasi belajar fisika ( $r = 0,764$ ). Nilai sumbangan efektif untuk variabel kecanduan *game online* dengan disiplin belajar secara berurutan senilai 9,91% dan 30,67%.

Kata kunci: kecanduan *game online*, disiplin belajar, prestasi belajar fisika

**THE CORRELATION BETWEEN ONLINE GAME ADDICTION IN  
STUDENTS AND STUDENT LEARNING DISCIPLINE WITH PHYSICS  
LEARNING ACHIEVEMENT OF CLASS XI MIPA STUDENTS IN NEGARA  
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**ABSTRACT**

*This study aims to analyze and interpret the relationship between: 1) online game addiction with learning achievement, 2) study discipline with learning achievement, 3) online game addiction and study discipline simultaneously with physics learning achievement. The predictors in this study are online game addiction and learning discipline, while the criterion is physics learning achievement. This study is a correlational research with an explanatory design. The study population was composed of 382 students who were in grade XI MIPA SMA Negeri in Kota Negara. The sample of this study was composed of 137 students who were selected using proportional random sampling method. Data were collected through online game addiction questionnaire, study discipline questionnaire, and physics essay test. The reliability of the online game addiction questionnaire, study discipline, and physics learning achievement were 0.925 (very high), 0.914 (very high), and 0.882 (very high), respectively. Statistical methods used in data analysis are product moment correlation analysis, simple linear regression, and multiple linear regression. The results of the study found that there is a significant negative relationship between online game addiction and learning achievement ( $r = - 0.463$ ). There is also a significant positive relationship between learning discipline and learning achievement ( $r = 0.674$ ). Both predictors simultaneously also displayed a significant positive relationship with physics learning achievement ( $r = 0.764$ ). The effective contribution values for the variables of online game addiction and learning discipline were 9.91% and 30.67%, respectively.*

**Keywords:** *online game addiction, learning discipline, physics learning achievement*