

ABSTRAK

Putra Mahendra, I Komang (2021), *Korelasi Prokrastinasi, Game Online dan Media Sosial dengan Minat Berolahraga Peserta Didik Putra Kelas X SMK Negeri 3 Kintamani Tahun Pelajaran 2020/2021*. Tesis, Pendidikan Olahraga, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata-kata kunci: prokrastinasi, *game online*, media sosial, minat berolahraga.

Penelitian ini bertujuan untuk mengetahui korelasi prokrastinasi, *game online*, dan media sosial dengan minat berolahraga. Penelitian ini tergolong penelitian deskriptif. Metode penelitian ini menggunakan desain korelasi dengan pendekatan kuantitatif. Subjek yang digunakan dalam penelitian ini adalah seluruh peserta didik putra kelas X SMK Negeri 3 Kintamani tahun pelajaran 2020/2021. Populasi dalam penelitian ini berjumlah 146 peserta didik. Penentuan sampel menggunakan teknik *random sampling* didapatkan 75 peserta didik. Pengumpulan data menggunakan *kuesioner* prokrastinasi, *game online*, media sosial dan minat berolahraga. Teknik analisis data menggunakan korelasi *product moment* dan analisis regresi linier berganda. Hasil penelitian menunjukkan: (1) terdapat korelasi positif dan signifikan antara prokrastinasi dengan minat berolahraga dimana $r_{hitung} 0,496 > r_{tabel} 0,227$ dan $Sig. 0,000 < 0,05$ (2) terdapat korelasi negatif *game online* dengan minat berolahraga dimana $r_{hitung} -0,241 > r_{tabel} 0,227$ dan $sig. 0,037 > 0,05$ (3) tidak terdapat korelasi antara media sosial dengan minat berolahraga dimana $r_{hitung} -0,197 < r_{tabel} 0,227$ dan nilai $sign. 0,091 > 0,05$. (4) Terdapat korelasi positif secara bersama-sama antara prokrastinasi, *game online* dan media sosial dengan minat berolahraga, ditunjukkan berdasarkan hasil analisis regresi linier menggunakan uji F diperoleh nilai F. 12,249 dan nilai $sig.nya 0,000 < 0,05$. Disarankan kepada guru pendidik, agar mengetahui pentingnya untuk menangani masalah prokrastinasi, *game online*, dan media sosial, demi terciptanya proses belajar yang lebih baik serta dapat menumbuhkan minat berolahraga peserta didik di SMK Negeri 3 Kintamani.

ABSTRACT

Putra Mahendra, I Komang (2021), The Correlation between Procrastination, Online Games, and Social Media with the Interest in the Sport of the Tenth Grade Male Students at SMK Negeri 3 Kintamani in the Academic Year of 2020/2021. A Thesis: Sport Education, Post Graduate Study Program, Ganesha University of Education

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Keywords: procrastination, online game, social media, interest in the sport

This study aimed at examining the correlation between procrastination, online games, and social media with the interest in the sport. This is a descriptive study that used a correlation method research through a quantitative approach. The subject of this study was 146 male students of the tenth grade at SMK Negeri 3 Kintamani in the academic year 2020/2021. There were 75 samples used in this study which were chosen by sampling random techniques. The data were collected by conducting questionnaires on procrastination, online game, social media, and the interest in the sport. The techniques which were used to analyze the data were product-moment correlation and multiple linear regression analysis. The result of the data analysis showed that: (1) there was a positive correlation between procrastination and the interest in sport from the result of r calculation which was $r_{\text{count}} 0.496 > r_{\text{tabel}} 0.227$ and the significant value was $0.000 < 0.05$. (2) there was a negative correlation between the online game and the interest in sport from the result of r calculation which was $r_{\text{count}} -0.241 > r_{\text{tabel}} 0.227$ and the significant value was $0.037 > 0.05$. (3) there was no correlation between social media and the interest in sport from the result of r calculation which was $r_{\text{count}} -0.197 < r_{\text{tabel}} 0.227$ and the significant value was $0.091 > 0.05$. (4) altogether, it showed a positive correlation between procrastination, online games, and social media with the interest in sport from the result of linear regression analysis using F test which was 12.249 and the significant value was $0.000 < 0.05$. It is suggested that educators should have an awareness about the importance of preventing the issues of procrastination, online games, and media social to create a conducive learning process and to improve the SMK Negeri 3 Kintamani students' interest in the sport.