

ABSTRAK

Teguh Imanta Sebayang. The Effect of Playing Mobile Games on Student Learning Disciplines Taking Online Learning Class XI Budi Satria Private High School Medan for the 2021/2022 Academic Year. Skripsi. Guidance and Counseling Study Program. Faculty of Science Education. Medan State University. 2022.

The purpose of this study was to determine the effect of playing mobile games on student learning discipline following online learning for class XI Budi Satria Private High School Medan in the 2021/2022 academic year. This type of research is quantitative research with a correlational approach. The population in this study were students of class XI SMA Budi Satria Medan which amounted to 148 and the number of samples was 108 students with the sampling technique of Sample Random Sampling. This research data was collected using a questionnaire/questionnaire to play mobile games, totaling 22 statement items and 23 learning discipline statement items that were valid and reliable. Then before testing the hypothesis using the product moment formula, an assumption test was carried out using the Kalmograv-Smirnov normality test and linearity test. From the data analysis that has been carried out using the product moment, the sig deviation from linearity value is $0.360 > 0.05$, which means that there is a significant linear relationship between the Mobile Game Playing variable (X) and the Learning Discipline variable (Y). obtained the value of Fcount is $1.101 < Ftable 3.93$. the value of the correlation or relationship (R) is 0.683. From the table, the coefficient of determination (R square) is 0.466, which means that the influence of the independent variable Playing Mobile Games (X) on the dependent variable of Learning Discipline (Y) is 46.6%.

Keywords : Playing Mobile Games, Student Learning Discipline.

ABSTRACT

Teguh Imanta Sebayang. Pengaruh Kecanduan bermain game *Mobile* Terhadap Disiplin Belajar Siswa Mengikuti Pembelajaran Daring Kelas XI SMA Swasta Budi Satria Medantahun Ajaran 2021/2022. Skripsi. Program Studi Bimbingan Dan Konseling. Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2022.

Tujuan penelitian ini adalah untuk mengetahui Pengaruh Kecanduan bermain game *Mobile* Terhadap Disiplin Belajar Siswa Mengikuti Pembelajaran Daring Kelas XI SMA Swasta Budi Satria Medantahun Ajaran 2021/2022. Jenis penelitian ini adalah penelitian kuantitatif dengan pendekatan korelasional. Populasi dalam penelitian ini adalah siswa kelas XI SMA Budi Satria Medan yang berjumlah 148 dan jumlah sample 108 siswa dengan teknik pengambilan sampling *Sample Random Sampling*. Data penelitian ini dikumpulkan menggunakan angket/kuisisioner kecanduan bermain game *mobile* yang berjumlah 22 item pernyataan dan 23 item pernyataan disiplin belajar yang telah valid dan reliable kemudian sebelum dilakukan uji hipotesis menggunakan rumus *product moment* maka dilakukan uji asumsi dengan menggunakan uji normalitas kalmogrov-smirnov dan uji linearitas. Dari analisis data yang telah dilakukan menggunakan *product moment* diperoleh nilai sig deviation from linearity $0,360 > 0,05$ yang artinya terdapat hubungan linear secara signifikan antara variabel Kecanduan bermain game Mobile (X) dengan variabel Disiplin Belajar (Y). diperoleh nilai F_{hitung} adalah $1,101 < F_{tabel}$ 3,93. besarnya nilai korelasi atau hubungan (R) yaitu 0,683. Dari tabel tersebut diperoleh koefisien determinasi (*R square*) 0,466 yang artinya pengaruh variabel bebas Kecanduan bermain game Mobile (X) terhadap variabel terikat Disiplin Belajar (Y) sebesar 46,6%.

Keywords : Kecanduan bermain game Mobile, Disiplin Belajar Siswa.