

ABSTRAK

Lili Anggreyani, NIM: 7203141005. Pengaruh Gaya Hidup dan *E-money* (Shopeepay) terhadap Perilaku Konsumtif Siswa Kelas XI IPS SMA Swasta Bersama Berastagi dengan Kontrol Diri sebagai Variabel Intervening.

Perkembangan gaya hidup modern serta kemudahan penggunaan e-money, khususnya Shopeepay, diduga berperan dalam meningkatkan perilaku konsumtif di kalangan remaja, termasuk siswa sekolah menengah. Kondisi tersebut berpotensi memengaruhi perilaku konsumtif siswa apabila tidak diimbangi dengan kontrol diri yang baik. Kurangnya kontrol diri dalam mengelola keuangan juga menjadi faktor yang memperkuat kecenderungan perilaku konsumtif tersebut. Penelitian ini bertujuan untuk mengetahui Pengaruh Gaya Hidup dan E-money (Shopeepay) Terhadap Perilaku Konsumtif Siswa Kelas XI IPS SMA Swasta Bersama Berastagi Dengan Kontrol Diri Sebagai Variabel Intervening.

Jenis penelitian ini adalah *expost facto*. Populasi penelitian ini adalah seluruh siswa kelas XI IPS SMA Swasta Bersama Berastagi yang berjumlah 48 siswa. Adapun sampel yang digunakan dalam penelitian ini berjumlah 48 siswa yang diambil berdasarkan teknik *total sampamlng*. Teknik pengumpulan data dilakukan dengan observasi, dokumentasi dan angket. Kemudian uji asumsi klasik dalam penelitian ini adalah uji normalitas, uji multikolearitas, danb uji heteroskedastisitas. Pengujian hipotesis dilakukan dengan analisis regresi linier dengan melalui program SPSS.27.

Analisis penelitian ini menunjukkan bahwa: (1) Terdapat pengaruh positif dan signifikan antara gaya hidup terhadap perilaku konsumtif dimana nilai thitung > ttabel ($2,023 > 1,680$) dan nilai signifikansi sebesar $0,002 < 0,05$. (2) Terdapat pengaruh positif dan signifikan antara *e-money* (shopeepay) terhadap perilaku konsumtif dimana nilai thitung > ttabel ($2,963 > 1,680$) dan nilai signifikansi sebesar $0,001 < 0,05$. (3) Terdapat pengaruh positif dan signifikan antara gaya hidup terhadap kontrol diri dimana nilai thitung > ttabel ($3,302 > 1,679$) dan nilai signifikansi sebesar $0,049 < 0,05$. (4) Terdapat pengaruh positif dan signifikan antara *e-money* (shopeepay) terhadap kontrol diri dimana nilai thitung > ttabel ($3,436 > 1,678$) dan nilai signifikansi sebesar $0,005 < 0,05$. (5) Terdapat pengaruh positif dan signifikan antara kontrol diri terhadap perilaku konsumtif dimana nilai thitung > ttabel ($2,673 > 1,679$) dan nilai signifikansi sebesar $0,011 < 0,05$. (6) Terdapat pengaruh gaya hidup terhadap perilaku konsumtif melalui kontrol diri sebagai variabel intervening. (7) Terdapat pengaruh *e-money* (shopeepay) terhadap perilaku konsumtif dengan kontrol diri sebagai variabel intervening.

Kata Kunci: Gaya Hidup, E-money (Shopeepay), Perilaku Konsumtif, Kontrol Diri

ABSTRACT

Lili Anggreyani, NIM: 7203141005. The Influence of Lifestyle and E-Money (ShopeePay) on the Consumptive Behavior of Class XI IPS Students at SMA Swasta Bersama Berastagi with Self-Control as an Intervening Variable.

The development of modern lifestyles and the ease of using e-money, particularly ShopeePay, are believed to play a role in increasing consumptive behavior among adolescents, including senior high school students. These conditions have the potential to influence students' consumptive behavior if they are not balanced with good self-control. A lack of self-control in managing personal finances is also a factor that strengthens the tendency toward consumptive behavior. Therefore, this study aims to examine the effect of lifestyle and e-money (ShopeePay) on the consumptive behavior of eleventh-grade social science students at SMA Swasta Bersama Berastagi, with self-control as an intervening variable.

This type of research is ex post facto. The population of this study is all class XI IPS students at SMA Swasta Bersama Berastagi, totaling 48 students. The sample used in this study consists of 48 students selected based on the total sampling technique. Data collection techniques used include observation, documentation, and questionnaires. The classic assumption tests conducted in this study are normality test, multicollinearity test, and heteroscedasticity test. Hypothesis testing was carried out using linear regression analysis through the SPSS 27 program.

The analysis of this study shows that: (1) There is a positive and significant influence of lifestyle on consumptive behavior, where the $t\text{-value} > t\text{-table}$ ($2.023 > 1.680$) and the significance value is $0.002 < 0.05$. (2) There is a positive and significant influence of e-money (ShopeePay) on consumptive behavior, where the $t\text{-value} > t\text{-table}$ ($2.963 > 1.680$) and the significance value is $0.001 < 0.05$. (3) There is a positive and significant influence of lifestyle on self-control, where the $t\text{-value} > t\text{-table}$ ($3.302 > 1.679$) and the significance value is $0.049 < 0.05$. (4) There is a positive and significant influence of e-money (ShopeePay) on self-control, where the $t\text{-value} > t\text{-table}$ ($3.436 > 1.678$) and the significance value is $0.005 < 0.05$. (5) There is a positive and significant influence of self-control on consumptive behavior, where the $t\text{-value} > t\text{-table}$ ($2.673 > 1.679$) and the significance value is $0.011 < 0.05$. (6) There is an influence of lifestyle on consumptive behavior through self-control as an intervening variable. (7) There is an influence of e-money (ShopeePay) on consumptive behavior with self-control as an intervening variable.

Keywords: Lifestyle, E-money (ShopeePay), Consumptive Behavior, Self-Control.