

ABSTRACT

Ardianasari, Lusi. 2013. *Effect of Online Game Addiction Against Social Adjustment Teen in Malang*. Thesis. Faculty of Psychology, State Islamic University (UIN) Maulana Malik Ibrahim Malang.

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Adolescence is a period in which a person grow and develop to reach maturity, where teenagers in the process of social adjustment. In modern times, social interaction as a form of social adjustment by adolescents are not limited in the real world, but as with the development of science and technology is growing rapidly helps humans to interact with each other without being limited by distance and time. One of the most interesting programs among teens today are online game media. Someone who bound to the habits that are very strong and can not get away to play game online one can say that the person has online game addiction, which is characterized by the urge to do that with continuous withdrawal, inability to manage time, have problems with relationships interpersonal and health.

The research was conducted in Malang, with the aim is (1) to determine the level of social adjustment in adolescent in Malang, (2) to determine the level of online game addiction in adolescents in Malang, (3) to determine the effect of online game addiction to social adjustment in adolescent in Malang.

This study uses quantitative methods. Study subjects were 60 respondents who selected using purposive sampling. In collecting the data, the researcher used the questionnaire method in the form of scale. Analysis of the data in this study using simple linear regression analysis, using SPSS version 16.0 for Windows.

Results of the research that have been conducted, it is known that (1) the level of social adjustment adolescent in Malang low are in the category with the percentage of 51,67% or 31 subjects. (2) While the high of online game addiction rate in adolescent s in Malang in a category is the percentage of 40% or 24 subjects. (3) It is well known ($F = 2.453$ with $p = 0.000$ and $R^2 = 0.410$), which means there is a significant relationship between online game addiction to the social adjustment of adolescent gamers in Malang. As for the contribution of online game addiction to the social adjustment of 41%, while the remaining 59% of adolescent social adjustment gamers influenced by other factors.