Faridatun Nikmah, Laily 2015. The influence of Online Game Addiction among Motivational study on male students of 7th class of state junior high school 13th of Malang

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On the educational process in schools, learning activities are the main activities. Factors affecting student achievement is the motivation to learn. The motivation can be had from anyone else other than himself, are of playing online games. Playing game can be one of the factors that can influence the motivation to learn. Students who are in this school not only get motivated from teacher or even a friend, they also get motivated by playing games.

From here the researchers want to examine: (1) How the level of addiction to online games on male students SMP 13 Malang (2) How the level of motivation of learning students SMP 13 towards online gaming. (3) Is there any influence between addictions to online games to the motivation of learning in students of 7th class of state junior high school 13th of Malang? The purpose of research to determine (1) the level of addiction to online games on male students of 7th class of state junior high school 13th of Malang (2) levels of student learning motivation in male students of 7th class of state junior high school 13th of Malang. (3) The influence of online gaming addiction on the motivation to learn in student of 7th class of state junior high school 13th of Malang especially male student.

This research uses a paradigm of quantitative research with correlation research types. As for the sample in this study are all the male students of 7th class of state junior high school 13th of Malang. Data capture technique in this study use the question form. Data acquired from the now and then analyzed the validity and the reliability then it categorized with correlation.

Based on research conducted there result analysis in student of 7th class of state junior high school 13th of Malang have an medium addiction level of online game with the percentage of 100% and have a high level of motivation to learn the percentage of 75%. The results of the correlation used to test the hypothesis of addictive online games with the motivation to learn is 0.97 0.491, but not significant however relate because > 0.05, and direction of relationship (r) is positive, which means that the lower the addiction to online games then the getting higher motivation to learn the student of 7th class of state junior high school 13th of Malang.