

ABSTRAK

PERILAKU AGRESIF REMAJA YANG KECANDUAN GAME ONLINE DI DUSUN AENG PAO KECAMATAN ARJASA KABUPATEN SUMENEP

Kecanduan game online berdampak buruk sehingga membentuk perilaku agresif yang tertanam dalam diri pecandu tersebut. Perilaku agresif biasanya ditunjukkan untuk menyerang, menyakiti atau melawan orang lain, baik itu secara fisik maupun secara verbal di provinsi Jawa Timur tepatnya di kecamatan Arjasa Dusun Aeng Pao mencapai 33,3% remaja perempuan dan 57,7% remaja laki-laki.

Penelitian ini menggunakan desain penelitian Kualitatif dengan pendekatan *Fenomenologi*. Responden dalam penelitian ini yaitu 30 remaja yang kecanduan game online di Dusun Aeng Pao Kecamatan Arjasa Sumenep. Teknik pengambilan sampel menggunakan *purposive sampling* sebanyak 5 orang. Data dikumpulkan melalui wawancara mendalam dengan remaja yang kecanduan *game online*.

Hasil penelitian didapatkan bahwa 5 remaja yang bermain game online di Dusun Aeng Pao sangat antusias sekali ketika bermain game. Berdasarkan hasil penelitian membuktikan bahwa kecanduan game online benar-benar berdampak memicu perubahan perilaku, seperti perilaku agresif dan agresif verbal.

Salah satu solusi untuk mengurangi kecanduan dan durasi waktu dalam bermain game perlu adanya aktifitas. Memiliki kompetensi sosial juga sangat perlu karena remaja yang kurang memiliki kompetensi sosial akan mengalihkan kegiatan yang lebih menyenangkan yaitu dengan bermain game online.

Kata kunci: *perilaku agresif, remaja, game online*

ABSTRACT

ADOLESCENT AGGRESSIVE BEHAVIOR THAT ADDICTED ONLINE GAMES IN DUSUN AENG PAO , ARJASA DISTRICT, SUMENEP DISTRICT

Online game addiction has a bad impact, forming aggressive behavior that is embedded in the addict. Aggressive behavior is usually shown to attack, hurt or fight another person, be it physically or verbally.

In the province of East Java, precisely in the Arjasa sub-district, Aeng Pao hamlet, it reached 33.3% female adolescents and 57.7% male adolescents.

This study uses a qualitative research design. with the Phenomenology approach. Respondents in this study were 30 adolescents who were addicted to online games in the aeng pao village, arjasa sumenep sub-district. The sampling technique used purposive sampling as many as 5 people. Data were collected through in-depth interviews with adolescents who are addicted to online games.

The results showed that 5 teenagers who played online games in Aeng Pao Hamlet were very enthusiastic when playing games. Based on the results of research, it shows that online game addiction actually has an impact on triggering behavior changes, such as verbal aggressive and aggressive behavior.

One solution to reducing addiction and the duration of time playing games is the need for activity. Having social competence is also very necessary because adolescents who lack social competence will divert more fun activities, namely by playing online games.

Keywords: aggressive behavior, teenagers, online games