

## **Identifikasi Hubungan antara Perilaku Bermain Game Online terhadap Prestasi Belajar Mahasiswa: Studi Kasus Universitas "X"**

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### **Abstrak**

Nowadays, online games attract people from various age. One of the biggest communities is university students. Online games are ofteb considered to have brought a bad influence because itis assumed that students' achievement is declining. If this assumption is true, playing online games will become a mayor problem. The aim of this research is to identify and find relationship between online gaming behavior and students' achievement at "X" University. By using multiple linear regression, it is discovered that gaming behavior will bring a negative influence to students' achievement; therefore, wise consideration while playing online game is necessary.