

Hubungan antara motivasi bermain video game dengan fitur multiplayer online dan coping style to school-related stress pada siswa kelas 12 SMA = Relationship between motivation to play video games with online multiplayer features and coping to school related stress among 12 graders

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Abstrak

ABSTRAK

Penelitian ini memiliki tujuan untuk mengetahui hubungan antara motivasi bermain video game dengan fitur online multiplayer dan internal coping style to school-related stress. Partisipan penelitian ini adalah 89 siswa kelas 12. Motivasi bermain video game diukur menggunakan survey motivasi bermain game oleh Yee 2007 dan coping style to school-related stress diukur menggunakan CASQ-R oleh Barnes 2011 yang secara khusus digunakan bagian school-related stress. Hasil penelitian menunjukkan bahwa motivasi immersion bermain berkorelasi dengan internal coping style to school related stress $r=0,338$, $p < 0,01$.

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ABSTRACT

The purpose of this study is to find out the correlation of between, motivation to play video game with online multiplayer and internal coping style to school related stress. The participant of this study are 89 student that are in 12 grades. There are 2 questionnaire that is use in this study. Motivation to play game is measure using motivation to play survey by Yee 2007 . While coping style to school related stress is measure using Coping Across Situation Questionnaire Revised CASQ R by Barnes 2011 . This study found that immersion motivation to play video game, correlate with internal coping style to school related stress $r 0,338$, $p 0,01$.