

**HUBUNGAN INTENSITAS BERMAIN *GAME ONLINE* DENGAN
PERILAKU BELAJAR MAHASISWA SARJANA TERAPAN
KEPERAWATAN ANESTESIOLOGI POLTEKKES KEMENKES
YOGYAKARTA**

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ABSTRAK

Latar Belakang: Bermain game online menjadi salah satu aktivitas yang banyak dilakukan oleh mahasiswa dalam kehidupan sehari-hari. Namun, intensitas bermain game online yang tinggi dapat berdampak negatif pada perilaku belajar mahasiswa,

Tujuan: Diketahui hubungan intensitas bermain *game online* dengan perilaku belajar mahasiswa Sarjana Terapan Keperawatan Anestesiologi Poltekkes Kemenkes Yogyakarta.

Metode: Jenis penelitian yang digunakan adalah kuantitatif-*noneksperimental* korelatif dengan desain *cross-sectional*. Penelitian ini dilaksanakan di kampus pusat Poltekkes Kemenkes Yogyakarta. Teknik pengambilan sampel menggunakan teknik *Proportionate Stratified Random Sampling* sebanyak 124 responden.

Hasil: Intensitas bermain *game online* sebagian besar dalam kategori sedang dengan perilaku belajar sedang. Hasil uji uji spearman rank menunjukkan nilai p-value 0,013 ($p\text{-value} < 0,05$) sehingga dapat diartikan bahwa ada hubungan intensitas bermain game online dan perilaku belajar. Nilai korelasi spearman rank (r) ini sebesar -0,224 menunjukkan korelasi yang negatif yang berarti semakin tinggi intensitas bermain *game online*, semakin rendah perilaku belajar pada mahasiswa prodi Sarjana Terapan Keperawatan Anestesiologi Poltekkes Kemenkes Yogyakarta dengan kekuatan korelasi yang lemah.

Kesimpulan: Intensitas bermain *game online* memiliki hubungan yang negatif dengan perilaku belajar pada mahasiswa prodi Sarjana Terapan Keperawatan Anestesiologi Poltekkes Kemenkes Yogyakarta.

Kata kunci: intensitas *game online*, perilaku belajar, mahasiswa

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**RELATIONSHIP OF INTENSITY PLAYING GAMES ONLINE WITH
BEHAVIOR STUDENTS OF ANESTHESIOLOGY POLTEKES KEMENKES
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ABSTRACT

Background: Playing online games became one of the activities that many students did in everyday life. However, the high intensity of online gaming negatively impacted student learning behavior.

Purpose: The purpose was to know the relationship between the intensity of playing online games and the behavior of students at the University of Applied Nursing and Anesthesiology Poltekkes Kemenkes Yogyakarta.

Method: The research used a quantitative-non-experimental correlative design with a cross-sectional design. The study was conducted at the Poltekkes Kemenkes Yogyakarta campus. The sampling technique used Proportionate Stratified Random Sampling of 124 respondents.

Results: The intensity of playing online games was equally large in the medium category with moderate learning behavior. The Spearman rank test results showed a p-value of 0.013 (p-values < 0.05), so it can be interpreted that there was a relationship between the intensity of online gaming and learning behavior. This Spearman rank (r) correlation value of -0.224 showed a negative correlation, meaning the higher the intensity of online gaming, the lower the learning behavior in students of the University of Yogyakarta with weak correlative strength.

Conclusion: The intensity of online gaming had a negative relationship with learning behavior in students of the University of Applied Nursing and Anesthesiology Poltekkes Kemenkes Yogyakarta.

Keywords: intensity of online gaming, behavior learning, students

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