

ABSTRAK

Prima Aprilyana. *Pengaruh Intensitas Penggunaan Media Game Terhadap Perilaku Kekerasan Antar Saudara Kandung (Sibling).* Skripsi. Jakarta: Program Studi Pendidikan Kesejahteraan Keluarga (PKK). Fakultas Teknik. Universitas Negeri Jakarta 2019. Dosen Pembimbing: Dr. Uswatun Hasanah, M.Si dan Prastiti Laras. N, M.Si.

Penelitian ini bertujuan untuk menganalisis pengaruh intensitas penggunaan media *game* terhadap perilaku kekerasan antar saudara kandung (*sibling*). Metode penelitian ini menggunakan metode survei. Populasi pada penelitian ini adalah remaja awal yang memiliki saudara kandung dengan jumlah sampel sebesar 90 responden. Teknik pengambilan sampel menggunakan *Simple Random Sampling*. Berdasarkan analisis data diperoleh nilai korelasi r_{hitung} 0,443 artinya hubungan berada dalam kategori sedang. Adapun koefisien determinasi 20% artinya intensitas penggunaan media *game* memberikan sumbangsih efektif terhadap perilaku kekerasan antar saudara kandung sebesar 20%. Dari hasil uji hipotesis menunjukkan bahwa t_{hitung} 3,396 > t_{tabel} 1,987 artinya terdapat korelasi positif antara intensitas penggunaan media *game* terhadap perilaku kekerasan. Perhitungan uji regresi diperoleh F_{hitung} 21,55 > F_{tabel} 3,95 artinya terdapat pengaruh yang signifikan antara intensitas penggunaan media *game* terhadap perilaku kekerasan antar saudara kandung.

Kata Kunci : Intensitas, Media *Game*, Kekerasan, Saudara Kandung

ABSTRACT

Prima Aprilyana. *The Influence of the Intensity of Game Media Usage on Inter-sibling Violence Behavior (Sibling).* Undergraduate Thesis. Jakarta: Education Program of Family Welfare (PKK). Faculty of Engineering. State University of Jakarta 2019. Supervisor: Dr. Uswatun Hasanah, M.Si and Prastiti Laras. N, M.Si.

This research aims to analyze the influence of the intensity of game media usage on inter-sibling violence behavior. This research method used the survey method. The population in this study were early adolescents who had siblings with a sample size of 90 respondents. The method used to sample the data is Simple Random Sampling. Based on the data analysis obtained the correlation value $r = 0,443$ means that the relationship is in the medium category. The coefficient of determination of 20% means that the intensity of the use of game media contributes effectively to violent behavior among siblings by 20%. From the results of the hypothesis test shows that $t_{\text{count}} = 3,396 > t_{\text{table}} = 1,987$ means that there is a positive correlation between the intensity of the use of game media against violent behavior. By using regression test it was obtained that $F_{\text{count}} = 21,55 > F_{\text{table}} = 3,95$ means that there is a significant influence between the intensity of the use of game media on violent behavior among sibling.

Keywords: Intensity, Game Media, Violence Behavior, Sibling