

ABSTRAK

Mobile Legend adalah *game online* yang banyak dimainkan oleh peserta didik. Dengan kemajuan teknologi, *game online* dengan mudah diakses melalui internet dengan menggunakan handphone. OSIS SMA Negeri 1 Bandar membuat pertandingan *game Mobile Legend* antar kelas sehingga penulis tertarik untuk meneliti peserta didik yang bermain *game online* pada siswa/i SMA Negeri 1 Bandar, seberapa besar pengaruh *mobile legend* terhadap perilaku sosial siswa kelas XI. Adapun tujuan penelitian ini adalah untuk mengetahui seberapa besar pengaruh *game online Mobile Legend* terhadap perilaku sosial SMA Negeri 1 Bandar. Penelitian ini menggunakan teori New Media oleh Piere Levy. Penelitian ini menggunakan pendekatan deskriptif kuantitatif dengan menggunakan siswa/i kelas XI SMA Negeri 1 Bandar sebagai sampel penelitian. Teknik sampel dalam penelitian ini menggunakan Purposive Sampling, dimana peneliti menentukan ketentuan dalam pemilihan sampel. Teknik pengumpulan data dalam penelitian ini menggunakan metode angket skala likert. Teknik pengolahan data peneliti menggunakan aplikasi SPSS versi 26. Peneliti menggunakan rumus persamaan regresi linear sederhana. Berdasarkan hasil penelitian yang telah diteliti selama kurang lebih dua bulan, peneliti mengambil kesimpulan bahwa terdapat pengaruh negatif antara *game online Mobile Legend* terhadap perilaku sosial siswa/i kelas X SMA Negeri 1 Bandar terlihat dari uji hipotesis yang memiliki nilai t table senilai $-3,069$ yang lebih besar disbanding t tabel 2.020 . Peneliti berharap peran guru dan orang tua mampu memberikan arahan terhadap anak agar tidak terlalu kecanduan bermain *game online*.

Kata Kunci: *Game Online, Mobile Legend, Perilaku Sosial, Teori New Media, Aggressive.*

ABSTRACT

Mobile Legend is an online game that is played a lot by students. With advances in technology, online games are easily accessed via the internet using mobile phones. The OSIS of SMA Negeri 1 Bandar held a Mobile Legend game competition between classes so that the author was interested in researching students who played online games among SMA Negeri 1 Bandar students, how much influence mobile legends had on the social behavior of class XI students. The aim of this research is to find out how much influence the online game Mobile Legend has on the social behavior of SMA Negeri 1 Bandar. This research uses New Media theory by Piere Levy. This research uses a quantitative descriptive approach using class XI students of SMA Negeri 1 Bandar as the research sample. The sampling technique in this research uses purposive sampling, where the researcher determines the conditions for selecting the sample. The data collection technique in this research uses a Likert scale questionnaire method. The researcher's data processing technique uses the SPSS version 26 application. The researcher uses a simple linear regression equation formula. Based on the results of research that has been studied for approximately two months, the researchers concluded that there is a negative influence between the online game Mobile Legend on the social behavior of class large compared to t table 2.020. Researchers hope that the role of teachers and parents will be able to provide direction to children so they don't become too addicted to playing online games.

Keywords: Online Games, Mobile Legend, Social Behavior, New Media Theory, Agresif.