

ABSTRAK

Nurislamia M. 2025. *Pengaruh Kecanduan Game Online Terhadap Hasil Belajar Siswa Pada Mata Pelajaran Pendidikan Agama Islam SMAN 18 Kab. Gowa*. Skripsi Program Studi Pendidikan Agama Islam Fakultas Agama Islam Universitas Muhammadiyah Makassar.

Perkembangan teknologi digital telah meningkatkan popularitas game online di kalangan remaja, termasuk siswa SMAN 18 Kabupaten Gowa. Fenomena ini menimbulkan kekhawatiran terkait potensi kecanduan game online yang dapat memengaruhi hasil belajar siswa, khususnya pada mata pelajaran Pendidikan Agama Islam¹. Penelitian ini bertujuan untuk: (1) menganalisis tingkat kecanduan game online dan pengaruhnya terhadap hasil belajar siswa SMAN 18 Kab. Gowa, serta (2) mengetahui seberapa besar pengaruh kecanduan game online terhadap hasil belajar siswa di sekolah tersebut.

Penelitian menggunakan metode kuantitatif dengan pendekatan korelasional, melibatkan seluruh siswa SMAN 18 Kab. Gowa sebagai sampel. Data dikumpulkan melalui kuesioner, dokumentasi nilai rapor, dan observasi, kemudian dianalisis menggunakan regresi linier sederhana dan uji validitas serta reliabilitas instrumen.

Hasil penelitian menunjukkan bahwa sebagian besar siswa memiliki tingkat kecanduan game online pada kategori sedang, dengan mayoritas bermain kurang dari 2 jam per hari. Namun, kelompok siswa yang bermain lebih dari 2 jam per hari berpotensi mengalami penurunan hasil belajar. Uji regresi menunjukkan pengaruh signifikan kecanduan game online terhadap hasil belajar, dengan kontribusi sebesar 53,9% terhadap variasi hasil belajar siswa. Jadi hasilnya Adalah kecanduan game online berpengaruh signifikan terhadap hasil belajar,

Kata kunci: kecanduan game online, hasil belajar, siswa, Pendidikan Agama Islam.

ABSTRACT

Nurislamiah M. 2025. *The Influence of Online Game Addiction on Student Learning Outcomes in Islamic Religious Education Subjects at SMAN 18 Kab. Gowa. Thesis of Islamic Religious Education Study Program, Faculty of Islamic Studies, Muhammadiyah University of Makassar.*

The development of digital technology has increased the popularity of online games among teenagers, including students at SMAN 18, Gowa Regency. This phenomenon raises concerns regarding the potential for online game addiction that can affect student learning outcomes, especially in Islamic Religious Education subjects¹. This study aims to: (1) analyze the level of online game addiction and its effect on the learning outcomes of students at SMAN 18 Kab. Gowa, and (2) determine how much influence online game addiction has on student learning outcomes at the school.

The study used a quantitative method with a correlational approach, involving all students at SMAN 18 Kab. Gowa as a sample. Data were collected through questionnaires, report card documentation, and observations, then analyzed using simple linear regression and instrument validity and reliability tests.

The results of the study indicate that most students have a moderate level of online game addiction, with the majority playing less than 2 hours per day. However, the group of students who play more than 2 hours per day has the potential to experience a decline in learning outcomes. Regression tests show a significant effect of online game addiction on learning outcomes, with a contribution of 53.9% to the variation in student learning outcomes. Therefore, the results show that online game addiction has a significant effect on learning outcomes.

Keywords: *online game addiction, learning outcomes, students, Islamic Religious Education.*