

Desi Dwi Pratiwi. 2019. *Korelasi Antara Kecanduan Bermain Game Online Mobile Legends dengan Kecerdasan Emosional Pada Siswa Sekolah Dasar di SDN Sadang Sidoarjo*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan. Pembimbing II Conny Dian Sumadi, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui ada atau tidaknya korelasi antara kecanduan bermain *game online mobile legends* dengan kecerdasan emosional pada siswa sekolah dasar di SDN Sadang Sidoarjo. Penelitian ini menggunakan pendekatan kuantitatif. Penelitian ini dilakukan di kelas 4, 5, dan 6 SDN Sadang Sidoarjo dengan menggunakan metode *purposive sampling* dan 60 siswa sebagai sampel. Pengumpulan data menggunakan instrumen angket. Teknik analisis data yang dilakukan dengan teknik analisis deskriptif. Untuk menentukan hubungan kedua variabel melalui perhitungan korelasi *pearson product moment* dengan terlebih dahulu melakukan uji prasyarat yakni uji normalitas. Hasil penelitian ini menunjukkan bahwa persentase tingkat kecanduan bermain *game online mobile legends* siswa SDN Sadang sebesar 73,60% dengan kategori tinggi, dan persentase tingkat kecerdasan emosional siswa SDN Sadang sebesar 70% dengan kategori tinggi. Dari hasil analisis uji hipotesis didapatkan bahwa hipotesis H_a diterima, artinya memiliki korelasi positif yang signifikan dengan koefisien korelasi sebesar 0,5444 artinya nilai korelasi mempunyai tingkat hubungan yang kuat. Dari hasil penelitian menggunakan uji signifikansi diperoleh $t_{tabel} = 2,002$ dan $t_{hitung} = 4,433$ sehingga $t_{hitung} > t_{tabel}$ dapat dinyatakan bahwa H_o ditolak dan H_a diterima, artinya ada hubungan antara kecanduan bermain *game online mobile legends* dengan kecerdasan emosional yang signifikan dan arahnya positif.

Kata Kunci: Kecanduan Bermain *Game Online Mobile Legends*, Kecerdasan Emosional

Desi Dwi Pratiwi. 2019. *Correlation between Playing Mobile Legends Online Games Addiction with Emotional Intelligence in Elementary School students at SDN Sadang Sidoarjo*. A Thesis, Study Programe Department of Elementary School Teacher education, Faculty of Educational Sciences, University of Trunojoyo Madura. Advisor I Priyono Tri Febrianto, S.Sos., M.Si. Advisor II Conny Dian Sumadi, S.Pd., M.Pd.

ABSTRACT

The main purpose of this research was to know weather or not there is a correlation between playing mobile legends online games addiction with emotional intelligence in elementary school at SDN Sadang Sidoarjo. This research was a quantitative approach. This research was conducted in grades 4, 5, and 6 of SDN Sadang Sidoarjo used purposive sampling technique also 60 students as sampel. Data collection used a questionnaire instrument. Data analysis technique used by descriptive analysis technique. To determine the correlation between the two variables through the calculation of pearson product moment correlation by first conducting a prerequisite test which is a normality test. The result of this research indicate that rate percentage of playing mobile legends online games addiction the student of SDN Sadang equal to 73,60% with a high category, and the rate percentage of emotional intelligence the student of SDN Sadang equal to 70% with a high category. the result of the hypothesis test analyss are obtained the H_a hypothesis is accepted, meaning that it has a significant positive correlation with a correlation coefficient of 0,5444 meaning thet the correlation value has a fairly strong level of correlation. From the result of the research used the significance test obtained $t_{table} = 2,002$ and $t_{score} = 4,433$ so $t_{score} > t_{table}$ can be stated that H_o is rejected and H_a is accepted, meaning that there is a correlation between playing mobile legends online games addiction with emotional intelligence with significant and positive direction.

Keywords: Playing Mobile Legends Online Games Addiction, Emotional Intelligence.