

ABSTRAK

Kharisma Chairunnisa. 2025. *Pengaruh Penggunaan Game Online Mobile Legends Terhadap Prestasi Akademik Siswa Sekolah Dasar Di SD Negeri 03 Klegen*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun, Pembimbing (I) Dr. Ibadullah Malawi., M.Pd., (II) Dr. Sri Budyartati., M.Pd.

Meningkatnya popularitas game online seperti *Mobile Legends* di kalangan pelajar menimbulkan kekhawatiran akan dampaknya terhadap prestasi akademik. Fenomena ini mendorong perlunya pemahaman lebih lanjut mengenai bagaimana penggunaan game online memengaruhi perilaku dan perkembangan akademik siswa. Penelitian ini bertujuan untuk mengetahui apakah terdapat hubungan antara intensitas bermain *Mobile Legends* dan prestasi akademik siswa. Penelitian ini menggunakan pendekatan kuantitatif dengan metode korelasional non-eksperimental. Variabel bebas dalam penelitian ini adalah durasi bermain *Mobile Legends*, sedangkan variabel terikat adalah prestasi akademik siswa. Hasil analisis menunjukkan nilai signifikansi sebesar 0,710, yang lebih besar dari $\alpha = 0,05$. Hal ini menunjukkan bahwa tidak terdapat hubungan yang signifikan antara kedua variabel. Dengan demikian, hipotesis nol (H_0) diterima dan hipotesis alternatif (H_1) ditolak.

Kata kunci Game Online, Mobile Legends, Prestasi Akademik

ABSTACT

Kharisma Chairunnisa. 2025. The Effect of Using Mobile Legends Online Games on the Academic Achievement of Elementary School Students at SD Negeri 03 Klegen. Thesis. Elementary School Teacher Education Study Program, FKIP, Universitas PGRI Madiun, Supervisor (I) Dr. Ibadullah Malawi, M.Pd, (II) Dr. Sri Budyartati, M.Pd.

The increasing popularity of online games such as Mobile Legends among students raises concerns about its impact on academic performance. This phenomenon prompts the need for further understanding of how the use of online games affects student behavior and academic development. This study aims to determine whether there is a relationship between the intensity of playing Mobile Legends and students' academic achievement. This study uses a quantitative approach with a non-experimental correlational method. The independent variable in this study is the duration of playing Mobile Legends, while the dependent variable is student academic achievement. The results of the analysis showed a significance value of 0.710, which is greater than $\alpha = 0.05$. This indicates that there is no significant relationship between the two variables. Thus, the null hypothesis (H_0) is accepted and the alternative hypothesis (H_1) is rejected.

Keywords Online Games, Mobile Legends, Academic Achievement