

**UJI VALIDITAS DAN RELIABILITAS ALAT UKUR *PASH BRAINS*  
TERHADAP MAHASISWA PENDERITA ADIKSI *GAME* DI FAKULTAS  
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**ABSTRAK**

Adiksi *game* merupakan ketergantungan bermain *game* terus-menerus. Jika berlebihan bermain *game*, akan berdampak negatif pada perkembangan kognitif seperti penelitian yang menyelidiki perubahan kepadatan materi abu dan putih otak responden adiksi *game*. Maka dilakukan skrining untuk mengetahui masalah tersebut dengan kuesioner *PASH BRAINS* (*Psychological Assessment for Spiritual Health and Brain Function Screening*) yang diuji validitas, reliabilitas, dan korelasinya. Penelitian ini menerapkan uji validitas dengan *Product Moment Pearson*, uji reliabilitas dengan *Cronbach's Alpha* dan *Intraclass Correlation Coeffisients (ICC)*, dan uji korelasi menggunakan *Spearman Rank* dengan sampel 45 orang. Uji validitas menunjukkan 66 butir item dinyatakan valid dengan  $r$  hitung lebih besar dari  $r$  tabel (0,294), sementara 9 butir lainnya tidak valid karena  $r$  hitung lebih kecil dari  $r$  tabel (0,294). Uji reliabilitas terhadap 66 butir yang valid menunjukkan reliabel dengan nilai *Consistency Alpha Cronbach* di atas 0,6 dan koefisien *ICC* di atas 0,4. Selain itu, korelasi *Spearman Rank* menunjukkan hubungan item kuesioner FET dan FEK. Kuesioner *PASH BRAINS* hasil uji validitas dan reliabilitasnya baik, sehingga dapat digunakan sebagai alat penelitian.

**Kata kunci** : adiksi *game*, korelasi, kuesioner *PASH BRAINS*, reliabilitas, validitas

**TEST THE VALIDITY AND RELIABILITY OF THE PASH BRAINS  
MEASURING TOOL FOR STUDENTS WITH GAME ADDICTION AT THE  
FACULTY OF MEDICINE, UPN "VETERAN" MEDICINE STUDY  
PROGRAM, JAKARTA IN 2024**

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**ABSTRACT**

*Gaming addiction is a constant gaming addiction. If you play games excessively, it will have a negative impact on cognitive development. So screening was carried out to find out the problem with the PASH BRAINS (Psychological Assessment for Spiritual Health and Brain Function Screening) questionnaire which was tested for validity, reliability, and correlation. This study applied a validity test with Pearson's Product Moment, a reliability test with Cronbach's Alpha and Intraclass Correlation Coefficients (ICC), and a correlation test using Spearman Rank with a sample of 45 people. The validity test showed that 66 items declared valid with  $r$  count greater than  $r$  table (0.294), while the other 9 items invalid because  $r$  count was smaller than  $r$  table (0.294). The reliability test of 66 valid items showed reliability with a Consistency Alpha Cronbach above 0.6 and an ICC coefficient above 0.4. The Spearman Rank correlation shows relationship between FET and FEK questionnaire items. The PASH BRAINS questionnaire has good validity and reliability test results, so it can be used as a research tool.*

**Keywords:** *game addiction, correlation, PASH BRAINS questionnaire, reliability, validity*