

HUBUNGAN DIMENSI KEPRIBADIAN *BIG FIVE* DENGAN ADIKSI *GAME ONLINE* PADA SISWA SMP NEGERI 16 TANGERANG

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ABSTRAK

Kebiasaan bermain *game online* yang tidak terkendali biasa menyebabkan pemainnya mengalami adiksi. Adiksi *game online* banyak dialami oleh remaja di Asia. Sikap remaja dalam berperilaku salah satunya dipengaruhi oleh kepribadian. Penelitian potong lintang ini dilakukan antara bulan April dan Mei 2019 pada 95 siswa kelas VIII SMP Negeri 16 Tangerang yang lolos uji skrining. Partisipan diperoleh dengan teknik sampling acak sederhana. Data yang diperoleh dianalisa menggunakan uji regresi logistik. Hasil analisis menunjukkan semua dimensi kepribadian *big five* memiliki korelasi bermakna dengan adiksi *game online* (*openness to experience*; $P=0,001$ (4.889 CI: 2.033-11.757), *conscientiousness*; $P=0,001$ (4.640 CI: 1.950-11.040), *extroversion*; $P=0,006$ (6.400 CI: 2.612-15.680), *agreeableness*; $P=0,014$ (3.250 CI: 1.353-7.806), dan *neuroticism*; $P=0,000$ (3.500 CI: 1.501-8.159). dan dimensi kepribadian *big five* yang paling berpengaruh dengan adiksi *game online* adalah *extroversion* setelah mengontrol dimensi kepribadian *openness to experience*, *conscientiousness*, *agreeableness*, dan *neuroticism*. Dimensi kepribadian *extroversion* kategori rendah beresiko 10 kali lebih besar mengalami adiksi *game online* dibandingkan dimensi kepribadian *extroversion* kategori tinggi (10.433 CI: 2.958-36.801) sehingga disimpulkan ciri kepribadian yang dominan pada penderita adiksi *game online* adalah penyendiri, pendiam, pasif, dan jarang mengemukakan perasaan dan isi pikirannya.

Kata Kunci: Adiksi, *Game, Online*, Kepribadian, *Big Five*.

**THE RELATIONSHIP BETWEEN DIMENSION OF BIG FIVE
PERSONALITY WITH ONLINE GAME ADDICTION IN STUDENTS OF
SMP NEGERI 16 TANGERANG**

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ABSTRACT

Uncontrolled playing online game has led the players to be addicted. Online game addiction is experienced by many teenagers in Asia. One of their attitude toward behavior is influenced by the personality. A cross-sectional study was conducted in April and May 2019 among 95 grade VIII students of SMP Negeri 16 Tangerang who passed screening test. The participants were recruited through a simple random sampling technique. The data were analysed using logistic regression test. The result shows all dimension of big five personaliy has significant correlation with online game addiction (openness to experience; $P=0,001$ (4.889 CI: 2.033-11.757), conscientiousness; $P=0,001$ (4.640 CI: 1.950-11.040), extroversion; $P=0,006$ (6.400 CI: 2.612-15.680), agreeableness; $P=0,014$ (3.250 CI: 1.353-7.806) , and neuroticism; $P=0,000$ (3.500 CI: 1.501-8.159), and the most influential dimension of big five personality with online game addiction is extroversion after controlled other dimensions. Low category of extroversion has risk 10 times to experience online game addiction than the high category of extroversion (10.433 CI: 2.958-36.801) thus be concluded that the dominant personality traits in addicted player of online game are loner, quiet, passive and reserved.

Keywords: Addiction, Online, Game, Personality, Big Five