

## **CRAVING FOR GAME? ONLINE GAME ADDICTION AND ITS ASSOCIATION WITH SELF-CONTROL ON HIGH SCHOOL STUDENTS**

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### **ABSTRACT**

Along with the development of technology, individuals can do many diverse things such as browsing, chatting, watching videos on YouTube, or playing online games. At this time, online games became one of the main-entertainment for teenagers. However, when games are no longer used as a means of entertainment, continued involvement in front of the computer to play games can lead to addiction. Online game addiction has many negative impacts, especially for students, such as decreased academic achievement, loss of enthusiasm for learning, academic procrastination. One of the psychological characteristics of an individual that can give effect is self-control. The purpose of this study was to determine the relationship between self-control and online game addiction in students. The subjects in this study were 205 high school students. The research instruments used in this study were the Self-Control Scale (SCS) and the Game Online Addiction Scale (GAS). The data analysis used was the product moment correlation. The results showed that there was a significant negative relationship between online game addiction and self-control, where the correlation coefficient was  $r = -0.548$  and a significance level of 0.00 ( $p < 0.01$ ), which means that the higher the level of online game addiction, the lower one's self-control. Conversely, the lower the online game addiction, the higher the self-control. Therefore, there is a need for both preventive and curative counseling services to help students' problems and maximize their potential.

**Keywords:** Online game addiction, self-control, high school students.