

ONLINE GAME ADDICTION ON HIGH SCHOOL STUDENT IN CENTRAL JAVA

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ABSTRACT

Online game addiction is a maladaptive psychological state that depends on online gaming which is manifested through obsessive-compulsive patterns of seeking and using behavior at the expense of other important activities. This study aims to determine the prevalence and risk factors for the level of use of online games owned by high school students. This study used a quantitative method with a cross-sectional design. A total of 673 high school students were selected using cluster sampling technique. The research data were taken using the online game addiction psychological scale instrument. The results showed that the average level of online game addiction owned by students was in the medium category. Gender did not have a strong correlation with high online game addiction, while age did not have a correlation with the high level of online game addiction that students had. Therefore, there is a need for both preventive and curative counseling services that can help students formulate more potential activities in supporting students' academic and social development.

Keywords: Online game addiction, prevalence, high school.