THE INFLUENCE OF GAME ONLINE ADDICTION, FLOW, JOB DEMANDS E-SPORT PLAYERS ON THE E-SPORT CURRICULUM

Raghib Filhaq[1], Yanti[2], & Dian Karlina[3]
email : raghibfilhaq@gmail.com[1], dheirayanti05@gmail.com[2] & diankarlina3355@gmail.com[3]
Faculty of Psychology
Program Study Masters of Psychology Profession
Persada Indonesia University Y.A.I. Street Jakarta **INDONESIA**

ABSTRACT

The development of the e-sports industry in Indonesia demands an e-sports curriculum that can improve the quality and competence of professional online game players. This research aims to examine the influence of online game addiction, flow, and job demands of e-sport players on the e-sports curriculum. The research method used is a quantitative method using a sample of 49 athletes who are professional online game players in the e-sports community in Jakarta. Data were analyzed using multiple linear regression analysis. The research results show that online game addiction has a negative and significant effect on the e-sports curriculum, flow has a positive and significant effect on the e-sports curriculum, and e-sport player job demands have a positive and significant effect on the e-sports curriculum. The implication of this research is that e-sports curricula need to pay attention to psychological and situational factors that influence the motivation and performance of professional online game players.

Keywords: Game Online Addiction, Flow, Job Demands, E-Sport Curriculum, Professional Game Online Players.