

ABSTRACT

Jessica Chandra (705090066)

Correlation Between Personality Traits and Motivation to Play Online Games in Late Adolescence; Sri Tiatri, Ph.D., M.Si., Psi. & Yeni Anna Apulembang, M.A., Psi.; Undergraduate Program in Psychology, Tarumanagara University, (57 pages; R1 – R3, Appdx 1-8)

Massively Multiplayer Online Role Playing Games (MMORPGs) is a type of game with internet connection and social interaction is highly essential. MMORPGs is now a highly popular game among adolescents. At this transitional period, adolescents become closer with peers. By online game, adolescents can fulfill their socializing need. Adolescents aged 11 to 20 years are at identity vs identity confusion stage. At this stage, adolescents seek their identity and social status in society. In this research, the researcher try to correlate between personality traits and motivation to play online game type MMORPGs. A total of 203 participants who play MMORPGs were used for the analyses. All of the partisipants were between 18 to 22 years old. *Spearman* were utilized to determine the significant correlation. The result shows significant correlation between personality traits and motivation to play online game. There are significant correlation between extraversion with relationship motivation ($r=0,266$, $p<0,05$), extraversion with achievement motivation ($r=0,176$, $p<0,05$) and agreeableness with relationship motivation ($r=0,192$, $p=0,006$). While openness, conscientiousness and neuroticism have no significant correlation with motivation to play online game.

Keywords: online game, MMORPGs, personality traits, late adolescence, motivation