

ABSTRACT

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The relationship between Self Esteem with Level Addiction Playing Online Games On Student; Sri Tiatri, Ph.D.. M.Si., Psi. Study program of Psychology S-1, Tarumanagara University, (i-ix; 65 pages, P1-P5, L1-L36)

Previous research on the relationship of self-esteem with a level playing online games addiction yielded two different answers. The purpose of this study was to examine the relationship between self-esteem with addiction level playing online games on the college students. This study used quantitative methods. Subjects numbered 278 students, the selection of subjects using techniques Snowball, retrieval data using questionnaires and using a Likert scale. Addiction measuring tool is based on the theory of Griffith's, and self esteem measuring tool is based on the theory of Rosenberg.

The test results showed that no significant relationship between self-esteem with addiction level playing online games on the students ($r = 0.057$, $P > 0.05$). These results indicate that the hypothesis is rejected, which means self-esteem does not affect the level of addiction to play online games on the students. This research advised the assessment with a more variety of subjects, also with other variables that may be added in future studies.

Key word: Self-Esteem and Addiction Level Playing Online Games