

ABSTRAK

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Hubungan antara Motivasi Bermain *Online Game* dengan *Online Game Engagement* pada Remaja; Sri Tiatry, Ph.D, Psi & Meylisa Permata Sari, S. Psi., M. Sc.; Program studi S1 Psikologi Universitas Tarumanagara. (i-xi, 51 halaman, P1-P9, L1-L25)

This study examines the relationship between motivation playing online game with online game engagement in adolescents. Participants on this study are 385 aged 11 - 24 years. This study is done quantitatively by handing out questionnaire. The questionnaires are Online Gaming Motivations Scale and The Addiction- Engagement. The results showed that there was a significant positive relationship between motivation playing online games and online game engagement ($r_s = 0.320$, $p < 0.01$). This study also found that the immersion and achievement dimensions of motivation playing online games had a significant positive relationship with the dimensions of online game engagement (cognitive salience, tolerance, and euphoria). While the social dimension of the motivation to play online games has no relationship with the dimensions of online game engagement. Further implications can be read in the discussion section.

Kata Kunci : motivation playing online game, online game engagement, adolescent, and online game