

ABSTRAK

Skripsi dengan judul “Pengaruh *Game Online Mobile Legends* Terhadap Konsentrasi Belajar Siswa Kelas V di MI Manba’ul Ulum Buntaran” ini ditulis oleh Shinta Fatikasari, NIM. 126205211069, Program Studi Pendidikan Guru Madrasah Ibtidaiyah, Jurusan Tarbiyah, Fakultas Tarbiyah dan Ilmu Keguruan, UIN Sayyid Ali Rahmatullah Tulungagung. Pembimbing: Muhammad Dwi Toriyono, S.Pd.I., M.Pd.

Kata kunci: *Game Online, Mobile Legends, Konsentrasi Belajar*

Penelitian ini dilatar belakangi oleh permasalahan menurunnya konsentrasi belajar siswa yang disebabkan oleh intensitas bermain game online *Mobile Legends* yang tinggi. Hal ini dapat di lihat dari banyaknya siswa yang mengalami kesulitan dalam memusatkan perhatian saat kegiatan pembelajaran berlangsung, kurang fokus saat menerima materi pelajaran, serta sering merasa kelelahan pada saat kegiatan pembelajaran akibat bermain game hingga larut malam. *Mobile Legends* sebagai salah satu game online yang sangat populer di kalangan anak-anak sekolah dasar saat ini.

Berdasarkan permasalahan tersebut maka tujuan dari penelitian ini yaitu (1) untuk mengetahui pengaruh game online mobile legends terhadap konsentrasi belajar siswa kelas V di MI Manba’ul Ulum Buntaran, (2) untuk mengetahui seberapa besar pengaruh game online mobile legends terhadap konsentrasi belajar siswa kelas V di MI Manba’ul Ulum Buntaran, (3) untuk mendeskripsikan dampak dari pengaruh game online mobile legends terhadap konsentrasi belajar siswa kelas V di MI Manba’ul Ulum Buntaran.

Penelitian ini menggunakan pendekatan kuantitatif dengan jenis penelitian *korelasional*, Penelitian ini menggunakan Sampel dari kelas VC, VD dan VE yang terdiri dari 51 siswa. Teknik sampling yang digunakan adalah teknik sampel acak (*random sampling*). Teknik pengumpulan data yang digunakan adalah berupa angket atau kuesioner. Teknik analisis data yang digunakan adalah uji asumsi klasik (uji normalitas, uji heterokedastisitas dan uji linearitas) serta uji hipotesis (uji regresi linear sederhana, uji t, dan uji koefisien determinasi (R^2)).

Dari hasil penelitian diketahui bahwa: (1) Terdapat pengaruh yang signifikan antara game online *Mobile Legends* terhadap konsentrasi belajar siswa . Hal ini berdasarkan perhitungan uji-t diperoleh nilai $\text{Sig.}(0,000) < \text{taraf signifikansi}(0,05)$, maka H_0 ditolak dan H_a diterima, (2) Bahwa *game online mobile legends* berpengaruh terhadap konsentrasi belajar sebesar 0,412 dalam satuan persen (%) setara dengan 41,2%. Sisanya sebesar 58,8% dipengaruhi oleh variabel lain yang tidak diteliti, (3) Terdapat nilai signifikansi -4,131. Jika nilai yang diperoleh $< 0,05$ maka variabel X berpengaruh signifikan terhadap variabel Y. Hal ini menunjukkan bahwa H_0 ditolak dan H_a diterima, sehingga dapat disimpulkan bahwa *game online mobile legends* (X) berpengaruh secara negatif dan signifikan terhadap konsentrasi belajar (Y). Artinya semakin tinggi frekuensi peserta didik bermain game online mobile legends maka konsentrasi belajar semakin menurun.

ABSTRACT

The thesis entitled "The Influence of the *Online Game Mobile Legends* on the Learning Concentration of Fifth Grade Students at MI Manba'ul Ulum Buntaran" was written by Shinta Fatikasari, Student ID 126205211069, from the Islamic Elementary School Teacher Education Study Program, Department of Tarbiyah, Faculty of Tarbiyah and Teacher Training, State Islamic University (UIN) Sayyid Ali Rahmatullah Tulungagung. Advisor: Muhammad Dwi Toriyono, S.Pd.I., M.Pd.

Keywords: *Online Games, Mobile Legends, Concentration of Learning.*

This research is motivated by the problem of decreasing student learning concentration caused by the high intensity of playing the Mobile Legends online game. This can be seen from the many students who have difficulty in concentrating during learning activities, lack of focus when receiving learning materials, and often feel tired during learning activities due to playing games until late at night. Mobile Legends is one of the online games that is very popular among elementary school children today.

Based on these problems, the objectives of this study are (1) to determine the influence of the online game Mobile Legends on the learning concentration of class V students at MI Manba'ul Ulum Buntaran, (2) to determine how much influence the online game Mobile Legends has on the learning concentration of class V students at MI Manba'ul Ulum Buntaran, (3) to describe the impact of the influence of the online game Mobile Legends on the learning concentration of class V students at MI Manba'ul Ulum Buntaran.

This study uses a quantitative approach with a correlational research type. This study uses samples from VC, VD and VE classes consisting of 51 students. The sampling technique used is a random sampling technique. The data collection technique used is a questionnaire. The data analysis technique used is the classical assumption test (normality test, heteroscedasticity test and linearity test) and hypothesis testing (simple linear regression test, t test, and coefficient of determination test (R^2)).

From the research results it is known that: (1) There is a significant influence between the online game mobile legends on students' learning concentration. This is based on the calculation of the t-test obtained the value of Sig. (0,000) significance level (0.05), then H_0 is rejected and H_a is accepted, (2) That the online game mobile legends affects learning concentration by 0,412 in percent units (%) equivalent to 41,2%. The remaining 58.8% is influenced by other variables that are not studied, (3) There is a significance value of -4,131. if the value obtained is <0.05 then the variable X has a significant effect on the variable Y. This shows that H_0 is rejected and H_a is accepted, so it can be concluded that the online game mobile legends (X) has a negative and significant effect on learning concentration (Y). This means that the higher the frequency of students playing the online game mobile legends, the lower the learning concentration.

