

## ABSTRAK

**MOCHAMAD IVAN FEBRIAN FAJAR, 20.04.243. Motivasi Belajar Siswa yang Kecanduan Game Online di Sekolah Menengah Pertama Islam Terpadu Alamy Kabupaten Subang. Dosen Pembimbing: Krisna Dewi Setianingsih dan Popon Sutarsih.**

Penelitian ini bertujuan untuk memperoleh gambaran motivasi belajar siswa yang kecanduan game online di Sekolah Menengah Pertama Islam Terpadu Alamy Kabupaten Subang yang meliputi ketekunan dalam belajar, ulet dalam menghadapi kesulitan, minat dan ketajaman perhatian dalam belajar, berprestasi dalam belajar, dan mandiri dalam belajar. Penelitian ini menggunakan pendekatan kualitatif. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah wawancara, observasi dan studi dokumentasi. Sumber data diperoleh menggunakan purposive sampling yaitu dua informan siswa, orang tua siswa, teman siswa dan guru. Hasil penelitian motivasi belajar siswa yang kecanduan *game online* di Sekolah Menengah Pertama Islam Terpadu Alamy Kabupaten Subang menunjukkan bahwa ketekunan siswa dalam belajar kedua siswa tersebut lebih banyak menghabiskan waktu bermain *game online* sehingga belum optimal dalam melakukan aktivitas belajar, keuletan dalam menghadapi kesulitan dan kemandirian belajar siswa masih memerlukan orang lain untuk mengingatkan dan membantu mereka, minat dan ketajaman perhatian dalam belajar kedua siswa hanya memperhatikan mata pelajaran yang diminati saja, dan prestasi dalam belajar kedua siswa belum sesuai. Untuk itu, perlu adanya peningkatan pada motivasi belajar siswa. Sesuai dengan hasil penelitian, peneliti merekomendasikan sebuah program yaitu: “Peningkatan Motivasi Belajar Siswa yang Kecanduan Game Online di Sekolah Menengah Pertama Islam Terpadu Alamy Subang”

**Kata Kunci: Motivasi Belajar, Siswa, *Game Online*.**

## **ABSTRACT**

**MOCHAMAD IVAN FEBRIAN FAJAR, 20.04.243. *Learning Motivation of Students Addicted to Online Games at Alamy Integrated Islamic Junior High School, Subang City. Supervisors: Krisna Dewi Setianingsih and Popon Sutarsih.***

*This research aims to obtain an overview of the learning motivation of students who are addicted to online games at the Alamy Integrated Islamic Junior High School, Subang City, which includes perseverance in learning, tenacity in facing difficulties, interest and sharp attention in learning, achievement in learning, and independence in learning. This research uses a qualitative approach. The data collection techniques used in this research are interviews, observation and documentation studies. Data sources were obtained using purposive sampling, namely two student informants, student parents, student friends and teachers. The results of research on the learning motivation of students who are addicted to online games at the Alamy Integrated Islamic Junior High School, Subang City, show that the lack of student perseverance in studying is because these two students spend more time playing online games so they are not optimal in carrying out learning activities, tenacity in facing difficulties and independence. students' learning still requires other people to remind and help them, the interest and sharpness of attention in learning of both students only pay attention to the subjects they are interested in, and the achievements in learning of both students are not yet appropriate. For this reason, there needs to be an increase in student learning motivation. In accordance with the research results, researchers recommend a program, namely: "Increasing the Learning Motivation of Students who are Addicted to Online Games at the Alamy Subang Integrated Islamic Junior High School"*

**Keywords: *Learning Motivation, Students, Online Games.***