

ABSTRAK

Saputra, Rio Aditya. 2023. *Dampak Bermain Game Online Mobile Legends Terhadap Perilaku Toxic Remaja di Desa Sukaraja Nuban Kecamatan Batanghari Nuban Kabupaten Lampung Timur*. Skripsi. Jurusan Ilmu Pendidikan. Program Studi Bimbingan dan Konseling. FKIP Universitas Muhammadiyah Metro. Pembimbing (I) Hadi Pranoto, M.Pd., (II) Dra. Hj. Nurul Atieka, M.Pd.

Kata Kunci: *Game Online Mobile Legends, Perilaku Toxic*

Studi ini bertujuan untuk mengetahui bagaimana bermain game mobile legends secara online berdampak pada perilaku negatif remaja di Desa Sukaraja Nuban Kecamatan Batanghari Nuban Kabupaten Lampung Timur.

Penelitian ini bersifat kualitatif deskriptif. Peneliti melakukan wawancara dengan remaja yang berperilaku buruk saat bermain game online Mobile Legends. Proses analisis data terdiri dari tiga tahap: mereduksi data (fokus pada yang penting), penyajian data (bersifat naratif), dan penarikan kesimpulan. triangulasi waktu dapat digunakan untuk menguji keabsahan data.

Kesimpulannya yaitu (1) Perbuatan *toxic* ketika main *game online mobile legends* yang diperbuat remaja di Desa Sukaraja Nuban Kecamatan Batanghari Nuban Kabupaten Lampung Timur dibagi dua, yaitu perilaku *toxic gameplay* dan komunikasi kasar terhadap pemain lain. (2) Perilaku *toxic gameplay* yang dilakukan remaja di Desa Sukaraja Nuban Kecamatan Batanghari Nuban Kabupaten Lampung Timur seperti membuat kesal pemain lain dengan sengaja, melakukan gerakan menghina orang lain, bermain curang, dan mengganggu pemain lain berulang-ulang. (3) Perilaku *toxic* komunikasi kasar terhadap pemain lain yang dilakukan remaja di Desa Sukaraja Nuban Kecamatan Batanghari Nuban Kabupaten Lampung Timur yaitu memaki-maki pemain lain, melakukan pelecehan verbal, dan menyalahkan pemain lain.

ABSTRAK

Saputra, Rio Aditya. 2023. The Impact of Playing Mobile Legends Online Games on Toxic Behavior of Teenagers in Sukaraja Nuban Village, Batanghari Nuban District, East Lampung Regency. Thesis. Department of Education Science. Guidance and Counseling Study Program. FETT Muhammadiyah Metro University. Advisor (I) Hadi Pranoto, M.Pd., (II) Dra. Hj Nurul Atieka, M.Pd.

Keywords: Mobile Legends Online Game, Toxic Behavior

This study aims to determine how playing mobile legends games online has an impact on the negative behavior of adolescents in Sukaraja Nuban Village, Batanghari Nuban District, East Lampung Regency.

This research is descriptive qualitative in nature. Researchers conducted interviews with teenagers who behaved badly when playing Mobile Legends online games. The data analysis process consists of three stages: reducing data (focus on the important), presenting data (narrative), and drawing conclusions. time triangulation can be used to test the validity of the data.

The conclusions are (1) The toxic actions when playing mobile legends online games made by teenagers in Sukaraja Nuban Village, Batanghari Nuban Subdistrict, East Lampung Regency are divided into two, namely toxic gameplay behavior and abusive communication towards other players. (2) Toxic gameplay behavior carried out by teenagers in Sukaraja Nuban Village, Batanghari Nuban Sub-district, East Lampung Regency such as intentionally upsetting other players, making insulting gestures to others, cheating, and disturbing other players repeatedly. (3) The toxic behavior of abusive communication towards other players carried out by teenagers in Sukaraja Nuban Village, Batanghari Nuban Subdistrict, East Lampung Regency, namely cursing other players, committing verbal abuse, and blaming other players.