



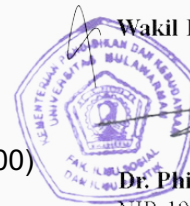
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**Pengaruh Intensitas Bermain Game Online Terhadap Prokrastinasi Akademik Mahasiswa**

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This research used quantitative research method. The subjects of this study were students class of 2013/2014 faculty of social and political sciences mulawarman university who are processing undergraduate thesis and playing online games, with total samples were 120 students that was selected by purposive sampling techniques. Collected data was analyzed using the program Statistical Packages for Social Science (SPSS) 24.0 for windows. The results of this study showed that there was significant effect of playing online games intensity on student's academic procrastination. There was a positive and significant effect of playing online games intensity on student's academic procrastination by a beta coefficient = 0.529; t value > t table (5.504 > 1.990) and p value = 0.000 (p < 0.05)

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<b>ABSTRAK</b>	<b>Kata kunci</b>
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Penelitian ini bertujuan untuk mengetahui pengaruh intensitas bermain game online terhadap prokrastinasi akademik mahasiswa. Metode penelitian yang digunakan ialah kuantitatif. Subjek penelitian ini adalah mahasiswa angkatan 2013/2014 Fakultas Ilmu Sosial dan Ilmu Politik Universitas Mulawarman Samarinda yang sedang mengerjakan skripsi serta bermain game online, dengan jumlah sampel 120 orang mahasiswa yang dipilih dengan menggunakan teknik purposive sampling. Data yang terkumpul dianalisis dengan bantuan program Statistical Packages for Social Science (SPSS) 24.0 for windows. Hasil dari penelitian ini menunjukkan bahwa terdapat pengaruh intensitas bermain game online terhadap prokrastinasi akademik mahasiswa. Pada intensitas bermain game online terhadap prokrastinasi akademik mahasiswa terdapat pengaruh yang positif dan signifikan dengan nilai beta = 0.529; t hitung > t table (5.504 > 1.990) dan nilai p = 0.000 (p < 0.05)

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Pengaruh Intensitas Bermain Game Online Terhadap Prokrastinasi Akademik Mahasiswa  
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