**ABSTRAK**

**Ali Akbar Syam. 2014**. Pengaruh intensitas bermain *violent online game* terhadap perilaku agresif remaja di Makassar. *Skripsi*. Fakultas Psikologi Universitas Negeri Makassar. Dibimbing oleh Prof. Dr. H. Syamsul Bachri Thalib, M.Si. dan H. Lukman Nadjamuddin, S.Psi., M.App. Psy.

Penelitian ini bertujuan untuk mengetahui apakah ada pengaruh positif intensitas bermain *games online* yang mengandung kekerasan (*violent exposure*) terhadap perilaku agresif pada remaja di Makassar. Delapan puluh remaja dengan usia 12-15 tahun yang aktif (minimal 2 jam per hari) bermain *violent online game* di kota Makassar menjadi responden dalam penelitian*.* Instrumen penelitian yang digunakan adalah skala perilaku agresi dan kuesioner intensitas bermain *violent online game*. Data penelitian dianalisis menggunakan korelasi *Kendall’s Tau* dengan program *IBM SPSS 22.0 for Windows.* Koefisien korelasi antara intensitas bermain *online game* (tanpa eksposure kekerasan) terhadap perilaku agresif adalah *r* = -0,177 dengan taraf signifikansi *p*=0,024. Hasil ini menunjukkan bahwa ada hubungan negatif antara intensitas bermain *online game* terhadap perilaku agresif. Sedangkan hasil perhitungan intensitas bermain *violent online game* terhadap perilaku agresif menunjukkan nilai koefisien korelasi sebesar *r* = 0,304 dengan taraf signifikansi *p*=0,000, sehingga hipotesis yang menyatakan bahwa ada hubungan positif antara intensitas bermain *violent online game* terhadap agresi diterima. Apabila intensitas bermain *violent online game* tinggi maka perilaku agresif pada remaja semakin tinggi.

**Kata Kunci: *Agresi, violent online game.***

**ABSTRAK**

**Ali Akbar Syam. 2014.** *The influence of the intensity of playing violent online games on aggressive behavior of teenagers in Makassar. Thesis. Faculty of Psychology,* Universitas Negeri Makassar*. Supervised by* Prof. Dr. Syamsul Bachri H. Talib, M.Si. *and* H. Lukman Nadjamuddin, S.Psi., M.App. Psy*.*

*This study aims to determine whether there is a positive effect of the intensity of playing online games containing violence (violent exposure) of aggressive behavior in adolescents in Makassar. Eighty adolescents aged 12-15 years were active (at least 2 hours per day) playing violent online games in the city of Makassar to the respondents in the study. The research instrument used was a aggressive behavior scale and violent online games questionnaire. Data were analyzed using Kendall's Tau correlation with IBM SPSS 22.0 program for Windows. The coefficient of correlation between the intensity of playing online games (without exposure to violence) against aggressive behavior was r = -0.177 with a significance level of p = 0.024. These results indicate that there is a negative relationship between the intensity of playing online games on aggressive behavior. While the results of the calculation of the intensity of playing violent online games on aggressive behavior showed a correlation coefficient of r = 0.304 with a significance level of p = 0.000, so the hypothesis that there is a positive relationship between the intensity of playing violent online games against aggression received. If the intensity of playing violent online Games is High, aggressive behavior in adolescents will increased.*

**Keywords: *Aggression, violent online games.***