

## ABSTRAK

Ncarang, Karolus. 2020. Pengaruh *Game Online PUBG* Terhadap Prilaku Belajar dan Karakter Mahasiswa PPKn di Universitas PGRI Adi Buana Surabaya Skripsi program studi Pendidikan Pancasila dan kewarganegaraan.

Universitas PGRI Adi Buana Surabaya. pembimbing  
Drs. A Qomaru Zaman M. Pd, Suhartono, S.Pd.,M.Pd

**Kata Kunci:** *Game Online PUBG*, Perilaku Belajar dan Karakter

Salah satu permainan berbasis online yang sedang populer sekarang adalah *PUBG*. *Game Online PUBG ini baik digunakan* sebagai alternatif rekreasi pelajar namun harus di sertai kontrol diri menggunakan pendekatan kuantitatif deskriptif dengan teknik pengumpulan data berupa metode Angket atau kuisioner dan dokumentasi .

Tujuan penelitian ini untuk mengetahui pengaruh *Game Online PUBG* terhadap perilaku belajar mahasiswa PPKn di Universitas PGRI Adi Buana Surabaya. Selanjutnya penelitian ini bertujuan untuk mengetahui pengaruh *game online PUBG* terhadap karakter mahasiswa PPKn di Universitas PGRI Adi Buana Surabaya. Dan tujuan penelitian ini juga bertujuan untuk mengetahui pengaruh interaksi *Game Online PUBG* terhadap perilaku belajar dan karakter mahasiswa PPKn di Universitas PGRI Adi Buana Surabaya.

Hasil penelitian ini dapat disimpulkan bahwa nilai signifikan sebesar 0,012, nilai tersebut < 0,05 sehingga  $H_0$  ditolak artinya ada pengaruh *Game online PUBG* terhadap prilaku belajar mahasiswa PPKn di Universitas PGRI Adi Buana Surabaya. Dan kesimpulannya bahwa nilai signifikan sebesar 0,057, nilai tersebut < 0,05 sehingga  $H_0$  ditolak artinya ada pengaruh *Game online PUBG* terhadap karakter mahasiswa PPKn di Universitas PGRI Adi Buana Surabaya.

Kesimpulannya bahwa nilai signifikan sebesar 0,019 nilai tersebut  $< 0,05$  sehingga  $H_0$  ditolak artinya ada pengaruh Interaksi *Game online PUBG* terhadap prilaku belajar dan karakter mahasiswa PPKn di Universitas PGRI Adi Buana Surabaya

## ABSTRACT

Narang, Karolus. 2020. The influence of *PUBG online game* on learning behavior and character of PPKn Students at PGRI Adi Buana University Surabaya Thesis Pancasila Education study program and citizenship. PGRI Adi Buana University Surabaya. Mentor Drs. A Qomaru Zaman M. Pd, Suhartono,S.Pd.,M.Pd

**Keywords:** *Online Game PUBG*, Study Behavior, Student Character

One of the online-based games that are popular right now is *PUBG*. This online-based game is good as an alternative for student recreation but must be accompanied by self-control using a quantitative descriptive approach with data collection techniques in the form of questionnaire or questionnaire and documentation.

The purpose of this study was to determine the effect of *PUBG Online Games* on the learning behavior of PPKn students at PGRI Adi Buana University, Surabaya. Furthermore, this study aims to determine the effect of *PUBG online games* on the character of PPKn students at PGRI Adi Buana University in Surabaya. And the purpose of this study also aims to determine the effect of *PUBG Online Game* interaction on learning behavior and character of PPKn students at PGRI Adi Buana University in Surabaya.

The results of this study can be concluded that a significant value of 0.012, the value  $<0.05$  so that  $H_0$  is rejected means that there is an influence of *PUBG online game* on the learning behavior of PPKn students at PGRI Adi Buana University in Surabaya. And the conclusion that a significant

value of 0.057, the value  $<0.05$  so that  $H_0$  is rejected means that there is an influence of PUBG online game on the character of PPKn students at PGRI Adi Buana University in Surabaya. The conclusion is that a significant value of 0.019 is  $<0.05$  so  $H_0$  is rejected, which means that there is an influence of *PUBG Online Game* Interaction on learning behavior and character of PPKn students at PGRI Adi Buana University, Surabaya