

ABSTRAK

Latar Belakang: Kecanduan bermain *game mobile legend* pada kalangan anak dan remaja di Indonesia jumlahnya semakin meningkat dan bisa berdampak terhadap kondisi fisik dan psikologis mereka, salah satunya berperilaku impulsif dimana perilaku ini bagian dari *Sensation Seeking*.

Metode: Jenis penelitian ini adalah penelitian Korelasional dengan teknik *purposive sampling* sebanyak 80 sampel. Data diperoleh dengan membagikan kuesioner. Analisa data dengan penyajian data dalam bentuk distribusi frekwensi atau persentase dari masing-masing variable.

Hasil: Hasil penelitian menunjukkan bahwa ada hubungan positif yang signifikan antara *sensation seeking* dengan kecanduan game online terhadap game mobile legend pada mahasiswa/mahasiswi di Fakultas Kedokteran UISU

Kesimpulan: Dalam penelitian ini mahasiswa/mahasiswi berada pada tingkat sedang baik *sensation seeking* maupun kecanduan dalam bermain *game mobile legend*

Kata Kunci : *Sensation Seeking, Kecanduan game online , game Mobile Legend*

ABSTRACT

Background: *Addiction to playing mobile legend games among children and adolescents in Indonesia is increasing in number and can have an impact on their physical and psychological conditions, one of which is impulsive behavior where this behavior is part of Sensation Seeking.*

Methods: *This type of research is correlational research with a purposive sampling technique of 80 samples. Data was obtained by distributing questionnaires. Data analysis by presenting data in the form of frequency distribution or percentage of each variable..*

Results: *The results showed that there was a significant positive relationship between sensation seeking and online game addiction to mobile legend games among university students at the UISU Faculty of Medicine.*

Conclusion: *In this study, students were at a moderate level, both sensation seeking and addiction in playing mobile legend games*

Keywords: *Sensation Seeking, Online game addiction, Mobile Legend game*