

Abstark

Hiburan yang bermacam-macam bentuknya tidak bisa dipisahkan dari kehidupan masyarakat, *video game* salah satunya. Muncul berbagai jenis dan judul dari *video game*. Tak mau ketinggalan, *smartphone* juga dilengkapi dengan berbagai macam *video game* yang bisa di unduh secara gratis. Mobile Legends sebagai salah satu *game* dalam *smartphone* yang populer di indoensia. Namun dampak negattif yang ditimbulkan oleh *video game* pun beragam. Tujuan dari penelitian ini adalah untuk mengetahui hubungan terpaan dari *Game Mobile Legends: Bang Bang* terhadap tingkat *cyberbullying* pada anak di Yogyakarta. Teori yang digunakan yaitu teori kultivasi serta konsep *cyberbullying*. Penelitian ini menggunakan metode penelitian kuantitatif dengan menggunakan survey. Teknik pengumpulan data menggunakan kuesioner. Populasi pada penelitian ini adalah seluruh siswa siswi SMAN 1 Depok yang bermain Mobile Legends: Bang Bang. Teknik analisis data menggunakan teknik korelasi product moment, analisis regresi linier sederhana, pengujian signifikansi t, dan koefisien determinasi (R Square). Hipotesis dalam penelitian ini yaitu ada hubungan antara iklim komunikasi terpaan Mobile Legends: Bang Bang terhadap tingkat *cyberbullying* pada anak. Hasil penelitian diperoleh analisis korelasi product moment masuk dalam kategori kuat yaitu sebesar 0,614. Hasil pengujian hipotesis menggunakan analisis regresi linier sederhana menunjukkan adanya pengaruh positif dan signifikankedua variabel. Hasil pengujian koefisien determinasi (R Square) sebesar 0,377, terpaan Mobile Legends: Bang Bang dapat mempengaruhi tingkat *cyberbullying* 37.7%, sisanya sebesar 62,3% dipengaruhi oleh faktor diluar penelitian ini. Hasil analisis di atas menyatakan bahwa apabila terpaan meningkat maka tingkat *cyberbullying* juga akan meningkat.

Kata Kunci: Anak, *Cyberbullying*, Mobile Legends, terpaan, teori kultivasi

Abstract

Entertainment with various forms is inseparable from people's lives, one of which is video games. Various types and titles of video games appear. Do not want to miss, the smartphone is also equipped with various kinds of video games that can be downloaded for free. Mobile Legends as one of the most popular smartphone games in Indonesia. But the negative impact caused by video games also varies. The purpose of this study was to determine the exposure of the Mobile Legends: Bang Bang game to the level of cyberbullying in children in Yogyakarta. The theory used is cultivation theory and the concept of cyberbullying. This research uses quantitative research methods using surveys. The technique of collecting data using a questionnaire. The population in this study were all students of Depok 1 Public High School who played Mobile Legends: Bang Bang. Data analysis techniques using product moment correlation techniques, simple linear regression analysis, testing the significance of t, and the coefficient of determination (R Square). The hypothesis in this study is that there is a relationship between the communication climate of Mobile Legends: Bang Bang's exposure to the level of cyberbullying in children. The results of the study obtained product moment correlation analysis included in the strong category that is equal to 0.614. The results of hypothesis testing using simple linear regression analysis indicate a positive and significant influence on both variables. The test results of the coefficient of determination (R Square) of 0.377, exposure to Mobile Legends: Bang Bang can affect the level of cyberbullying 37.7%, the remaining 62.3% is influenced by factors outside of this study. The results of the analysis above state that if the exposure increases, the level of cyberbullying will also increase.

Keywords: Children, Cyberbullying, Mobile Legends, exposure, cultivation theory