**ABSTRAK**

**PENGARUH GAME ONLINE MOBILE LEGEND**

**TERHADAP KARAKTER SISWA SMA AL-WASHLIYAH 1 MEDAN**

**ANWAR SAFI’I PULUNGAN**

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Permasalahan dalam penelitian ini adalah adakah pengaruh game online mobile legend terhadap karakter siswa SMA Al-Washliyah 1 Medan. Penelitian ini bertujuan untuk mengetahui apakah ada pengaruh game online mobile legend terhadap karakter siswa SMA Al-Washliyah 1 Medan.

 Game Online Mobile Legend adalah kegiatan bermain yang dapat dilakukan di layar monitor atau layar telepon seluler. Dalam bermain game online mobile legend ini jumlah perilaku yang terlibat pada dasarnya dapat lebih dari dua orang dan bemain dengan team.

 Metode yang digunakan adalah metode deskriptif kuantitatif yaitu untuk mencari tingkat pengaruh game online mobile legend terhadap karakter siswa SMA Al-Washliyah 1 Medan. Populasi dalam penelitian ini adalah seluruh siswa SMA Al-Washliyah 1 Medan yang berjumlah 160 siswa dengan sampel berjumlah 20 orang siswa. Instrumen dan pengumpulan data yang digunakan adalah angket dan pedoman wawancara. Analisa data yang digunakan adalah menggunakan korelasi product moment dan uji t (parsial).

 Hasil penelitian menunjukan bahwa terdapat pengaruh game online mobile legend terhadap karakter siswa SMA Al-Washliyah 1 Medan. Hal ini dapat diketahui dari hasil perhitungan koefisien korelasi dengan menggunakan rumus korelasi *product moment* sebesar r = 0,611 = 61,1 % hasil perhitugan signifikan koefisisen korelasi uji t (parsial) diperoleh nilai $t\_{hitung}\geq t\_{tabel}$ 3,271 > 2,060 ini berarti Diduga tidak ada pengaruh game online Mobile Legend terhadap karakter siswa SMA Al-Washliyah 1 Medan(Ho) ditolak dan Diduga ada pengaruh game online Mobile Legend terhadap karakter siswa SMA Al-Washliyah 1 Medan (Ha) diterima dan hasil pedoman wawancara yang dilakukan peneliti dengan siswa menunjukan terdapat pengaruh game online mobile legend terhadap karakter siswa SMA Al-Washliyah 1 Medan.

 Dengan demikian, dapat disimpulkan bahwa terdapat pengaruh game online mobile legend terhadap karakter siswa SMA Al-Washliyah 1 Medan.

Kata kunci : a. Game online mobile legend, b : Karakter siswa

**ABSTRACT**

**THE INFLUENCE OF ONLINE MOBILE LEGEND GAME ON CHARACTER STUDENTS OF AL-WASHLIYAH HIGH SCHOOL 1 MEDAN**

**ANWAR SAFI'I PULUNGAN**

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 The problem in this study is the influence of online mobile legend on the character of Al-Washliyah 1 Medan High School students. This study aims to determine whether there is an influence of the legendary online mobile game on the characters of AI-Washliyah 1 Medan high school students.

Mobile Legend Online Game is a play activity that can be done on the monitor screen or cell phone screen. In playing this legendary online mobile game, the amount of behavior involved basically can be more than two people and play with the team.

The method used is the quantitative descriptive method that is to find the level of influence of the legendary online mobile game on the characters of AI-Washliyah 1 Medan High School studens. The population in this study were all students of Al-Washliyah 1 Medan High School, which numbered 160 studens with a sample of 20 students. The instruments and data collection used were questionnaires and interview guidelines. Analysis of the data used in this study is to use product moment correlation and t test (partial).

 The results showed that there was an influence of the legendary online mobile game on the character of Al-Washliyah 1 Medan High School students. This can use the product moment correlation formula of r = 0.611 = 61.1% the results of the significant calculation of the correlation coefficient t test (partial) obtained tcount> trabel values 3,271 2,060 This means that there is no suspected influence of the Mobile legend online game on the character of Al-Washliyah 1 High School Students Medan (Ho) is rejected and that there is an influence of the Mobile Legend online game on the character of the Al-Washliyah High School 1 students Medan(Ha) was accepted and the results of the interviews conducted by researchers with the students showed that there was an influence of the legendary online mobile legend on the characters of students of Al Washliyah 1 Medan High School.

Thus, it can be concluded that there is an influence of the legendary online mobile game on the characters of students of AI Washliyah 1 Medan High School.

Keywords: a. Legendary online mobile game, b: Student characters