ABSTRAK

Melonjaknya covid – 19 yang terjadi pada 2020, membuat lonjakan jumlah *download game online* dengan tema *battle royale*. *Game* ini dimainkan berbagai kalangan termasuk mahasiswa UNIBI. Mahasiswa UNIBI yang memainkan *game* ini memperlihatkan perilaku agresi seperti memukul tembok, berkata kasar, membanting gawai, mendiamkan pemain lain, atau memberikan *rating* buruk kepada *developer game*. Disisi lain mahasiswa diharapkan secara emosi sudah stabil dan mampu memecahkan masalah secara baik. Tujuan dari penelitian ini untuk mengetahui hubungan antara *self – control* dengan perilaku agresi pada mahasiswa yang memainkan *game online battle royale* di UNIBI. Penelitian ini adalah penelitian kuantitatif dengan melibatkan 97 mahasiswa UNIBI sebagai sampel penelitian. Teknik pengambilan data menggunakan *purposive sampling* dengan kriteria mahasiswa memainkan *game online battle royale*. Proses pengambilan data penelitian ini menggunakan 2 skala yaitu skala *self – control* dan skala perilaku agresi. Selanjutnya proses analisis data penelitian menggunakan uji korelasi *product moment* dibantu *SPSS 22*. Hasil penelitian menunjukan bahwa terdapat hubungan negatif signifikan antara *self – control* dengan perilaku agresi dengan koefisien korelasi -0.709 ($p < 0,05$). Semakin tinggi *self – control* maka perilaku agresi akan semakin rendah sebaliknya, semakin rendah *self – control* semakin tinggi perilaku agresi.

Kata Kunci : *self – control*, perilaku agresi, *game online, battle royale,* mahasiswa

ABSTRACT

The surge in covid – 19 that occurred in 2020, made a surge in the number of downloads of online games with the battle royale theme. This game is played by various groups including UNIBI students. UNIBI students who play this game show aggressive behavior such as hitting walls, saying rude things, slamming their devices, silencing other players, or giving bad ratings to game developers. On the other hand, students are expected to be emotionally stable and able to solve problems well. The purpose of this study was to determine the relationship between self-control and aggressive behavior in students who played the online battle royale game at UNIBI. This research is a quantitative research involving 97 UNIBI students as research samples. The data collection technique used purposive sampling with the criteria of students playing the online battle royale game. The data collection process in this study used 2 scales, namely the self-control scale and the aggression behavior scale. Furthermore, the process of analyzing research data using the product moment correlation test assisted by SPSS 22. The results showed that there was a significant negative relationship between self-control and aggressive behavior with a correlation of -0.709. The higher the self-control, the lower the aggressive behavior, on the contrary, the lower the self-control, the higher the aggressive behavior.

Keywords: self-control, aggression, online games, battle royale, students