ABSTRACT

SELF-CONCEPT GAME ONLINE ADDICTION
(A *Descriptive Study About Self-concept Addicts Game online in* Bandung)

Editors:
Reza Trijaya Kusumah
NIM. 41806076

This research under the guidance of,
Rismawaty, S. Sos., M. Si

This study aims to determine self-concept game online addicts in the city of Bandung. To achieve that goal then raised questions about how to view game online addicts in the city of Bandung, the feeling of game online addicts in the city of Bandung and self-concept game online addicts in the city of Bandung.

This study used a qualitative approach with descriptive methods, data collection techniques used were interviews and observations and supported by literature studies. Informants who earned as much as 4 people who experience the game online addiction. After conducting interviews, researchers conducted a categorization of the questions asked and the results are analyzed descriptively according to a small observation and interviews to ensure that the informant is an game online addict.

These results indicate that the view of an addict is by playing online games they can find out more about a game, other than that they get a lot of relationships in game online. Feelings of an addict game online they feel more entertained by playing game online, due to the presence of game online in their lives are believed to be able to meet the needs in their lives, but they also like to spend their time playing game online. An game online addicts feel more comfortable playing in the cafe of the play in a private home. Game online addiction a bad impact on their personality, values are declining, less healthy sleep, irregular eating patterns, and also damage the health conditions that have become heavily addicted.

The conclusion from these studies show that self-concept game online addicts in the city of Bandung has a negative effect on some aspects of the life of an game online addict.

Advice for someone who has become addicted to game online is change it the view that game online as an entertainment medium. Strengthen relations with the relations in the real world. Expand activities outside the home and other activities in addition to playing games online.