

ABSTRACT

This research about “The Addiction Effect Of Player Unknown’s Battle Grounds (PUBG) Mobile On Social Relation Behavior in Jakarta” that use quantitative method. The purpose of this research is to find out if there is any addiction effect on playing online game to social relation behavior in Jakarta. This research uses descriptive quantitative research methods. The total of the sample is 385 respondents using the non probability sample technique. The data analysis technique used is descriptive analysis and using a simple linear analysis paradigm. Based on the results of hypothesis, online game addiction has an impact or effect on the behavior of teenager social relations. This proved by $t_{count} > t_{table} Y (18.820) > (1.649) X$ with significant level $0,000 < 0,005$. Based on coefficient of determination is online game addiction has an significant effect on the teenager social relation behavior in a positive direction in the amount of 48%.

The conclusion of this research is if there is any addicton effect on playing online game to social relation behavior in Jakarta. The calculation showed if the addiction effect has bring the big impact on teenager social relation behavior.

Keywords : Online Game, PlayerUknown’sBattleGround (PUBG), quantitative, Addiciton Online Game, Social relation behavior