

ABSTRACT

***THE IMPACT OF ONLINE GAMES ON STUDENTS' LEARNING
ACHIEVEMENT AT SMPN 17 OF BENGKULU CITY***

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This study aims to determine the impact of online games on students' learning achievement in class IX A in Information and Communication Technology Subject at SMPN 17 of Bengkulu City. The research was conducted using qualitative methods. The source of data in this study were students of class IX A SMPN 17 Bengkulu City. Data collection techniques used in this research are observation, interviews and documentation. The stages of data analysis are preceded by data reduction, data presentation, then conclusion drawing. The results of this study indicate that there is a negative influence of the habit of playing online games at home on students' learning achievement at SMPN 17 of Bengkulu City in the academic year of 2013/2024. Students who play online games mostly come from middle class families with middle class economic ability. Students who play online games also have learning outcomes that are on average less than the KKM value set by the school, meaning that students who play online games are still unable to achieve better learning outcomes than those who do not play online games.

Keywords: *Impact, Learning Achievement, Online Games.*

