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**ANALISIS HUBUNGAN LITERASI DIGITAL DENGAN
PENERAPAN CYBER HYGIENE DALAM PELINDUNGAN
AKUN MOBILE LEGENDS** , dibawah Ichwan Kurniawan, S.Kom.,

M.Kom. dan Risqiati, S.Kom., M.Kom.

65 + xiv halaman / 21 gambar / 10 tabel / 9 lampiran / 20 pustaka (2022-2025)

ABSTRAK

Penelitian ini bertujuan untuk menganalisis hubungan antara literasi digital dan perilaku cyber hygiene pada pemain Mobile Legends di Pekalongan. Literasi digital diukur melalui kemampuan teknis dalam menggunakan perangkat digital serta kesadaran terhadap keamanan digital, sedangkan cyber hygiene difokuskan pada praktik keamanan digital, seperti penggunaan kata sandi yang kuat dan penerapan autentikasi ganda pada akun game. Penelitian ini menggunakan pendekatan kuantitatif dengan metode survei. Pengumpulan data dilakukan melalui kuesioner berbasis skala Likert yang disebarakan secara daring menggunakan Google Form pada periode 7 Oktober hingga 14 November 2025. Sebanyak 66 responden yang memenuhi kriteria penelitian ditetapkan sebagai sampel. Analisis data dilakukan menggunakan IBM SPSS Statistics melalui uji validitas, uji reliabilitas, uji normalitas, dan uji korelasi Spearman. Hasil uji validitas menunjukkan seluruh item pernyataan pada variabel literasi digital dan cyber hygiene dinyatakan valid dengan nilai r hitung lebih besar dari r tabel (0,242). Uji reliabilitas menunjukkan nilai Cronbach's Alpha sebesar 0,862 pada variabel literasi digital dan 0,848 pada variabel cyber hygiene, yang menandakan instrumen penelitian reliabel. Hasil uji korelasi Spearman menunjukkan koefisien korelasi sebesar 0,806 dengan nilai signifikansi $p < 0,05$, yang menunjukkan adanya hubungan positif dengan kategori sangat kuat antara literasi digital dan perilaku cyber hygiene. Hasil pengujian hipotesis menunjukkan bahwa hipotesis alternatif (H_1) diterima, yaitu terdapat hubungan antara literasi digital dan perilaku cyber hygiene pada pemain Mobile Legends. Berdasarkan hasil penelitian, dapat disimpulkan bahwa semakin tinggi tingkat literasi digital pemain Mobile Legends, maka semakin baik perilaku cyber hygiene dalam menjaga keamanan akun game dan data pribadi. Temuan ini menunjukkan bahwa literasi digital menjadi faktor penting dalam mendorong penerapan Perilaku Cyber Hygiene secara konsisten di kalangan pemain game online.

KATA KUNCI: Literasi Digital, Cyber Hygiene, Mobile Legends, Keamanan Digital

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ANALYSIS OF THE RELATIONSHIP BETWEEN DIGITAL LITERACY AND THE IMPLEMENTATION OF CYBER HYGIENE IN PROTECTING MOBILE LEGENDS ACCOUNTS, supervised by Ichwan Kurniawan, S.Kom., M.Kom. and Risqiati, S.Kom., M.Kom.

65 + xiv pages / 21 figures / 10 table / 9 appendices / 20 references (2022-2025)

ABSTRACT

This study aims to analyze the relationship between digital literacy and cyber hygiene behavior among Mobile Legends players in Pekalongan. Digital literacy in this study is measured through technical abilities in using digital devices and awareness of digital security, while cyber hygiene focuses on digital security practices, such as the use of strong passwords and the implementation of two-factor authentication on game accounts. This research employed a quantitative approach using a survey method. Data were collected through a Likert-scale questionnaire distributed online via Google Forms from October 7 to November 14, 2025. A total of 66 respondents who met the research criteria were selected as the study sample. Data analysis was conducted using IBM SPSS Statistics, including validity testing, reliability testing, normality testing, and Spearman correlation analysis. The validity test results indicated that all questionnaire items for both digital literacy and cyber hygiene variables were valid, with calculated r -values exceeding the r -table value (0.242). Reliability testing showed Cronbach's Alpha values of 0.862 for the digital literacy variable and 0.848 for the cyber hygiene variable, indicating that the research instruments were reliable. The Spearman correlation test produced a correlation coefficient of 0.806 with a significance value of $p < 0.05$, indicating a very strong positive relationship between digital literacy and cyber hygiene behavior. The hypothesis testing results confirmed that the alternative hypothesis (H_1) was accepted, meaning that there is a significant relationship between digital literacy and cyber hygiene behavior among Mobile Legends players. The findings suggest that higher levels of digital literacy are associated with better cyber hygiene practices in protecting game accounts and personal data. Therefore, improving digital literacy is an important factor in encouraging consistent implementation of cyber hygiene practices among online game players.

KEYWORDS: Digital Literacy, Cyber Hygiene, Mobile Legends, Digital Security