KAYLA AURISKA PRAMESTI, 22.240.0135

ANALISIS DAMPAK BERMAIN GAME ROBLOX TERHADAP PRODUKTIVITAS MAHASISWA INSTITUT WIDYA PRATAMA PEKALONGAN DENGAN METODE PENELITIAN DESKRIPTIF KUALITATIF, dibawah bimbingan Sattriedi Wahyu Binabar, S.Si., M. Kom. dan Nurul Amalia, M. Kom. 53 hal, 1 gambar, 16 tabel, 44 pustaka (2015 – 2025).

ABSTRAK

Perkembangan teknologi digital meningkatkan penggunaan game online di kalangan mahasiswa, salah satunya melalui platform Roblox. Penelitian ini bertujuan untuk menganalisis dampak bermain game Roblox terhadap produktivitas mahasiswa Institut Widya Pratama Pekalongan dengan menggunakan metode penelitian deskriptif kualitatif. Data dikumpulkan melalui kuesioner tertutup dengan skala Likert empat tingkat yang disebarkan kepada 52 responden menggunakan teknik purposive sampling. Analisis data dilakukan secara deskriptif berdasarkan persepsi mahasiswa terhadap dampak bermain Roblox ditinjau dari aspek akademik, manajemen waktu, kesehatan, psikologis, sosial, serta indikator IPS dan IPK secara konseptual. Hasil penelitian menunjukkan bahwa bermain Roblox memberikan dampak positif berupa hiburan dan pengurangan stres, serta dampak negatif terhadap pengelolaan waktu, pola tidur, dan fokus belajar apabila intensitas bermain tidak terkontrol. Dengan demikian, pengaruh game Roblox terhadap produktivitas mahasiswa sangat bergantung pada kemampuan mahasiswa dalam mengatur waktu dan mengendalikan aktivitas bermain game.

Kata Kunci : Game Online, Roblox, Produktivitas Mahasiswa, Deskriptif Kualitatif

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ANALYSIS OF THE IMPACT OF PLAYING ROBLOX GAMES ON THE PRODUCTIVITY OF STUDENTS OF THE WIDYA PRATAMA PEKALONGAN INSTITUTE USING A QUALITATIVE DESCRIPTIVE RESEARCH METHOD, supervised by: Sattriedi Wahyu Binabar, S.Si., M. Kom. And Nurul Amalia, M. Kom., 53 pages, 1 figures, 16 tables, 44 references (2015 – 2025).

ABSTRACT

The development of digital technology has increased the use of online games among university students, including the Roblox platform. This study aims to analyze the impact of playing Roblox games on student productivity at Institut Widya Pratama Pekalongan using a qualitative descriptive research method. Data were collected through closed-ended questionnaires with a four-point Likert scale distributed to 52 respondents selected using purposive sampling. Data analysis was conducted descriptively based on students' perceptions of the impact of playing Roblox in terms of academic performance, time management, health, psychological, and social aspects, as well as conceptual indicators of Semester Grade Point Average (IPS) and Cumulative Grade Point Average (IPK). The results show that playing Roblox has both positive and negative impacts on student productivity. Positive impacts include entertainment and stress reduction, while negative impacts are related to time management, sleep patterns, and decreased learning focus when gaming intensity is not well controlled. Therefore, the impact of Roblox on student productivity depends on students' ability to manage time and control gaming activities.

Keywords: Online Games, Roblox, Student Productivity, Qualitative Descriptive