

Development of Mobile Phone Addict Scale

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The aim of this study was to develop the mobile phone addict scale, which was developed based on Mobile Phone Addict Index (MPAI) according to Leung's study (2007), such as inability to control craving, anxiety and feeling lost, withdrawal/escape, and productivity loss. The development of the scale adopted items of Leung's study. Participants were 200 students who were at late stages of adolescence selected through incidental sampling ($N=200$). Results of validity, reliability, and norm are further discussed.

Keywords: mobile phone addict scale, validity, reliability, norm

Penelitian ini bertujuan mengembangkan skala *mobile phone addict*, yang dikembangkan berdasarkan *Mobile Phone Addict Index* (MPAI) hasil penelitian Leung (2007), antara lain ketidakmampuan mengendalikan ketahigan, kecemasan dan perasaan hilang, penarikan diri/pelarian, dan kehilangan produktivitas. Pengembangan skala mengadopsi butir-butir hasil penelitian Leung. Partisipan adalah mahasiswa yang berada pada tahapan perkembangan remaja akhir melalui *incidental sampling* ($N=200$). Hasil uji validitas, reliabilitas, dan norma skala didiskusikan lebih lanjut.

Kata kunci: skala *mobile phone addict*, validitas, reliabilitas, norma

The advancement of mobile phone or cellular phone function is tremendous. Its multi functions such as communication, short messages service, media message service or entertainment, are enjoyed by children as well as adults. Cellular phone users were mostly youngsters (Ling, 2007). Leung and Wei (cited in Leung, 2007a) stated that mostly users of cellular phone in Hongkong were youngsters. Malaysian youngsters' active users were 20.9% compared to 12.3% adults (Malaysian Communication and Multimedia Commission, cited in Zulkefly & Baharudin, 2009). Fifty six percentage of around 7.3 million cell phone users in Indonesia were below 20 years of age (Kompas, cited in Nugroho, 2008). Features commonly used were voiced call, short messages service, games, internet browsing, camera, and video. Those features made cell phone very exciting for youngsters (Leung, 2007b) and became a lifestyle (Leena, Tomi, & Arja, 2005).

Positive impacts are easier, voiced communication or through short message service, chatting, or email. Games, social network, music, radio, and camera function as entertainment. Some office functions like calculator, unit converter, program for document, direction indicator, or other function are really helpful.

The negative impact is that a lot of pornographic picture and videos are made through cell phone camera, and consumptive behavior meaning a lot of money being spent (Leena, Tomi, & Arja, 2005). Consumptive behavior of youngsters are supported by low cell phone price, great promotion by providers, eventhough youngsters mostly do not work to make a living.

The negative impacts of cell phone are studied in youngsters because firstly, they frequently get problems linked with cell phone usage (Bianci & Philips, cited in Billieux, Linden, & Rochat, 2008). Secondly, youngsters are vulnerable to be addicted to information and information technologies (ICT) (Kandell, cited in Yi, 2006). Youngsters are in transition in finding themselves to survive, and one of the efforts is to follow trend in technological development. Thirdly, in trying to find themselves, they are emotionally unstable and they do not have a good self control, and that's why they are the biggest market of almost every product including cellular phone through advertisement. Youngsters are attracted to follow advanced technology and use the newest technologies (Brickfield, cited in Billieux, Linden, & Rochat, 2008; Zulkefly & Baharudin, 2009), and this condition is caused by cohesivity of youngsters with their fellow youngsters (Ling, 2007). Using cell phone could increase status and self respect amongst

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