

**SURVEI PERMAINAN *ESPORTS* TERHADAP
PERSEPSI INDIVIDU**

SKRIPSI

Diajukan Untuk Memenuhi Sebagai Syarat Memperoleh
Gelar Sarjana Pendidikan Program Studi
Pendidikan Kepelatihan Olahraga



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FAKULTAS PENDIDIKAN OLAHRAGA DAN KESEHATAN
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Sebuah skripsi yang diajukan untuk memenuhi sebagian syarat memperoleh gelar
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ABSTRAK

SURVEI PERMAINAN *ESPORTS* TERHADAP PERSEPSI INDIVIDU

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Dosen Pembimbing I : Prof. Dr. Berliana, M.Pd

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Tujuan penelitian adalah untuk mengetahui bagaimana survei *esports*, mengenai dampak *esports* terhadap persepsi individu para pemainnya, terkhusus pada diri (*personallity*) yang dimiliki para pemain *esports*, seperti apa bentuk dan cara kemampuan berkomunikasi dalam *esports*, serta persepsi risiko diri yang telah diterima para pemain selama bermain *esports*. Metode penelitian yang digunakan merupakan deskriptif kuantitatif yang bertujuan untuk mengungkapkan suatu apa adanya dengan menggunakan teknik sampling yaitu *convenience sampling*, dengan sampel merupakan para pemain *esports* di Kecamatan Karangnunggal, Kabupaten Tasikmalaya, Jawa Barat dengan jumlah total sampel yang terkumpul sebanyak 131 orang. Dari hasil olah data diperoleh hasil bahwa persepsi diri (*personallity*) yang dimiliki para pemain *esports* kebanyakan mereka berjiwa sosial, *introvert*, memiliki prestasi dalam bidang akademik maupun non akademik, meskipun mereka memiliki emosi yang cukup tinggi. Untuk cara dan bentuk kemampuan berkomunikasi dalam *esports* lebih mengarah ke arah yang cenderung negatif seperti pengucapan kata – kata kasar atau kotor (*toxic chat*). Sementara untuk risiko diri yang diterima para pemain *esports* seperti gangguan *fear of missing out* (FOMO), *esports* juga memiliki risiko diri kecanduan bagi para pemainnya, serta untuk kesehatan *esports* berdampak kualitas tidur pemain, merasa nyeri, kebas, kesemutan pada bagian tubuh tertentu, serta risiko penglihatan yang menjadi kabur atau *minus*.

Kata Kunci : *Esports*, Survei, Persepsi, Individu, Diri, Kemampuan Berkomunikasi, Risiko Diri.

ABSTRACT

ESPORTS GAMES SURVEY ON INDIVIDUAL PERCEPTION

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The purpose of this research is to find out how esports surveys, regarding the impact of esports on the individual perceptions of the players, especially the personality of esports players, what form and method of communication skills in esports, as well as the perception of self-risk that players have received during play esports. The research method used is descriptive quantitative which aims to reveal what it is by using a sampling technique, namely convenience sampling, with the sample being esports players in Karangnunggal District, Tasikmalaya Regency, West Java with a total sample of 131 people collected. From the results of data processing, it was found that the self-perception (personality) of most esports players is that they are social, introverted, have achievements in both academic and non-academic fields, even though they have quite high emotions. The method and form of the ability to communicate in esports tends to be more negative, such as the use of harsh or dirty words (toxic chat). Meanwhile, for the self-risk that esports players accept, such as fear of missing out (FOMO), esports also has a self-addictive risk for the players, and for the health of esports it affects the quality of sleep of players, feeling pain, numbness, tingling in certain body parts, and risk of blurred vision or minus.

Keywords : Esports, Survey, Perception, Individual, Self, Communication Ability, Self Risk

DAFTAR ISI

SURVEI PERMAINAN <i>ESPORTS</i> TERHADAP	2
LEMBAR PENGESAHAN SKRIPSI	3
PERNYATAAN	Error! Bookmark not defined.
KATA PENGANTAR	Error! Bookmark not defined.
PERSEMBAHAN.....	Error! Bookmark not defined.
UCAPAN TERIMAKASIH.....	Error! Bookmark not defined.
ABSTRAK	4
ABSTRACT	5
DAFTAR ISI	6
DAFTAR GAMBAR.....	Error! Bookmark not defined.
BAB I.....	Error! Bookmark not defined.
1.1 Latar Belakang	Error! Bookmark not defined.
1.2 Rumusan Masalah Penelitian	Error! Bookmark not defined.
1.3 Tujuan Penelitian.....	Error! Bookmark not defined.
1.4 Manfaat Penelitian.....	Error! Bookmark not defined.
1.5 Batasan Masalah.....	Error! Bookmark not defined.
BAB II.....	Error! Bookmark not defined.
2.1 Perkembangan <i>Esports</i>	Error! Bookmark not defined.
2.2 Cause Benefit Esports.....	Error! Bookmark not defined.
2.3. Konsep Persepsi	Error! Bookmark not defined.
2.4 Konsep Persepsi Individu	Error! Bookmark not defined.
2.4.1. Persepsi Diri.....	Error! Bookmark not defined.
2.4.2. Persepsi Kemampuan Berkomunikasi.....	Error! Bookmark not defined.
2.4.3. Persepsi Risiko Diri.....	Error! Bookmark not defined.
2.5. Kerangka Berpikir	Error! Bookmark not defined.
2.6. Hipotesis	Error! Bookmark not defined.
BAB III.....	Error! Bookmark not defined.
3.1. Deskripsi Subjek, Lokasi, dan Waktu Penelitian	Error! Bookmark not defined.
3.2. Metodologi Penelitian.....	Error! Bookmark not defined.
3.3. Populasi.....	Error! Bookmark not defined.
3.4. Sampel	Error! Bookmark not defined.

3.5. Instrumen Penelitian	Error! Bookmark not defined.
3.6. Langkah – Langkah Penelitian	Error! Bookmark not defined.
3.7. Instrumen Penelitian	Error! Bookmark not defined.
3.7.1 Kisi – Kisi Instrumen Persepsi Diri	Error! Bookmark not defined.
3.7.2 Uji Validitas Instrumen Persepsi Diri	Error! Bookmark not defined.
3.7.3. Uji Realibilitas Instrumen Persepsi Diri.....	Error! Bookmark not defined.
3.7.4. Daftar Pernyataan Instrumen Persepsi Diri	Error! Bookmark not defined.
3.7.5 Kisi – Kisi Instrumen Persepsi Kemampuan Berkomunikasi	Error! Bookmark not defined.
3.7.6 Hasil Uji Validitas Instrumen Persepsi Kemampuan Berkomunikasi	Error! Bookmark not defined.
3.7.7 Hasil Uji Realibilitas Instrumen Persepsi Kemampuan Berkomunikasi	Error! Bookmark not defined.
3.7.8 Daftar Pernyataan Instrumen Persepsi Kemampuan Berkomunikasi	Error! Bookmark not defined.
3.7.9 Kisi – Kisi Instrumen Persepsi Risiko Diri	Error! Bookmark not defined.
3.7.10. Hasil Uji Validitas Instrumen Persepsi Risiko Diri	Error! Bookmark not defined.
3.7.11. Hasil Uji Realibilitas Instrumen Persepsi Risiko Diri	Error! Bookmark not defined.
3.7.12 Daftar Pernyataan Instrumen Persepsi Risiko Diri	Error! Bookmark not defined.
3.8. Prosedur Pengolahan Data	Error! Bookmark not defined.
3.9. Teknik Analisis Data	Error! Bookmark not defined.
BAB IV	Error! Bookmark not defined.
4.1. Profil Responden	Error! Bookmark not defined.
4.2. Hasil Pengolahan Data dan Analisis Data	Error! Bookmark not defined.
4.2.1 Deskriptif Data Persepsi Diri.....	Error! Bookmark not defined.
4.2.2 Deskriptif Data Persepsi Kemampuan Berkomunikasi	Error! Bookmark not defined.
4.2.3 Deskriptif Data Persepsi Risiko Diri.....	Error! Bookmark not defined.
4.3. Kesimpulan Pembahasan	Error! Bookmark not defined.
4.3.1. Kesimpulan Pembahasan Persepsi Diri	Error! Bookmark not defined.
4.3.2. Kesimpulan Pembahasan Persepsi Kemampuan Berkomunikasi	Error! Bookmark not defined.
4.3.3. Kesimpulan Pembahasan Persepsi Risiko Diri.....	Error! Bookmark not defined.
BAB V.....	Error! Bookmark not defined.
5.1 Kesimpulan	Error! Bookmark not defined.
5.2 Implikasi	Error! Bookmark not defined.
5.3 Rekomendasi	Error! Bookmark not defined.
DAFTAR PUSTAKA	8
LAMPIRAN	Error! Bookmark not defined.

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