

## **Abstract**

**Ivan Tjandra (705080118)**

**Differences Aggressiveness in High School Students Who Play Games Online and Offline Games; Sri Tiatri, Ph.D., M.Si; Undergraduate Program in Psychology, Tarumanagara University (i-xi, 48 Pages; R1-R3; Appdx 1-14)**

Game is a result of rapid technological development and unlimited. Along with the development of such technology, the game also shows the development from the type, quality, until the instrument to play. The game itself is divided into two major parts, the offline games and online games. Along with this development, aggression that occurred and caused increased by the players of this game . Aggressiveness is any action that is intended to injure, cause suffering, and to destroy other people (in Hanurawan Strickland, 2010). This study aims to assess differences in the aggressiveness of high school students who play the game online and offline games. Data were collected on 107 high school students who play the game online or offline. In general, the results showed no significant differences in the aggressiveness of the player online games or offline games. The assumption that the dissociative nature of social interaction that occurs in the online game players to trigger higher aggressiveness than the offline games need to be studied more in the further research.

Key Word : Aggression, Game Online, Offline Games, Social Interaction,  
High School Students