ABSTRAK

Ieu skripsi mangrupakeun hasil panalungtikan dina hubungan persépsi rumaja ngeunaan kaulinan online kalawan kabiasaan anti sosial di Kacamatan Rancaekek Kabupaten Bandung. Rumaja nyaeta periode transisi mayunan ti anak - anak nepi dewasa jeung program kana dipakéna kaulinan online ngalawan ngora eta nyiar papanggih pangabutuh dasar, anu bisa diakses tina jasa sosial, ngaronjatna poténsi pikeun rumaja  sarta kreatif rumaja. Tujuan pangajaran ieu pikeun ngajelaskeun tur nganalisis Hubungan pikeun persepsi Pemuda Ngeunaan Game Online kalawan Paripolah Anti Sosial di Kacamatan Rancaekek Kabupaten Bandung. Lajeng ngajelaskeun jeung nganalisis hubungan antara persépsi rumaja tentang pamakean kaulinan online kalawan kabiasaan anti sosial di Kacamatan Rancaekek Kabupaten Bandung. H Hipotesa nu di ajukeun nyaéta hubungan persépsi rumaja ngeunaan kaulinan online kalawan kabiasaan anti sosial di Kacamatan Rancaekek Kabupaten Bandung. Sedengkeun métode anu digunakeun nyaéta metoda Analisis deskriptif, nu mangrupakeun metoda anu boga tujuan pikeun ngagambarkeun atawa ngajelaskeun kaayaan nu sabenerna dina waktos panalungtikan nyaéta gambar tina sipat ogé hubungan antara fenomena ditalungtik. téhnik kempelan data anu digunakeun dina ieu panalungtikan nya éta, ku jalan:

1. diajar dokuméntasi

2. diajar widang, jeung téhnik:

3. observasi non-pamilon

4. Wawancara

5. angkét

Populasi dina ulikan ieu nya éta jalma ngora anu make kaulinan online di Kacamatan Rancakek saloba 70 rumaja. Skala dina ulikan ieu migunakeun skala ordinal. Pikeun nguji hipotésis dipaké tés statistik non-parametrik ngagunakeun uji U-Mann Whitney. Dumasar hasil studi ieu nunjukkeun hiji pakaitna persépsi rumaja ngeunaan kaulinan online kalawan kabiasaan anti sosial sosial maranéhanana dina Kacamatan Rancaekek Kabupaten Bandung.

ABSTRAK

This thesis research about teenager relationship perception about game online. With anti social behaviour in Rancaekek sub-district. Bandung district. Teenager is a time of transition from childhood to adulthood, there are program regragranding game online use against teenager that thing use for chasing primary needs. This accesbility is to description and analyst teenager relationship perception about game online with antisocial behaviour in Rancaekek sub-district. Bandung district. And then with antisocial behaviour in rancaekek the hypothesis is teenager relationship perception about game online with anti social behaviour. Mean while the method we use descriptive analyst method. Its a method purpose to asses or describe about real condition at the momment of research in form of behaviour and relationship between phenomena are investigated. The technique of data use in this research is:

-Documentation studies

-Field studies with technique

-Observation non participation

-Interview

-Inquiry

Population in this research are teenager who using game online in Rancaekek sub-district. Bandung district. A total of  70 teenager. Scale in this research using ordinal scale. For statistic hyphothesis non parametic with using u-man whitney test. based on result in this research are showing the teenager relation ship perspection about game online with anti social behaviour in Rancaekek sub-district. Bandung district.