

## **ABSTRACT**

*This research aims to know the influence of playing online games against achievement grades learn grade 5 students in SDN Baleendah, Bandung Regency.*

*This research uses a quantitative approach. The population in this research is the entire grade 5 grade class at Subdistrict Baleendsh, Bandung Regency of 89 students. This research takes the whole members of the population because the population is less than 100 students. Method of data collection using the scale and the documentation.*

*This research uses the test validity and reliability tests. Validity of the test results of the grain to the scale of the online game of 40 grains, fell 8. Alpha reliability to scale online games amounted to 0.923. While the test requirements analysis using a test of normality and a test of linearity. Test the normality of variables  $X$  and  $Y$  respectively  $p$  value  $0.05 >$  gained so that the distribution of the data is said to be Gaussian. Test the  $p$  value obtained linieritas  $> 0.05$  so that influence of the variable  $X$  with  $Y$  revealed linear*

*Results of the study States that there exists an online game achievements influence the results of the study class 5 in SDN Ciodeng, Jatimekar, SDN SDN Rancamanyar and SDN Rancapanjang Mention subdistrict of Bandung Regency.*

*Students who are female-sex category low as many as 42 students (91.3%), categories are as much as 4 students (8.7%), and high category does not exist. As for the student-sex male low category as much as 16 students (37.2%), categories are as much as 25 students (58.1%), and high category as much as 2 students (4.7%). While women-sex students have learning results achievement category low 1 students (2.2%), the categories are as much as 21 students (45.7%), and high category as much as 24 students (52.2%). So there are influences between playing online games with achievements of student learning outcomes.*

*Keywords: Online games, learning achievements.*