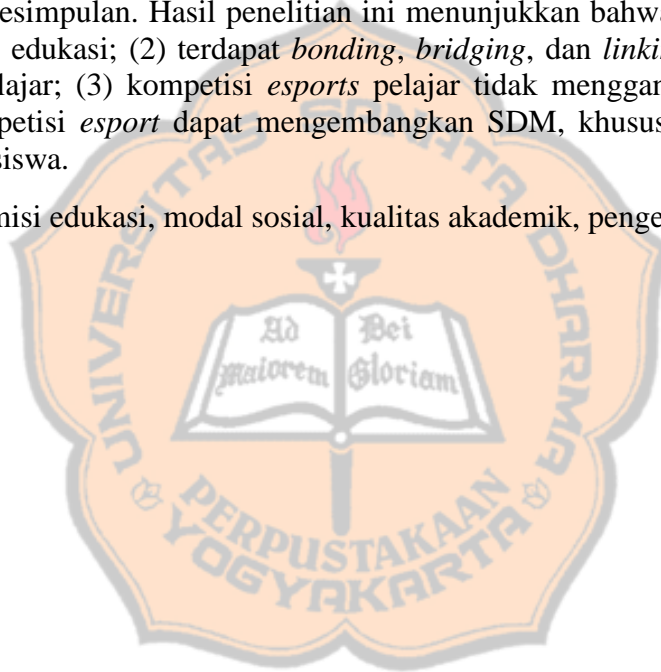


ABSTRAK

Penelitian ini bertujuan untuk: (1) mengidentifikasi perlunya kompetisi *esports* pelajar; (2) mengidentifikasi dan menganalisis peran kompetisi *esports* dalam pengembangan modal sosial diantara pihak-pihak yang terlibat; (3) menganalisis dampak kompetisi *esports* terhadap kualitas akademik pelajar di Yogyakarta; dan (4) menganalisis dampak kompetisi *esports* terhadap pengembangan sumber daya manusia (SDM) menurut persepsi pengelola dan para pendidik. Penelitian ini merupakan penelitian kualitatif deskriptif dengan metode pengumpulan data observasi, dokumentasi dan wawancara. Narasumber pokok penelitian ini meliputi pihak penyelenggara esports (PT. Muda Production), pihak sekolah (wakil kepala sekolah dan pembina OSIS) dan 3 pelajar yang terlibat langsung dalam kompetisi *esports*. Penelitian ini memanfaatkan teknik analisis kualitatif yang meliputi pengumpulan data, reduksi data, penyajian data, dan penarikan kesimpulan. Hasil penelitian ini menunjukkan bahwa: (1) kompetisi *esports* pelajar memiliki misi edukasi; (2) terdapat *bonding*, *bridging*, dan *linking social capital* dalam kompetisi *esports* pelajar; (3) kompetisi *esports* pelajar tidak mengganggu kualitas akademik pelajar; dan (4) kompetisi *esport* dapat mengembangkan SDM, khususnya meningkatkan *soft skills* dan *hard skills* siswa.

Kata kunci: *esport*, misi edukasi, modal sosial, kualitas akademik, pengembangan SDM



ABSTRACT

This study aims to: (1) identify the rationale(s) of esports competitions for students; (2) identify and analyze the role of esports competitions in the development of social capital among the parties involved; (3) analyze the impact of esports competitions on the academic quality of students in Yogyakarta; and (4) knowing the impact of esports competitions on the development of human resources according to the perceptions of managers and educators. This study is descriptive qualitative research with data collection methods of observation, documentation, and interviews. The main resource persons for this research include the esports organizer (PT. Muda Production), the school (vice-principal and student council supervisor), and 3 students who are directly involved in esports competitions. This study utilizes qualitative analysis techniques which include data collection, data reduction, data presentation, and concluding. The results of this study indicate that: (1) esports competitions for students have an educational mission; (2) there are bonding, bridging, and linking social capital in esports competitions for students; (3) esports competitions for students do not interfere with students' academic quality; and (4) esports competitions can develop human resources, in particular improving students' soft skills and hard skills.

Keywords: *esports, educational mission, social capital, academic quality, human resource developments*

