ABSTRAK

MOTIVASI BELAJAR MAHASISWA PROGRAM STUDI BIMBINGAN DAN KONSELING UNIVERSITAS SANATA DHARMA

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Penelitian ini bertujuan untuk: (1) Mengukur seberapa tinggi tingkat motivasi belajar Mahasiswa Program Studi Bimbingan Konseling di Universitas Sanata Dharma yang bermain *game Mobile Legend*;. (2) Mengetahui perbedaan tingkat motivasi belajar mahasiswa antara laki-laki dan perempuan program studi Bimbingan dan Konseling di Universitas Sanata Dharma bagi yang bermain *game Mobile Legends*; (3) Mengidentifikasi item terendah dari kuisioner tingkat motivasi belajar mahasiswa program studi Bimbingan dan Konseling di Universitas Sanata Dharma yang bermain Game Mobile Legends untuk membuat topik-topik layanan bimbingan motivasi belajar

Penelitian ini dilakukan dengan metode kuantitatif dengan unit analisis statistik deskriptif. Subjek penelitian ini adalah mahasiswa program studi Bimbingan dan Konseling Universitas Sanata Dharma dengan kriteria pengambilan sample yaitu mahasiswa yang bermain game *Mobile Legends* setidaknya 30 menit – 1 jam dengan jumlah subjek sebanyak 74 mahasiswa. Pengumpulan data menggunakan kuisioner dengan item valid 65 dengan indeks reliabilitas *Alpha Croncbach* sebesar 0,956. Penelitian ini menghitung kategorisasi tingkat motivasi belajar mahasiswa dan skor item kuisioner.

Hasil penelitian menunjukan: (1) Tingkat motivasi belajar pada mahasiswa Program Studi Bimbingan dan Konseling Universitas Sanata Dharma yang bermain *game Mobile Legends* adalah tinggi dengan persentase sebanyak 50% mahasiswa pada kategorisasi tinggi; (2) Mahasiswa laki-laki memiliki motivasi sedikit lebih rendah dibanding mahasiswa perempuaan dengan selisih rata-rata 0,2577; (3) Topik-topik layanan bimbingan motivasi belajar berdasarkan skor item terendah, yaitu: "Focus Boost: Tips Praktis untuk Meningkatkan Konsentrasi di Kelas", "Siklus Sukses: Meningkatkan Motivasi dan Kebiasaan Belajar", "Tantangan dipecahkan, Tugas Diselesaikan: Meningkatkan Kedisiplinan", dan "Keyakinan Diri yang Tumbuh: Pembangunan Diri yang Positif".

Kata kunci: Motivasi Belajar, *Mobile Legends*, Mahasiswa

ABSTRACT

LEARNING MOTIVATION OF GUIDANCE AND COUNSELING STUDENTS AT SANATA DHARMA UNIVERSITY

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This study aims to: (1) Measure the level of learning motivation among students in the Guidance and Counseling Program at Sanata Dharma University who play Mobile Legends; (2) Determine the differences in the level of learning motivation between male and female students in the Guidance and Counseling program at Sanata Dharma University who play Mobile Legends; (3) Identify the lowest-scoring items in the questionnaire on the level of learning motivation among students in the Guidance and Counseling program at Sanata Dharma University who play Mobile Legends, in order to develop guidance service topics for learning motivation.

The research employed a quantitative method with a unit of analysis using descriptive statistical analysis. The research subjects were students in the Guidance and Counseling program at Sanata Dharma University, with the sample selection criteria being students who played Mobile Legends for at least 30 minutes to 1 hour, totaling 74 students. Data were collected using a questionnaire with 65 valid items and a reliability index (Cronbach's Alpha) of 0.956. The study categorized the level of students' learning motivation and the scores of questionnaire items.

The results of the study indicate that: (1) The level of learning motivation among students in the Guidance and Counseling program at Sanata Dharma University who play Mobile Legends is high, with 50% of students in the high category; (2) Male students have slightly lower motivation compared to female students, with an average difference of 0.2577; (3) Guidance service topics for learning motivation based on the lowest-scoring items include: "Focus Boost: Practical Tips to Improve Concentration in Class," "Success Cycle: Enhancing Motivation and Study Habits," "Challenges Solved, Tasks Completed: Improving Discipline," and "Growing Self-Confidence: Positive Self-Development."

Keywords: Learning Motivation, Mobile Legends, Students