

**PENGARUH BERMAIN *VIDEO GAME SUBWAY SURFERS*  
SUBTIPE *ENDLESS RUNNER* TERHADAP ATENSI MAHASISWA  
FAKULTAS KEDOKTERAN UNIVERSITAS ANDALAS**



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**THE EFFECT OF PLAYING SUBWAY SURFERS VIDEO GAME  
SUBTYPE OF ENDLESS RUNNER AGAINST ATTENTION  
IN MEDICAL FACULTY OF ANDALAS UNIVERSITY STUDENT**

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**ABSTRACT**

Playing video games is one of the real form of recreational activity that attracted many people. When playing video games, especially the subway surfers which one of endless runner game subtype, required high attention from the players. This research aims to determine the attention level of students before and after playing subway surfers video game.

This research using true experimental comparison group pre-test and post-test design research form that uses male Medical Faculty of Andalas University Student Medical Profession Study Program batch 2015 ( $n = 36$ ) as research sample which the attention measured before and after playing subway surfers video game (the treatment group) and not playing video game (the control group) for one hour by using Attention Network Test software. Attention before and after playing video games were analyzed using paired T test, whereas changes in attention between groups were analyzed using Chi Square.

The results of this research shows non significant reduction of attention on all three components of attention those are alerting, orienting and conflict function in the treatment group and the control group. It also found non significant differences attention changing in the three components between the control group and the treatment group.

From this research it can be concluded that there are no effect of playing subway surfers game although playing video game to the three components of attention those are alerting, orienting and conflict function after.

Keywords: Video Game, Subway Surfers, Attention, Attention Network Test.



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**ABSTRAK**

Bermain *video game* merupakan salah satu wujud nyata dari kegiatan rekreasi yang banyak diminati masyarakat. Saat bermain *video game*, khususnya *subway surfers* yang bersubtipe *endless runner game*, dibutuhkan atensi yang tinggi dari pemainnya. Penelitian ini bertujuan untuk mengetahui atensi mahasiswa sebelum dan sesudah bermain *video game subway surfers*.

Penelitian ini menggunakan bentuk penelitian *true experimental comparison group pre-test and post-test design* yang menggunakan Mahasiswa Fakultas Kedokteran Universitas Andalas Program Studi Profesi Dokter angkatan 2015 ( $n=36$ ) sebagai sampel penelitian yang atensinya diukur sebelum dan sesudah bermain *video game subway surfers* (kelompok perlakuan) dan tidak bermain *video game* (kelompok kontrol) selama satu jam dengan menggunakan *software Attention Network Test*. Atensi antara sebelum dan sesudah bermain *video game* dianalisis menggunakan uji T berpasangan, sedangkan perubahan atensi antar kelompok dianalisis menggunakan uji Chi Square.

Hasil penelitian ini menunjukkan bahwa terjadinya penurunan atensi yang tidak bermakna pada ketiga komponen atensi yakni fungsi *alerting*, *orienting* dan *conflict* pada kelompok perlakuan dan pada kelompok kontrol. Selain itu juga ditemukan perbedaan perubahan ketiga komponen atensi yang tidak bermakna antara kelompok kontrol dan kelompok perlakuan.

Dari penelitian ini dapat disimpulkan bahwa tidak terdapat pengaruh bermain *video game subway surfers* maupun tidak bermain *video game* terhadap ketiga komponen atensi yakni fungsi *alerting*, *orienting* dan *conflict*.

Kata kunci : *Video Game, Subway Surfers, Atensi, Attention Network Test*.