

**GAMBARAN TIPOLOGI MOTIF *CYBER-AGGRESSION* PADA
EMERGING ADULTS PEMAIN *GAME ONLINE***

SKRIPSI

**Diajukan Untuk Memenuhi Salah Satu Syarat Untuk Mendapatkan
Gelara Sarjana Psikologi**



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UNIVERSITAS ANDALAS
PADANG
2026**

OVERVIEW OF CYBER-AGGRESSION MOTIVE TYPOLOGIES AMONG EMERGING ADULTS ONLINE GAME PLAYERS

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ABSTRACT

Cyber-aggression behavior is increasingly prevalent among emerging adults in online gaming environments. This study aims to describe the typology of cyber-aggression motives among emerging adult online gamers. A quantitative descriptive approach was employed, involving 96 emerging adult online gamers as participants. The sampling method used was non-probability sampling with a convenience sampling technique. The typology of cyber-aggression motives was measured using the Cyber Aggression Typology Questionnaire (CATQ), with reliability coefficients for each dimension as follows: impulsive-aversive (rage) = 0.814, controlled-aversive (revenge) = 0.653, controlled-appetitive (reward) = 0.799, and impulsive-appetitive (recreation) = 0.697. Descriptive statistical analysis revealed that the controlled-aversive (revenge) dimension yielded the highest empirical mean score ($M = 3.78$, $SD = 0.769$) compared to the other dimensions. This finding indicates that cyber-aggression among emerging adult online gamers tends to be driven by planned or controlled efforts to reduce negative emotions caused by prior mistreatment or provocation.

Keywords: cyber-aggression, online games, emerging adulthood, cyber-aggression typologies



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ABSTRAK

Perilaku *cyber-aggression* marak terjadi pada *emerging adults* dalam lingkungan *game online*. Penelitian ini bertujuan untuk mengetahui gambaran tipologi motif *cyber-aggression* pada *emerging adults* pemain *game online*. Penelitian ini menggunakan pendekatan kuantitatif deskriptif dengan sampel sebanyak 96 *emerging adults* pemain *game online*. Metode pengambilan sampel yang digunakan adalah *non probability sampling* dengan teknik *convenience sampling*. Tipologi motif *cyber-aggression* diukur menggunakan *Cyber-Agression Typology Questionnaire* (CATQ) dengan koefisien reliabilitas masing-masing dimensi yaitu *impulsive-aversive* (*rage*) sebesar 0,814, *controlled-aversive* (*revenge*) sebesar 0,653, *controlled-appetitive* (*reward*) sebesar 0,799, dan *impulsive-appetitive* (*recreation*) sebesar 0,697. Hasil analisis data menggunakan statistik deskriptif menunjukkan bahwa dimensi *controlled-aversive* (*revenge*) memperoleh skor *mean* empirik tertinggi ($M = 3,78$; $SD = 0,769$) diantara dimensi lainnya. Temuan ini mengindikasikan bahwa tindakan *cyber-aggression* pada *emerging adults* pemain *game online* cenderung didorong oleh upaya yang terencana atau terkontrol untuk meredakan emosi negatif atas perlakuan buruk maupun provokasi yang diterima.

Kata kunci: *cyber-aggression*, *game online*, *emerging adults*, tipologi motif *cyber-aggression*.

