

# DEVELOPMENT OF ASSERTIVE GUIDANCE GUIDELINES TO REDUCE ELECTRONIC GAME ADDICTION DISORDERS IN STUDENTS OF STATE JUNIOR HIGH SCHOOL IN YOGYAKARTA CITY

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## ABSTRACT

The aims of this study are (1) to produce an assertive guidance guide book product to reduce electronic online game addiction disorder in Yogyakarta City Junior High School students, (2) an assertive guidance guidebook product that is suitable to be used to reduce electronic online game addiction disorder in junior high school students. Yogyakarta City.

This research uses Research and Development (R&D) research based on the Borg and Gall development model which is carried out in five stages, namely: preliminary research and information gathering, making an activity plan to be carried out, developing an initial product draft, initial field trials (small group), revision preliminary field trial results. The product developed is a guide consisting of: Part 1 Introduction, Part 2 Electronic Online Game Addiction Disorder, Part 3 Assertive Guidance, Part 4 Evaluation and Part 5 Closing and Bibliography. Data collection was carried out using interviews and questionnaires for assessing the feasibility of material experts. media expert eligibility assessment questionnaire, Guidance and Counseling teacher eligibility assessment questionnaire. The product trial consisted of a material expert test, a media expert test, an initial field trial, namely 3 Guidance and Counseling teachers. The data analysis technique used is descriptive qualitative data analysis and quantitative data analysis.

The results of the material expert's assessment got a score of 54 including in the decent category. The results of the media expert's assessment got a score of 61 including the appropriate category. Based on the results of the practitioner's assessment, users get a score of 93.2 which is included in the very feasible category.

Kata Kunci: *guide, assertive guidance, electronic online game disorder*