

THE ASSOCIATION BETWEEN MULTIPLAYER ONLINE GAME ADDICTION, EMPATHY, AND PROSOCIAL BEHAVIOR AMONG INDONESIAN ADOLESCENTS

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RINGKASAN

ISMAYANTI SOLEHA. Asosiasi antara Adiksi *Game Online* Multipemain dengan Empati dan Prososial pada Remaja di Indonesia. Dibimbing oleh KANTHI ARUM WIDAYATI dan ENENG NUNUZ ROHMATULLAYALY.

Sifat sosial yang melekat pada *game online* multipemain menawarkan pengalaman yang bermakna, terutama bagi remaja, yaitu pada tahap perkembangan dimana interaksi dengan teman sebaya sangat memengaruhi keterampilan sosial dan emosional. Pemahaman mengenai keterampilan sosial dasar terutama empati dan perilaku prososial, sangat penting untuk mengungkap bagaimana interaksi multipemain dapat memengaruhi hubungan dalam kehidupan nyata.

Penelitian ini menyelidiki hubungan antara adiksi *game online* multipemain, empati, dan perilaku sosial pada remaja Indonesia dengan mempertimbangkan pengaruh sosiodemografi.

Sebanyak 1.303 partisipan berusia 11-18 tahun ($M = 14,11$, $SD = 1,61$) mengisi kuesioner terstandarisasi mengenai adiksi *game online*, empati, dan kecenderungan prososial. *Generalized Linear Models* digunakan untuk menguji hubungan prediktif.

Hasil penelitian menunjukkan bahwa semakin tinggi adiksi *game online* secara signifikan berhubungan dengan peningkatan empati kognitif dan afektif, tetapi tidak dengan simpati. Tingkat adiksi *game online* yang lebih tinggi juga berhubungan positif dengan perilaku prososial altruistik dan publik, namun berhubungan negatif dengan dimensi anonim dan kepatuhan (*compliant*). Gender dan sumber daya finansial turut memengaruhi pola ini, di mana perempuan melaporkan empati yang lebih tinggi dan uang saku yang lebih besar memprediksi empati kognitif serta prososialitas kepatuhan yang lebih tinggi.

Hasil ini menyoroti bahwa *game online* multipemain dapat mendorong empati dan perilaku prososial pada remaja, tetapi ekspresinya sangat dipengaruhi oleh faktor gender, finansial, dan motivasi bermain.

Kata kunci: *game online* multipemain, adiksi, empati, prososial, remaja

SUMMARY

ISMAYANTI SOLEHA. The Association between Multiplayer Online Game Addiction, Empathy, and Prosocial Behavior among Indonesian Adolescents. Supervised by KANTHI ARUM WIDAYATI and ENENG NUNUZ ROHMATULLAYALY.

The inherently social nature of multiplayer online games offers meaningful experiences, especially for adolescents, a developmental stage where peer interaction strongly shapes social and emotional skills. Understanding fundamental social skills, particularly empathy and prosocial behavior, is essential in revealing how multiplayer interaction may influence real-life relationships.

This study investigated the association between multiplayer online game addiction, empathy, and prosocial behavior among Indonesian adolescents, while considering sociodemographic influences. A total of 1,303 participants aged 11-18 years ($M = 14.11$, $SD = 1.61$) completed validated questionnaires on online game addiction, empathy, and prosocial tendencies. Generalized Linear Models were used to examine predictive relationships.

Our findings showed that higher online game addiction was significantly associated with increased cognitive and affective empathy, but not sympathy. Higher levels of online game addiction were also positively linked to altruistic and public prosocial behaviors, while negatively associated with anonymous and compliant dimensions. Gender and financial resources shaped these patterns, with females reporting higher empathy across subscales and greater allowance predicting higher cognitive empathy and compliant prosociality. Gaming motivation and expenditure further influenced prosocial tendencies, with income-oriented players showing stronger altruism and emotional concern. Empathy emerged as a consistent predictor of prosocial behavior across all dimensions.

These results highlight that multiplayer gaming may foster empathy and prosocial behavior in adolescents, but their expression is strongly moderated by gender, financial factors, and gaming motivations.

Keywords: multiplayer online game, addiction, empathy, prosocial, adolescent



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THE ASSOCIATION BETWEEN MULTIPLAYER ONLINE GAME ADDICTION, EMPATHY, AND PROSOCIAL BEHAVIOR AMONG INDONESIAN ADOLESCENTS

ISMAYANTI SOLEHA

Thesis

I intend to acquire a Master's Degree in
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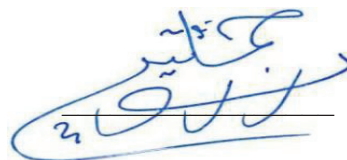
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FOREWORD

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I sincerely hope this scientific work will be useful for those who may need it and contribute to the advancement of knowledge.

Bogor, September 2025

Ismayanti Soleha

LIST OF CONTENTS

LIST OF TABLES	xi
LIST OF FIGURES	xi
LIST OF APPENDICES	xi
I INTRODUCTION	1
1.1 Research Background	1
1.2 Research Questions	2
1.3 Aims of The Study	2
1.4 Benefits of The Study	2
1.5 Novelty	2
1.6 Research Framework	3
II LITERATURE REVIEW	4
2.1 Multiplayer Online Game and Addiction	4
2.2 Empathy	5
2.3 Prosocial Behavior	5
2.4 Biological Perspective on Empathy, Prosocial Behavior, and online Gaming	6
III METHODS	7
3.1 Time of The Study	7
3.2 Ethics	7
3.3 Respondents	7
3.4 Data Collection	7
3.5 Measurement	7
3.6 Data Analysis	8
IV RESULTS AND DISCUSSION	9
4.1 Results	9
4.2 Discussion	13
4.3 The Association between Multiplayer Online Game Addiction with Empathy	13
4.4 The Association between Empathy and Sociodemographic Factors	13
4.5 The Association between Multiplayer Online Game Addiction with Empathy	14
4.6 The Association between Prosocial Behavior and Sociodemographic Factors	14
V CONCLUSION AND RECOMMENDATION	16
5.1 Conclusion	16
5.2 Recommendation	16
REFERENCES	17
APPENDICES	21
CURRICULUM VITAE	31

LIST OF TABLES

1 Sociodemographic characteristics of the respondents	10
2 Association between online game addiction, sociodemographic factors, and empathy subscales	11
3 Association between online game addiction, sociodemographic factors, and prosocial dimensions	12

LIST OF FIGURES

1 Flowchart of the research framework	3
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LIST OF APPENDICES

1 Ethical clearance	22
2 Informed consent and sociodemographics	23
3 Online game addiction questionnaire	27
4 Empathy questionnaire	28
5 Prosocial questionnaire	29