1. **Blueprint Skala Kecanduan Game Online**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Aspek** | **Aitem** | | **Jumlah** |
| ***Favorable*** | ***Unfavorable*** |
|  | *Salience* | 20, 21, 22, 23 | 1,2,4 | 7 |
|  | *Mood Modification* | 24, 25, 26, 27 | 5,6,7,8 | 8 |
|  | *Tolerance* | 28, 58, 29, 57 | 9,48,10,47 | 8 |
|  | *Withdrawal Symptoms* | 30, 56, 31, 55, 32 | 11,46,12,45,13 | 10 |
|  | *Conflict* | 33, 54, 53, 35 | 14,44,15,43,42 | 9 |
|  | *Relapse* | 36, 50, 49 | 16, 41,40,39 | 7 |
|  | **Total** | **24** | **25** | **49** |

1. **Blueprint Skala Regulasi Emosi**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Aspek** | **Aitem** | | **Jumlah** |
| ***Favorable*** | ***Unfavorable*** |
|  | Memonitor Emosi | 1,13 | 2, 4, 21 | 5 |
|  | Mengevaluasi Emosi | 5,7 | 6 | 3 |
|  | Memodifikasi Emosi | 9 | 10 | 2 |
|  | **Total** | **5** | **5** | **10** |

1. **Blueprint Skala Motivasi Belajar**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Aspek-Aspek** | **Jumlah** | **Aitem** | **Jumlah**  **Aitem** |
| ***Favorable*** | ***Unfavorable*** |
|  | Keputusan atau keterkaitan dengan tugas / latihan | 4,13 | 5,8 | 4 |
|  | Upaya atau cara yang dilakukan untuk sukses | 6,7 | 2,14 | 4 |
|  | Ketekunan atau kegigihan waktu yang dihabiskan untuk suatu tugas | 3,15 | 1,20,26 | 5 |
|  | Percaya saat terlibat dengan kegiatan | 18,22 | 18 | 3 |
|  | **Total** | **8** | **8** | **16** |