**Blueprint Skala Adiksi Game Online**

Skala kecanduan bermain game online dibuat dengan menggunakan aspek-aspek Internet Gaming Disorder yang dikemukakan oleh Young (2017) yaitu, salience, excessive use, neglect work, anticipation, lack of control, dan neglect of social life.

**Tabel Distribusi Skala Kecanduan Bermain Game Online**

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Aspek** | **Nomor Item** | **Jumlah** |
| 1. | Salience | 1, 8, 11, 13, 17 | 5 |
| 2. | Excessive use | 2, 3, 12, 15, 19 | 5 |
| 3. | Neglect work | 4, 6, 20 | 5 |
| 4. | Anticipation | 7, 18 | 5 |
| 5. | Lack of control | 9, 10, 14 | 5 |
| 6. | Neglect of social life | 5, 16 | 5 |
| **Total** | | | **20** |