**ABSTRACT**

**Cindy Natalia / 68150312 / 2019 / The Influence of Violent Content in Pubg Mobile Game Toward Gamers Attitude in Vocational High School around Gunung Sahari Central Jakarta/ Advisor : Dyah Nurul Maliki, S.PD., M.Si.**

This research was conducted because the Indonesian Ulama Council (MUI) gave an illicit fatwa discourse by the MUI for the Pubg game that had a battle royale genre that occurred after the terrorist incident in the City of Christchurch, New Zealand. The Delhi Children's Rights Protection Commission also stated that games like Pubg Mobile are negative. Negative impressions depart from cases of violence and murder that allegedly stemmed from Pubg Mobile addiction. Based on the explanation above, the writer would like to know more about the effect of exposure to violent "pubg mobile" games on gamers' behavior in the Vocational High School in the Gunung Sahari area of Central Jakarta.

Researchers used the S-O-R Theory, Onong Uchjana Effendy. S-O-R is an abbreviation for Stimulus - Organism - Response. The response is divided into three parts, namely: Cognitive, Affective, and Conative. Violence simulation is strongly attached to video games. According to Haryatmoko, a strong feeling of satisfaction or power is felt by the players, which is evidence of osmosis with the game world. this kind of game gives birth to many psychological problems. Anxiety, disappointment, or anger can be born from the practice of this video game.

The object of this research is gamers located in two Vocational High Schools in around of Gunung Sahari, Central Jakarta, namely Gunung Sahari Vocational School and Saint John Vocational School. This research uses a quantitative research approach. Researchers used the bivariate explanatory survey research method.

In testing the correlation coefficient, it can be said that the variable content of violence (X) and behavior variables (Y) correlate with the significance value of the results of the analysis above is equal to 0,000 less than 0.05. Variable X has a strong relationship in influencing the variable Y seen from the Pearson Correlation value in the above table of 0.771 which means it is included in the category of strong correlation. Hypothesis with the t test (partial test), seen the significance value on the variable content of violence (X) is 0.000. can be known the value of t arithmetic = 15.093 with a significance value of 0.000 <0.05, then Ho is rejected and H1 is accepted.

There is an influence between violent content on high cognitive behavior, it can be seen from the average measurement results in the cognitive dimension that is equal to 3.82. There is an influence between violent content on affective behavior which is quite high, it can be seen from the average measurement results in the cognitive dimension that is equal to 3.29. There is an influence between the content of violence on affective behavior which is quite high, it can be seen from the average measurement results in the cognitive dimension that is equal to 2.74.

**Keyword : SOR Theory, Violent Content, Gamers**