

Abstrak

Peningkatan jumlah remaja yang memainkan game online, khususnya *Mobile Legends*, mendorong interaksi sosial digital yang intens. Interaksi ini bersifat kompetitif dan penuh tekanan, sehingga dapat memengaruhi kondisi psikologis pemain. Dalam permainan sering muncul komunikasi negatif, baik secara spontan akibat tekanan maupun karena kebiasaan dalam komunitas. Fenomena ini dikenal sebagai agresivitas verbal. Penelitian ini bertujuan menguji pengaruh *self-control* dan *peer pressure* terhadap agresivitas verbal pada remaja anggota Cicendo MLBB Community. Penelitian melibatkan 187 partisipan remaja yang dipilih dengan teknik *purposive sampling*. Instrumen yang digunakan meliputi *Self-Control Scale* (SCS), *Peer Pressure Questionnaire-Revised* (PPSQ-R), dan *Verbal Aggressiveness Scale* (VAS). Analisis data menggunakan SPSS versi 4.5 Andrew F. Hayes. Hasil penelitian menunjukkan *self-control* dan *peer pressure* secara simultan berpengaruh signifikan sebesar 23,75%. Secara parsial, *self-control* berpengaruh 13,9%, sedangkan *peer pressure* berpengaruh 9,8% terhadap agresivitas verbal.

Kata Kunci : *self-control, peer pressure, agresivitas verbal, remaja, game online*

The increasing number of adolescents playing online games, particularly Mobile Legends, has encouraged intense digital social interaction. Such interactions are often competitive and full of pressure, which can affect players' psychological conditions. Negative communication frequently occurs in the game, either spontaneously due to pressure or as a habit developed within the community. This phenomenon is known as verbal aggressiveness. This study aims to examine the influence of self-control and peer pressure on verbal aggressiveness among adolescents who are members of the Cicendo MLBB Community. The research involved 187 adolescent participants selected using purposive sampling. The instruments used were the Self-Control Scale (SCS), Peer Pressure Questionnaire-Revised (PPSQ-R), and Verbal Aggressiveness Scale (VAS). Data analysis was conducted using SPSS version 4.5 by Andrew F. Hayes. The results showed that self-control and peer pressure simultaneously had a significant effect of 23.75%. Partially, self-control had a 13.9% effect, while peer pressure contributed 9.8%.

Key Word : *self-control, peer pressure, verbal aggressiveness, adolescents, online gamea*