

INTISARI

SISTEM PAKAR DIAGNOSIS GEJALA KECANDUAN *GAME ONLINE* PADA REMAJA DENGAN INTEGRASI METODE *ANALYTICAL HIERARCHY PROCESS* DAN *CERTAINTY FACTOR* BERBASIS WEB

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Perkembangan teknologi, terutama internet, berdampak besar pada era ini. Banyak aspek kehidupan sehari-hari terkait teknologi dan internet, termasuk *game online*. *Game online* memiliki peran edukatif, tetapi juga berisiko sebagai pelarian dari masalah pelajaran yang berpotensi menimbulkan kecanduan merugikan. Kecanduan *game online* dapat berakibat gangguan psikologis dan dampak negatif lainnya. Oleh karena itu, diperlukan sistem untuk membantu mencegah kasus kecanduan *game* dan memberikan diagnosis serta solusi yang tepat. Dengan begitu dibuatlah Sistem Pakar Diagnosis Gejala Kecanduan *Game online* pada Remaja Dengan Integrasi Metode *Analytical hierarchy process* (AHP) dan *Certainty factor* (CF) Berbasis Web. Metode *Analytical hierarchy process* (AHP) menentukan bobot pakar, sedangkan metode *Certainty factor* menghitung diagnosis dan kategori kecanduan *game online* pengguna. Pengujian dalam sistem ini dilakukan dengan pengujian *black box*. Hasil akhir pada sistem menunjukkan sistem mampu menentukan kriteria dan kategori kecanduan game. Sistem juga memberikan solusi akurat dari pandangan pakar sesuai dengan kategori kecanduan *game online*. Dibuktikan juga dengan perhitungan sistem dan manual mencapai kesamaan 100%, sehingga mengindikasikan tingkat akurasi tinggi dan konsisten.

Kata Kunci : Sistem Pakar, Kecanduan, *Game online*, *Analytical hierarchy process*, *Certainty factor*

ABSTRACT

EXPERT SYSTEM FOR DIAGNOSING SYMPTOMS OF ONLINE GAME ADDICTION IN ADOLESCENTS WITH THE INTEGRATION OF ANALYTICAL HIERARCHY PROCESS AND CERTAINTY FACTOR METHODS WEB BASED

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The development of technology, especially the internet, had a great impact on this era. Many aspects of daily life are related to technology and the internet, including online gaming. Online games have an educative role, but they are also risky as an escape from potentially addictive subject matter entails. Online game addiction can result in psychological disorders and other negative impacts. Therefore, a system is needed to help prevent cases of game addiction and provide appropriate diagnoses and solutions. Thus, an Expert System for Diagnosing Symptoms of Online Game Addiction in Adolescents with the Integration of Analytical hierarchy process (AHP) and Certainty factor (CF) methods Web-Based. The Analytical hierarchy process (AHP) method determines the weight of experts, while the certainty factor method calculates the diagnosis and category of online game addiction users. Testing in this system is done with black box testing. The final results on the system show the system is able to determine the criteria and categories of game addiction. The system also provides accurate solutions from the expert's view according to the category of online game addiction. It is also proven that system and manual calculations achieve 100% similarity, thus indicating a high and consistent level of accuracy.

Keywords: Expert System, Addicted, Game online, Analytical hierarchy process, Certainty Factor