

# Overview Of Online Game Use In School Agents At Arif Rahman Hakim High School.

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## Abstract

The development of the rapidly increasing world of technology certainly has a negative impact, including the development of online games that can cause addiction to school age teens. **Aim:** Therefore this study aims to identify the description of the use of online games in school-age teens. **Method:** this type of research is quantitative research with the main objective to make a picture or descriptive of the use of online games. The sampling technique is purposive aside with a sample size of 98 respondents. **Result:** the results showed the majority of men (69.4%) who played online games, with the reason of playing to relieve stress (44.9%) and the type of role play (80.6%) with a high duration of play (51.0%) and with infrequent play intensity (37.8%). **Conclusion:** the using excessive online games will have a negative impact on individuals that can experience disruption of lifestyle so that it is not organized, disrupting studies that are being fulfilled and the closeness of the relationship with parents experiencing disruption.

**Keywords:** Online game, School-age teens,

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## I. Introduction

The progress of the globalization era has had a lot of influence that is felt in personal and community life in the world. One thing that can be felt is the very rapid progress of information technology. Information technology referred to in this case is the internet. Internet is communication that is done via computer. The internet contains thousands of computer networks that make it easy to connect throughout the world, so the internet provides infinite information.

Indonesian people are now connected to the internet. A survey conducted by the Association of Indonesian Internet Network Administrators (APJII) in collaboration with Technopreneurs, noted that internet users in Indonesia increased to 143.36 million people or 54.7% of the total population of the Republic of Indonesia. In a survey conducted in 2016, the number of Indonesian internet users reached 132.7 million people. This shows an increase compared to the number of internet users in 2016. The survey data shows that the average internet user in Indonesia uses gadgets and computers, because many have been produced so that they can be owned easily.

The internet gave birth to social media which is now in demand by various groups of society such as Facebook, Instagram, Twitter, path, line and whatsapp as well as online games. Online games themselves originated from video games without using the internet. Video games are games as an entertainment medium which is growing over time. According to Anand (in Indahtiningrum, 2013) video games are dominant because they are more sophisticated and more diverse in the past few years. According to Mifflin (in Indahtiningrum, 2013) games that are played with other individuals or with bots (created by programs) on computers or game consoles.

Online games are online games that are usually played by more than one player where in online games individuals can interact with other interactions with either known or unknown individuals. Online games themselves can only be played using the internet so there is no internet so online games cannot be played. Online games are a mix of sophisticated graphics that provide entertainment and challenges of your own, text messages or chat to communicate and use server and client elements. The server is a network that is provided to provide game administration services for clients, namely the name for the player. In the end, online games become a place for interaction and a place where individuals have the same passion (Turmudzi and Januar, 2006).

American Psychiatric Association (2013), internet gaming addiction behavior disorder has a symptom of giving full attention to losing interest in hobbies and entertainment except for internet gaming. Continue to do

so despite knowing the consequences, lying about time using internet games, using internet games to release or relieve negative feelings, and losing or destroying lives due to using internet games.

According to Akio Mori (in Ian s Bruce, 2002) conducted a study on the effects of video games on brain activity. The results showed a decrease in beta waves in the group that played games for 2-7 hours every day. The decline in beta waves continues even though it has stopped playing. In addition, this study also shows that gamers are irritable, have difficulty concentrating and experience socialization problems. When people can read seriously while listening to music or reply to chat messages, that's when the brain is on beta waves. Beta waves (14-100 Hz) are fully awake or conscious states with logical dominance. When someone is in this wave, the left brain is actively used for thinking, concentration and so on, so the wave increases. Research on the consequences of using computer technology was initiated by research that discusses the phenomenon of internet addiction and is now beginning to study the phenomenon of online games. Some researchers mentioned that there are problems that may arise from excessive online gaming activities, these problems are social isolation, loss of control over time and experiencing difficulties in academics, school education, school relations, health and daily life functions. which is vital. (Ian s Bruce, 2002)

The negative impact that arises from playing online games such as lack of socialization on the environment is real life. Addicting, forgetting time, influence mindset and so on. Sometimes parents don't know when their children go to school to study but it turns out that most of them spend their time playing online games while at school. Parents also assume that children play online games for mere pleasure. However, the parents do not understand that the children will continue to seek this pleasure which will eventually become dependent. Parental control and supervision plays an important role in children's play activities, at school, in the play environment or at home. (Ridwan Syahran, 2015)

The current phenomenon is that teenagers prefer to play online games, teenagers focus on the computer game screen in front of them rather than interacting with their surroundings. Online games have two different points of view. On the one hand it is advantageous, but on the other hand it is very detrimental. The entertainment industry in online games can be used as a stress reliever, but anything excessive is not good and can cause addiction and affect children's psychology. The dependence on online games experienced during adolescence can affect the social aspects of adolescents in living their daily lives, because the large amount of time spent in cyberspace results in adolescents having less interaction with other people in the real world.

This research was conducted in Pondok Aren sub-district, South Tangerang City at SMA Arif Rahman Hakim, South Tangerang, to describe the use of online games in school-aged adolescents. Based on the results of a preliminary study conducted by the results of an interview from one of the teachers at SMA Arif Rahman Hakim, there are some children who often play online games at school even during learning activities. And when conducting interviews with students at SMA Arif Rahman Hakim, several stated that they often played games for more than 3 hours a day and stated that they often used free time to play online games in front of the class.

## II. Metode

This research is a quantitative research with the research design used is cross sectional. The population in this study were all students of SMA Arif Rahman Hakim. This study uses the Slovin formula, obtained a sample of 98 people. The sample was determined by purposive sampling technique. Determination of samples based on inclusion criteria. The variable is a description of the use of online games including gender, reason to play, type of game, duration of play and intensity of play. The data collection instrument used was a questionnaire. The data analysis method is univariate analysis using computer statistical software.

## III. Result

Following are the results of the calculation of the frequency distribution of the respondents.

**Characteristics of Respondents** Respondents in this study were 98 people, namely high school students Arif Rahman Hakim.

### Respondent Gender

**Table 1. Frequency Distribution of Respondents' Gender Data.**

Responden (N=98)		
Gender	n	Persentase
Male	68	69,4
Female	30	30,6
total	98	100,0

Based on table 1 it can be seen that the majority of respondents are male (69.4%).

**Reason for Playing Respondents**

**Table 2. Data Frequency Distribution of Reason to Play.**

Respondent (N=98)

Reason to play	n	Persentase
Part of the community	22	22,4
Overcoming stress	44	44,9
Looking for friends	7	7,1
Strong/Rich	16	16,3
To be someone else	9	9,2
Total	98	100,0

Based on table 2 it is known that 44 (44.9%) played online games with reasons to relieve stress.

**Types of online game players**

**Table 3 Types of Games**

Types of games	n	Persentase
Role	79	80,6
War	6	6,1
Strategy	13	13,3
Total	98	100,0

Based on table 3, it is obtained data that the majority of respondents play this type of online role game as many as 79 (80.6%). While the type of minority game, namely war, was 6 (6.1%).

**Duration of Playing Online Games**

**Table 4 Duration of Playing Online Games**

Duration of playing game	n	Persentase
High	50	51,0
Low	48	49,0
Total	98	100,0

Based on table 4 above, it is known that the majority of respondents play online games with high duration as many as 50 (51%) while respondents play online games with low duration as many as 48 (49%).

**The intensity of playing online games**

**Table 5 Intensity of Playing Online Games**

Intensity of playing game	n	Persentase
Often	26	26,5
Regular	35	35,7
Rarely	37	37,8
Total	98	100,0

Based on the data in table 5, it is known that most respondents play online games with infrequent intensity 37 (37.8%).

**IV. Discussion**

The results showed that the majority of respondents who played games were male (69.4%). This trend is in accordance with the results of research by Yee (2006) in Gaol (2012) where as many as 64.45% of game addicts are male. This is also supported by previous research where male students have a higher tendency to play online games than female students (Nuhan, 2016). Men are more likely to play games because of the many sensations that can be obtained from playing games such as agility, courage, adventure (Beydha, 2015). In addition, men are more likely to play games because games have variations in playing with difficulty levels and there are elements of violence and have a network that can be played together (Gaol, 2012). However, the results of this study are also different from the results of research by Indrawati et al., (2016) where the majority of students who play games are female students.

In this study, several reasons for playing games include: being part of the gaming community, to relieve stress, to make friends, to be rich or strong and to be someone else. In this study, the majority of respondents admitted that they played games to relieve stress (44.9%). This result is relevant to the results of two previous studies where the majority of respondents admitted that they played games to relieve stress (Kusumadewi, 2009; Gaol, 2012). This is in accordance with the results of the literature review where playing games is a fun activity and can make the players relax and feel comfortable after playing them. That is why games are an alternative activity for students who want to be activities to reduce the stress they are experiencing (Gaol, 2012). In addition, games are also an activity that has an escapism component where players who play it will get an urge to relax and unwind from their daily activities in the real world (Yee, 2006 in Gaol, 2012).

Currently, there are many types of games in Indonesia. Games ranging from warfare to puzzles and education are very easy to access via the internet. In this study, the majority of respondents played games with the type of role as much as 80.6%. This is different from research (Beydha, 2015) which was conducted at Nurul Hasanah Junior High School in Padang in Medan, where the majority of students there played war or action games.

This difference is because basically there are differences in cultural values and the trend of the games that are being played between regions. This trend is important because someone who plays a game that is also played by a friend will create a friend to play in the game so that motivational motivation such as competitiveness, agility, excellence can be felt more (Gaol, 2012). This will be different from someone who plays a game with a different type of game from his surrounding friends, the scope of the game he plays is so far away that the sense of pride in his competitive nature is getting smaller. Even deeper in this regard, even though the games are of the same type, the similarity of the games played is a separate consideration between students in a close scope (Beydha, 2015).

The results of univariate analysis show that the distribution of game play duration is relatively normal and evenly distributed in each category. This is different from previous research where the majority of respondents have a high game play duration of up to 3-4 hours each time they play (Beydha, 2015; Pande, 2015; Fernando, 2018). This difference is due to differences in the measurement scale used in the study. In previous research, the duration of playing games used a numerical measuring scale in hours. Whereas in this study, the measurement scale used was a 2-category categorical measurement scale with the cut-of-point average value of the data because the playing duration data were normally distributed. There are many aspects that affect the duration of playing the game, starting from missing / fulfilled motivation, the existence of other activities / activities, to experiencing continuous failure and defeat (Pande, 2015).

Based on the research results, the majority of social studies students at SMA Arif Lukman Hakim South Tangerang have an intensity of playing games rarely, which is 37.8%. These results are the same as the results of research conducted by Nuhan (2016) on public elementary school students in Jarakan, Bantul, where the majority have the intensity of playing online games in the low category, namely as much as 65.2%. The results of the study are also the same as the results of Beydha's (2015) research at SMP Nurul Hasanah Medan where the majority of students have a low frequency of playing games, namely 1-2 times a day. However, it is different from the results of Gaol's (2012) study where in fact the majority of respondents have a game addiction with a frequent playing intensity of 72.8%. Even so, the difference in distribution between the intensity group playing rarely and the intensity group playing often is not much different. The results showed that 26.5% of respondents were included in the frequent play intensity group.

According to Skinner (1953) in the theory of Behaviorism, there is a behavior that is controlled by the consequences of this behavior. A person will perform the same behavior with the intensity that over time will increase if he gets a positive result from the behavior he does, and vice versa. As with playing games, the intensity of a person playing the game can be caused by the consequences he feels after playing the game. In this case, Beydha (2015) explains that satisfaction, winning challenges, rewards, leveling up, and other game attributes can determine whether someone plays the game more often or not. In addition, peer invitations can also be the cause of the game to be played frequently.

## V. Conclusion

1. The use of online games for school-age adolescents at Arif Rahman Hakim High School is mostly male (64.9%).
2. The use of online games among school-age adolescents at Arif Rahman Hakim High School on the grounds that playing online games to relieve stress as much as (44.9%).
3. The use of online games among school-age adolescents at Arif Rahman Hakim High School with the majority playing online role-playing games (80.6%)
4. The use of online games among school-age adolescents at Arif Rahman Hakim High School with the intensity of playing rarely as much (37.8%)
5. The use of online games among school-age adolescents at Arif Rahman Hakim High School plays online games with high duration (51.0%)

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