



The Effect of Online Games on Changes in Student Behavior in Middle Schools

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ABSTRACT

The Effect of Online Games on Changes in Student Behavior in Junior High Schools The approach used in this study is an associative approach with quantitative research. The data collection techniques used observation, questionnaires/questionnaires and documentation. While the data analysis used simple linear regression test, Product Moment Correlation test, partial test (t), and the determinant coefficient. The results of this study indicate that: (1) Online games affect changes in student behavior in junior high schools, this is indicated by the results of the t-test analysis or partial test. The t-test or partial test is a statistic used to test the truth or falsity of the null hypothesis. So the results of statistical test analysis are known that there is a significant influence between the online game variable (X) and the student behavior change variable (Y). This means that the higher the intensity of playing online games played by students, the changes in student behavior are increasing/bad. The indicator factors for online game variables are the most dominant influencing changes in student behavior. namely online games are only used unilaterally, not balanced with valuable activities, so that they only have a negative impact and cause bad effects for students. Keywords: Influenc, Online Games, Student Behavior.

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INTRODUCTION

Education is very decisive for the progress of a nation. Without adequate education, a nation is very difficult to develop and will even continue to decline in global and international developments. Therefore, if a nation wants to progress, the education sector must be the top priority. So every component in charge of building the nation must have the same mindset and lead to the mental development of education.

In article 3 of Law no. 20 of 2003 concerning the National Education System states that: "National education functions to develop capabilities and shape the character and civilization of a dignified nation in the context of educating the nation's life, aiming to develop the potential of students to become human beings who believe and fear God Almighty, have good

character. starting, healthy, knowledgeable, capable, creative, independent, and responsive, democratic and responsible citizens (Krista Surbakti, 2017).

Seeing the phenomena that are happening now, there are many examples of seeing unscrupulous students who are far from the ideal values of education. Because education should actually be a bulwark against actions that will have a good or bad impact on oneself and others.

The development of technology is currently increasingly rapidly providing convenience and benefits for humans, one example of technology that provides entertainment is online games. Among teenagers, online games are in great demand. Because online games as a medium of leisure entertainment. Usually they play 4-5 games or more. Teenagers today cannot be separated from the gadget. Gadgets are not only used for communication tools, but tend to be online activities. One of them is online games. The game environment is based on deviant behavior because in-game action requires action by the player.

Today's rapid information and communication technology has been used by many people. One of the effects of technological advances is the internet. Various information can be accessed through the internet freely. Not only information, various entertainment facilities can also be processed, including online games. Playing games excessively certainly brings good and bad effects. The amount of time spent just playing online games will affect the behavior of students.

Online games themselves are never separated from the development of computer technology and the computer network itself, because these online games have specifications that computers and networks must have. The term game here is an electronic game that uses computer media or console machines. But now you can play not only in internet cafes but at home too. The game industry has also penetrated into various countries in the world, including developing countries. the game became popular throughout the world starting with the popularity of various games in America in the 70s and began to develop to various countries in the early 80s. In Indonesia, according to the Game League, online games emerged in 2001, starting with the entry of Nexia online.

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By accessing online games, students tend to behave positively and negatively. Positive behavior is that students can have many friends so that students can communicate and interact and exchange ideas so that students' insight increases. Meanwhile, negative behavior tends to make students lazy to study, such as delaying schoolwork and accessing online games during class hours. Most students who play games have problems that lead to social deviant behavior, for example a lot of time spent just playing online games will affect the behavior of students, among others, when playing games students often hit the table, children are lazy to study, children are sometimes angry, does not care about empathy, utters harsh words without regard to the surrounding environment, is not ready to take lessons, often comes late to school and when studying in class, he prefers to be busy himself. This can be seen from the number of students whose behavior is not good, this is because these students are affected by online games that are played because almost all children like this game and often play it. All of this makes parents worry about their children, because of their indifferent attitude towards education, health and social life. Of course in using the internet must be wise in overcoming the effects caused. From this influence, it becomes the attention of all levels of society because through the internet, information and communication obtained must have a global nature. The development of a technology that is misused properly will certainly result in a decreased quality of education due to its use for playing games.

Literature Review

1. Learners

a. Understanding Students

According to Danim (2010: 1) the designation of students is legitimized in Indonesian educational law products, the designation of students replaces the designation of student, murid or student. On the other hand, in the academic literature, the term educational participant generally applies to adult education (adult education), while for conventional education it is called student. The term "student" has been legitimized in our education legislation, so that designation is used.

b. Characteristics of Learners

Each student has characteristics and characteristics or characteristics obtained by the environment. In order for learning to achieve optimal results, teachers need to understand the characteristics of students. Innate characteristics are characteristics that are owned since birth both regarding biological factors and social psychological factors. To find out who students are, it is necessary to understand that as humans who are developing towards adulthood, they have several characteristics.

2. Online Games

a. Understanding Online Games

Online games are a type of computer game that utilizes a computer network. The network that is usually used is the internet network and the like

such as modems and cable connections. Usually online games are provided as additional services from online service providers or can be accessed directly through a system provided by the company that provides the game. An online game can be played simultaneously using a computer connected to a particular network. Online games are usually bound by a kind of regulation called the End User License Agreement (EULA). The consequences for violating the agreement vary, according to the contract, from warning to termination.

b. History of Online Games

The development of online games itself cannot be separated from the development of computer technology and computer networks themselves. The explosion of online games is a reflection of the rapid development of computer networks, which used to be small local networks to become the internet and continue to grow until now. When it first appeared in 1969, the computer could only be used for 2 people to play games.

Then came computers with time-sharing capabilities so that more players could play the game and didn't have to be in the same room (Multiplayer games) (Jesicca Mulligan, 1999). In 1970, when packet-based computer networking emerged, computer networks were not only limited to LAN (local area network) but also included WAN (Wide Area Network) and became the internet. The first online games that appeared were mostly war simulation games or planes used for military purposes, which were then commercialized. This game then inspired other games to appear and develop. Aradhana Gupta, in his article has mentioned that in 1995, NSFNET (National Science Foundation Network) was introduced earlier in the game industry. After this cancellation, the achievement of players in online gaming and the development of online gaming is growing very rapidly.

Online games are divided into two types, namely web-based games and next-based games. Web based games are applications that are placed on servers on the internet where players only need to use internet access and a browser to access the games. So no need to install or patch to play the game. The types of games are:

1. Mobile Legends:

Bang Bang is an android game that is very popular in Indonesia. This game is loved by many because the MOBA (Multiplayer online battle arena) genre can be played online with limited connections and specifications that are not too high. This game also really needs good teamwork. The game will be divided into 2 teams: 5 against 5. In one map there are 3 paths to fight enemy towers, 3 forest areas, 18 defense towers, 2 bosses. Players must destroy the opponent's main tower in order to win.

2. PUBG Mobile:

This controversial game is also very popular with gamers. Previously this game was released on PC in March 2017 and was very, very popular. The difference is that the computer version of the game is paid, but the PUBG Mobile version of the game is free. Until March 2018, Tencent Games.

As a mobile developer, he released a mobile version of PUBG and immediately won greater popularity. In fact, he even surpassed the popularity of Mobile Legends.

The PUBG game has one goal which is to survive as best as possible to be the last man. Players will jump from a plane to a large island, and are required to take weapons and equipment to survive. In one island will contain 100 players randomly. To win, the player must survive to the end and be the only player left. This game can also be played with friends up to 4 people, and is equipped with in-game voice chat so you can communicate while communicating.

Types of Online Games

1. Garena Free Fire: A game that is very similar to PUBG, Free Fire Battlegrounds both have to survive against island enemies to become a living person at the end of the game. This game was released in January 2018 and immediately shot up and was liked by many people because it uses graphics which is minimal so more users can play it. It is proven by within 3 months this game has been downloaded more than 50 million more. Just like PUBG, Free Fire can be played with up to 4 friends with friends, and is equipped with in-game voice chat so you can communicate while communicating.

2. Garena AOV - Arena of Valor: Action MOBA: A game similar to Mobile Legends, MOBA games are currently being liked by many people, and in the end, well-known developers like Garena have also released games with the MOBA genre under the name Arena of Valor. playing this game is quite easy, similar to Mobile Legends. The advantage of this game is that it has cool HD graphics but the size of this game is light or small, so of course this will make it light when played. You can play 5vs5, 3vs3, 1vs1 and there are special modes, namely Clan Wars and Hook Wars. The heroes in this game are also cool like Batman, Wonder woman, Joker to Superman.

3. COC (Clash Of Clans): Although not the best online game from the newly released android, COC has always been the best game in its genre, this game manages to tell about the strategy used to attack the opponent's village in order to build the user's village. This game is not building a village or village but instead defeating the goblins. In order to defeat him the user must build a prosperous village complete with the strongest troops and the right strategy in attack. Even to win it, gamers can help each other.

4. RO (Ragnarok Online) Valkyrie Uprising: Fans of Ragnarok Online Indonesia must download this very famous and legendary online multiplayer android game. Playing RO is indeed very fun, this game presents quite an exciting adventure with 2D graphics support that is not too much different from the Desktop version. Ragnarok Valkyrie Uprising is always updated regularly by the developer who designed it. So there will always be a lot of improvements in features, completeness and appearance. The excitement of playing will increase because users can find many players who come from all countries in the world.

5. Lineage2 Revolution: A game that was just released on March 14, 2018, this is a legendary game that was very popular around the 2010s. And now comes the latest version on smartphones, this MMORPG (massive multiplayer online role-playing game) genre game has good gameplay and high-quality graphics. When users start playing this game, users are immediately asked to create characters and races. Gameplay is similar to that of Lineage 2, which was released in 2003, and features instanced dungeons, PVP, clan wars, and more.

6. Space Commander: a war-themed online game where the user can become the leader of an army in pursuit of and get a star. But don't get me wrong, users don't compete alone but with 3 races and 6 heroes and 24 combat units. The interesting thing in this game is the plot display on the ongoing battle arena. The design and 3D features in the game are more detailed. In addition, users can play more excitingly using various modes, such as challenge mode, Galaxy arena mode and Special challenge mode.

7. SUP Multiplayer Racing: users who like the latest online multiplayer android racing games should try SUP Multiplayer Racing. The storyline in it tells about the adventures that must be taken using a racing car. There is a lot of enjoyment in every adventure in all the racing arenas. In the game, the user will race and compete with 3 opponents from all over the world. The customization features on each car managed to make the skin change by upgrading cars from several collections in various cars.

8. World of Tanks Blitz: This next online MMORPG android game is able to offer something different from various games of the same genre. Although basically World of Tanks Blitz is almost the same as the legendary PC game called Counter Strike, but when you look closely, the differences will be more visible. These differences can be found in players who have controlled tanks, then users have the task of destroying all players who try to control the target. More than 90 players play this game, fighting in 7v7 mode alone or with friends. Use a variety of different tactics and win the game. Choose your own tank and mix it with the best weapons.

METHOD

The research approach used in this study is an associative approach. The associative research approach is used because it aims to determine the relationship between two variables, namely variable X and variable Y. The type of research used in this study is quantitative. This type of quantitative research is used because researchers interact directly with respondents to provide questionnaires, namely the influence of online games on changes in student behavior in junior high schools. The research design is intended to facilitate researchers in conducting the research process so that they can achieve the desired results. This research is correlational, namely research that describes the relationship between the two variables. This study aims to determine how the influence of online games on student behavior. The data used is quantitative data, because there are obtained processed using statistical analysis.

Research instruments In this study, the instruments used in this study were in the form of a questionnaire sheet containing questions or statements which were distributed directly to respondents, mobile phones were used for documentation, pens and various matters related to this research. Data Analysis Techniques Descriptive percentage analysis Prior to hypothesis analysis, a descriptive analysis of the percentage of each variable was first carried out. Descriptive percentage data analysis technique is intended to determine the status of variables.

From the results of data analysis in this study, it shows that Online Game (X) affects changes in student behavior, this is indicated by the results of the t-test analysis or partial test. This means that the higher the intensity of playing online games played by students, the changes in student behavior in Junior High School are getting worse/bad. so that it can be stated that the Online Game variable has an effect on changes in student behavior in junior high schools.

DISCUSSION

1. Advantages of online games

- 1) Improve concentration ability, each game has a different level of difficulty/level. Online games will train the game to be able to win fast, efficient games and earn more points. The concentration of online game players will increase because they have to complete several tasks, look for gaps that might be passed and monitor the progress of the game. The more difficult a game is, the more it requires a high level of concentration.
- 2) Improve students' motor skills, hand and eye coordination, people who play games can improve coordination or cooperation between eyes and hands.
- 3) Improving reading skills and it is very unreasonable that online games are a type of game that reduces the level of interest in reading in students. In this case, online games can increase interest in reading the game.
- 4) Improving English language skills, most online games use English in their operation, which results in players having to know English vocabulary.
- 5) Increase knowledge about computers, to be able to enjoy games comfortably and with excellent picture quality, an online game player will try to find information about computer specifications and internet connections that can be used to play the game.
- 6) Develop students' imagination, games can help students to develop their imagination by using this imagination to balance various events in the game and apply it in the real world (which is relevant and positive).
- 7) Practice the ability to cooperate, in multiplayer games or in pairs, students are invited to be able to coordinate and cooperate with their friends (members in the game) in order to win a game.

2. Disadvantages of online games

- 1) Cause addiction or strong addiction, most of the games currently available are designed to be addictive to the players. The more a person is addicted to a game, the more the game maker benefits. But the profits of this producer actually produce a bad impact on the psychological health of gamers.
- 2) Encouraging to do negative things, although the numbers are not many, but quite often we find cases of online game players trying to steal other players' IDs in various ways. then take the money in it or strip it of its expensive equipment.
- 3) Talking rude and dirty, whether this happens all over the world or only in Indonesia, online game players often say dirty and rude words when playing in internet cafes or game centers.
- 4) Neglect of activities in the real world, attachment to completing tasks in games and a sense of fun playing them often make various activities neglected. Among them are time for worship, school assignments, college assignments or work to be neglected because of playing games or thinking about them.
- 5) Changes in rest and eating patterns have often occurred in online game players due to decreased self-control. Time to eat becomes irregular and time to rest is reduced.
- 6) The wastage of money to pay for computer rental at the internet cafe and buy points or characters can sometimes reach millions of rupiah.

3. The positive impact of online games for students

1. The positive impact of online games for students
 - a) The interaction of students will be more easily supervised by parents;
 - b) The students' brains will be more active in thinking;
 - c) Thinking reflexes of students will respond more quickly;
 - d) Emotional learners can be overflowed by playing games; and
 - e) Students will think more creatively.
2. The negative impact of online games for students
 - a) Students will be lazy to study and often use their free time to play online games;
 - b) Participants will steal time from their study schedule to play online games;
 - c) Time to study and help parents after school hours will be lost due to playing online games;
 - d) Snack money or school fees will be diverted to play online games;
 - e) Forgetting time;
 - f) Eating patterns will be disturbed;
 - g) Emotional students will also be disturbed because of the effects of this game;
 - h) Your worship schedule will sometimes be neglected by students; and Students tend to skip school for their favorite game.

Behavior

a. Understanding Behavior

The behavior or activities in a broad sense, namely behavior that appears (over behavior) or behavior that is not visible (inner behavior). Likewise, these activities in addition to motor activities also include emotional and cognitive activities. As is known, the behavior or activity that exists in an individual or organism does not arise by itself, but as a result of the stimulation received by the organism in question, both external stimulation and internal stimulation.

b. Behavior type

Skinner (197) states that: namely distinguishing behavior into 2, namely natural behavior (innate behavior) and operant behavior (operant behavior). While operant behavior is behaviors that are formed through the learning process.

c. Behavioral aspects

- 1) Observation is an activity to recognize objects using the five senses, by seeing, hearing, touching, smelling and tasting. Seeing is the process of recognizing external objects through sight in the form of symbols, symbols, colors that give meaning, impression, nature and character.
- 2) Attention is an activity of concentrating psychic energy on an object consciously. Attention can be radiated or focused, can be spontaneous or intentional, the object of attention is something interesting, new, foreign, and prominent.
- 3) Fantasy is the ability to form existing responses that show creativity. With fantasy people can escape from time and space to solve problems in other places and in different times.
- 4) Memory is an aspect of behavior so that people can reflect on themselves. Memory consists of 3 stages, namely the stage of compiling information (physical, sound, code) and the stage of storing organized information and maintaining the code in memory. The third stage is the stage of repeating information from previously received codes. Memory can be short term and long term.
- 5) Responses are reactions to information on someone and vary depending on whether they are warm or not, their life is empty, sensuality or spirituality, it is outwardly or inwardly that will influence a person's behavior.
- 6) Association is a relationship between responses that reproduce with each other.
- 7) Thinking is an idealistic activity using symbols in solving problems in the form of a series of ideas and forms of speech.

d. Behavior Building

Learner behavior can be shaped, changed, and learned. The problem is how to shape behavior as expected.

e. Factors influencing behavior

- 1) Emotions are complex reactions related to activities or changes in depth and the results of the experience of external stimuli and physiological conditions. With emotions people are stimulated to understand objects that will change behavior such as anger, joy, happiness, sadness, anxiety, fear, hate, etc.
- 2) Perception is an experience produced by the five senses. everyone has a different perception, even though the object of perception is the same. Perception is influenced by interests, interests, habits learned, forms and backgrounds.
- 3) Motivation is an urge to act in order to achieve certain goals. With motivation, students are encouraged to meet physiological, psychological and social needs.
- 4) Learning is one of the basics for understanding student behavior because it is related to the maturity of physical development, emotion, motivation, social behavior and personality. Through learning, students are able to change their behavior according to their needs.
- 5) Intelligence is the ability to combine objects, think abstractly, determine possibilities in the struggle of life. Intelligence describes the ability of students to adapt to new situations quickly and effectively and understand abstract concepts.
- 6) a network (both LAN and internet). The explosion of online games is a reflection of the rapid development of computer networks, which used to be small local networks to become the internet and continue to grow until now.

How big is the influence of online games on changes in student behavior at Middle School Based on the results in the research in the form of observations, questionnaires and documentation, then data analysis was carried out from the research findings. In order to be detailed and unraveled, this research will be presented in accordance with the discussion under study. From the results of data analysis in this study, it shows that Online Game (X) affects changes in student behavior at SMPN 8 Batu Satu Atap, Sidenreng Rappang Regency, this is indicated by the results of the t-test analysis or partial test. The t-test or partial test is a statistic used to test the truth or falsity of the null hypothesis. So the results of statistical test analysis are known that there is a significant influence between the online game variable (X) and the student behavior change variable (Y). This means that the higher the intensity of playing online games played by students, the changes in student behavior at Middle School are getting worse

CONCLUSSION

Based on the results of the description of this journal, the authors can draw conclusions, as follows:

1. From the results of data analysis in this study, it shows that Online Game (X) affects changes in student behavior at Middle School, this is

indicated by the results of the t-test analysis or partial test. It can be concluded that H_a is accepted, namely the influence of online games on changes in student behavior at Middle School, and rejects H_0 , namely there is no influence of online games on changes in student behavior at Middle School. It is shown that the magnitude of the coefficient of determination obtained is 0.396. This means that the contribution of the combination of variables X has a contribution effect of 39.6%, on the Y variable, while the rest is influenced by other factors not disclosed in this study of 60.4%.

2. The indicator factor for online game variables that most dominantly influences changes in student behavior at Middle School (Y) is an indicator of lack of attention from parents based on the highest factor loading value test with a value of .885a followed by indicators lack of control is 873a, Low Achievement indicator is .785a, playing time and learning time is .742a, boredom indicator is .731a, limited association indicator is .702a, indicators of lifestyle changes are .600a, lack of activity is .563a. This means that the indicator of lack of attention from parents in online game variables is very influential. This means that when online games are only used unilaterally, they are not balanced by valuable activities, so they only have a negative impact, especially by students. Students have high competence in education, but if the game beats the main activity, then this of course has a bad effect.

The suggestions are as follows: Based on the results of this study, it is hoped that the Middle School, especially on school security to pay more attention to student activities while at school. The teacher's role can be maximized, not only providing motivation and advice to students of Middle School so that they don't fall into negative things, especially for civic education teachers to emphasize the practical aspects of theory. Parents should be more concerned with their children's activities by communicating, giving attention, advice so that they can be more careful in socializing and behaving. For students, games are only a means of entertainment and if they still prioritize learning at school.

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