



The Influence of Online Games on Junior High School Students in North Sumatera Province

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Abstrak

Penelitian ini membahas tentang pengaruh game online kepada siswa sekolah menengah pertama dikecamatan tanjung morawa kabupaten deli serdang. Pengaruh game online dapat menyebabkan kerusakan fisik, fikiran dan mental seorang siswa SMP pada umumnya. Selain itu perubahan perilaku siswa yang kecanduan game online tidak dirasakan, namun dapat dirasakan oleh orang yang ada dilingkungan terutama orang tua.kepribadian sosial anak dapat dirasakan oleh orang yang ada dilingkungan sekitar terutama orang tua. Penelitian ini menggunakan penelitian kualitatif, objek penelitian siswa yang berusia 14-16 tahun sekolah menengah pertama di desa bandar labuhan kecamatan tanjung morawa kabupaten deli serdang. Data ini mewawancara dan realita disekolah. Analisa meliputi hasil penelitian, dan kesimpulan. Penelitian ini membuktikan bahwa kecanduan game online ini dapat mempengaruhi kepribadian siswa smp, yaitu sifat dan sikap agresif, persaingan antar teman, perselisian/pertengkararan antar teman, sikap kerja sama, egois ia akan fokus pada permainan dan tidak mengiraukan lingkungan sekelilingnya.

Kata Kunci: Game Online, Siswa, Sekolah

Abstract

This study discusses the effect of online games on junior high school students in Tanjung Morawa sub-district, Deli Serdang district. The influence of online games can cause physical, mental and mental damage to junior high school students in general. In addition, changes in the behavior of students who are addicted to online games are not felt, but can be felt by people in the environment, especially parents. Children's social personality can be felt by people in the environment, especially parents. This study used qualitative research, the object of research was students aged 14-16 years in junior high school in Bandar Labuhan Village, Tanjung Morawa District, Deli Serdang Regency. This data is interviewed and the reality at school. The analysis includes research results and conclusions. This research proves that online game addiction can affect the personality of junior high school students, namely aggressive traits and attitudes, competition between friends, disputes/quarrels between friends, cooperative attitude, egotistical, he will focus on the game and not think about the environment around him.

Keywords : Online Games, Students, Schools

Introduction

Technological developments in the era of globalization are very rapid (Prawira Dila, 20013:15). The development of technology is a major influence on human life supported by the development of science. Game is a game that uses electronic media in the form of multimedia which is made as attractive as possible so that players can get inner satisfaction (Baros, et al, 2018) The progress of time and knowledge in the field of technology is increasing rapidly, for example cellphones which affect changes in cultural values among students. Currently students prefer modern games than traditional games. For several reasons, such as being more sophisticated and others, one of which is online games on mobile phones.

Online games are one of the activities nowadays that are much favored by students. Online games have a positive side if they are used for things that are useful, for example relieving stress, socializing, and others. The negative side is loss of time control, decreased performance, finances, health, and others. There are types of games that are often played by many people. These types of games are commonly referred to as game genres. The following online game genres are as follows:

a. Action Games

It is one of the most popular game genres. Games of this genre usually require gamers' dexterity and agility to be able to complete them.

b. Adventures

This genre consists of games that have a basic storyline in them. When playing it, after completing an event gamers usually cannot return to the previous event.

c. Role Play Games (RPG)

The RPG genre has quite a number of sub-genres. In RPG games, they are usually turn based and have a definite count. So that every step gamers take can be calculated and rethought.

d..Sports

The sports genre is one of the most played game genres of all time. Games with this sports genre are more neutral and have a lot of fans.

e. Mobile Legends

This game with the MOBA (Multiplayer online battle arena) genre is played online requiring an internet connection.

f. PUBG Mobile

First released on PC in March 2017 and very popular. Until March 2018, Tencent Games as the mobile developer officially released the mobile version of PUBG. In this PUBG game, one goal is to survive as best as possible to be the last person.

g. Free fire

It has the same concept as PUBG Mobile, which is survival against the cruelty of the island until you become a survivor at the end of the game. You can play it with up to 4 friends, and it's equipped with in-game voice chat so you can communicate while you're at it.

h. Puzzle Games

To solve a certain problem. Almost all challenges involve logic problems which are usually limited by time. Based on the information above, we can get a clearer picture that students and online games have negative and positive impacts. The purpose of this study is to describe the influence of games.

Methodology

This research was carried out in one of the villages in the city of Tanjung Morawa, namely Bandar Labuhan Village, Tanjung Morawa District, Deli Serdang Regency. The location of this village is in the harbor end port. From the research conducted by us using qualitative research and a type of behavioral approach. This research intends to understand about behavior in the form of words and deeds, in natural contexts and methods.

Our qualitative research as researchers are required to be able to prove the truth objectively, because the validity of qualitative research data is very important to be scientifically justified. The main data is in the form of real actions, observations and words. The rest is data such as documents, which can be used as evidence and study material. The data we need for this research are data reduction, data display and conclusions, certification of online game influencers for one of the junior high schools in North Sumatra. To obtain data in this study, the following techniques were used:

a. Observation Techniques

The technique used in carrying out this research is a participatory observation technique. In this observation, directly involved with the activities carried out by the person being observed, aims so that the data obtained will be more complete, sharp and up to know the meaning of each behavior that is carried out. What will be directly observed is the impact of this online game on student achievement.

b. Interview Techniques

The interview is a conversation that has the aim of obtaining current constructions about a person, event, activity, organization, feeling, motivation, from someone who is the object of research. In addition, relationships can also be fostered better so that respondents can give their opinions openly without any doubts. The type of interview used in this study is structured interviews. This interview was carried out in a planned manner and guided by a list of questions that had been prepared as well as possible. By finding and interviewing several informants who are considered to really know about the problem.

c. Documentation Techniques

Mobile phones were used as voice recording devices in this study and to produce images and field notes were also the tools used. Photos or pictures are used as actual evidence when carrying out research, notebooks that are useful for recording all conversations and

writing down direct experiences encountered or encountered during research that are useful for supporting the implementation of this research.

Findings and Discussion

Currently, the era of technology is developing rapidly, especially in games. Games are currently being played by many young people, especially children who are underage. The development of online games really attracts the attention of underage children to play them because starting from the appearance, playing style, game graphics and image resolution that attract the attention of underage children.

The positive impact that exists in online games on the child is that students' association will be easier to supervise by parents, students' brains will be more active in thinking, students' thinking reflexes will respond more quickly, students' emotions can be expressed by playing games, students will think more creatively.

The negative impact of online games for students is that students will be lazy to study and often use their free time to play online games, students will steal time from their study schedule to play online games, time to study and help parents after school hours will be lost because playing games, pocket money or money to pay for school will be diverted to play online games, forget the time, eating patterns will be disrupted, students will also be emotionally disturbed because of the effects of this game, the prayer schedule will sometimes be neglected by students, and students tend to skip school for their favorite game.

In the learning process, this greatly interferes with the learning achievements of underage children. When children have found something they like, it is very difficult to separate, especially their interest in games. From these technological developments it becomes a challenge for parents and teachers as well, how can we control children so they don't get addicted to online games.

In responding to children who are addicted to online games, parents must be able to encourage their children to study harder and not use hard methods. Such as setting a time limit for playing games and paying direct

attention to learning activities. Like asking assignments to the child or taking a vacation with the family to places that have learning too, such as museums and others.

As a teacher, this challenge must also be faced at school so that when students return home they don't immediately play games. Solutions in general are definitely given homework assignments. But as teachers, we must be able to make students curious about the lessons the teacher gives. Therefore the teacher must be good at making learning interesting, more interesting than games and in a way that the teacher makes himself.

The results of research on the effect of online games on junior high school students in port of harbor are as follows:

1. The effect of online games on junior high school students.

Playing games greatly affects students such as behavior, aggressiveness, competition between friends, disputes / quarrels between friends, cooperative attitude, and selfishness. According to data through observation and interviews the effect of online games on junior high school students. Types of online games where players play games can affect a student's personality such as behavior, aggressiveness, competition between friends, disputes/quarrels between friends, cooperative attitude, selfishness/selfishness and sympathy. Our research shows that online games have positive and negative impacts, for a positive impact on students being able to get to know technology and its various features online games also train students' motor development online games also train neurological development one of which is the positive impact of games can be seen in puzzle games, detective or anything else that teaches students' neurological and motor agility.

However, games have an even more negative impact on students, including causing a decrease in forebrain wave activity, besides that it also has a negative impact on the body such as eyes that are dizzy or feeling sore and feeling tired in the body. Social personality is one of the related relationships that have an impact on

online games on students such as aloof and anti-social attitudes.

According to Yanti, Gimin, & Haryana (2020), online game addiction is an addiction caused by addictive disorder. Playing online games excessively can lead to addiction. In the life of the internet world there are so many online games that are liked so that they can show high addiction from visitors.

2. Aspects of online game addiction.

Cahyana, Rohaeti, & Suherman (2020), stated that there are four (3) aspects of online game addiction, as follows:

1. Compulsion (compulsion / urge to do continuously) namely a strong urge or pressure, originating from within a person to continuously play online games.
2. Withdrawal is an attempt to withdraw or distance oneself from something.
3. Tolerance, namely playing online games excessively causes the soul to want to continue playing until it feels satisfied. This includes interpersonal and health-related problems.

3. How to deal with students so they don't play games excessively.

1. There is supervision from parents of students who use gadgets or that from parents of students and teachers
2. Limit the time when playing games so you don't overdo it for playing games and always make sure to set a maximum time limit
3. Filling free time so that it is not always filled with playing games so that free time is used to do positive things such as playing soccer or doing sports
4. Consult a psychologist if you have reached a limit such as addiction or excessive playing online games and have a bad impact.

Conclusion

Based on the results of research conducted at Bandar Labuhan Middle School, Tanjung Morawa sub-district, Deli Serdang district, it can be concluded that children prefer

to play online games compared to traditional games. This research was conducted at the age of 13-16 years in Bandar Labuhan Middle School. Students when playing games will be more focused than in their surroundings. Online Game is a game (games) that is played in a network, has a positive and negative impact. The results of the research suggest that parents, guardians or teachers can control their children in playing online games so that irregularities do not occur. For students to be able to maintain achievement at school and outside of school. And for teachers to be able to change the process of learning methods to be more active and creative.

Use the gadget as its function, namely as a communication tool. Smart students are students who are able to share their time, share priorities, and always put academics first. Not all online games are negative, as an example of a positive impact, namely changing mindsets, being able to speak foreign languages, reducing stress and training dexterity. However, if done in excess of the portion it will have a negative impact. Make positive use of gadgets such as facilitating communication, increasing knowledge about technological developments, expanding friendships, and facilitating everything through technology. Use your gadget properly, as wisely as possible and avoid the negative effects that are caused.

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