Online Games and Their Effects on Student Learning Interest: A Correlation Study on Physical Education Subject in Merauke, South Papua

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Abstract

This study aims to analyze the influence of online games on the interest in learning Physical Education and Health (Penjas) in students. Online gaming has become one of the popular forms of entertainment among teenagers and young people. However, attention to its impact on academic learning interest, especially in the fields of Physical Education and Health, is still relatively limited. This study used a quantitative approach with correlation and regression analysis. The population and sample of the study were students of SMK Negeri 2 Tourism Merauke with a total sample from class XI of 25 students. Data was collected through questionnaires that focused on two main aspects: the frequency of playing online games and the students' learning interests. The results showed that there was a negative correlation between the frequency of playing online games and the students' learning interest. Factors contributing to the decline in interest in learning in students who frequently play online games include the use of unbalanced time between gaming and learning activities, as well as the psychological impact that may arise from addictive games. This research provides new insights into how online games can affect students' learning interests. The results of this study have important implications for educators and parents to understand the potential impact of playing online games on students' learning interests. Educators should consider creative ways to increase students' interest in PE learning, such as integrating interesting media or methods in learning or creating awareness about the importance of balancing gaming and learning activities in a balanced manner.

Keywords: Online games, Learning interests, High school students, Technology, Correlation

Introduction

The development of information technology is increasingly sophisticated and creates new products to facilitate community activities. These products include televisions, computers, laptops, mobile phones and the internet (Tatipang et al., 2021). Now, most people have these information technology products. Information technology products are very influential in people's lives, especially

among school children. One of the information technology products that is very influential for students to get information is the internet. On the internet also provides a lot of entertainment offered, one of which is like online games.

According to (Rahman, 2021) online games are games that can be accessed by many players, where the machines used by players are connected by the internet network. Online games have several attractions that make students more happy to play than learn. The activity of playing online games has become a routine every day. In addition to interesting games, online games can also cause addiction because when you are playing and then losing you will try again to win (Jafri et al., 2018). In the point of view of sociology, if students are addicted to online games, they tend to have an egocentric nature and will put forward their individualist nature. Students will naturally stay away from the surrounding environment and will assume that the social environment is a place to play games and their life is in cyberspace. Online games have a positive impact on not only improving physical skills but also intellectual abilities and fantasies in students. The negative impact of online games for students is that activities or homework will be neglected, using free time to play games and decreased interest in learning (Atmojo, 2019).

Game is an interactive game that requires tools to play (Amirudin et al., 2023); (Istikomah, 2022); (Nugraha Putra et al., 2022). In this case, the player enters into a game pattern that uses artificial fighting and competition, or the player deals with patterns and conflicts in the game that are mere creations. Games have become a fun activity, and are entertainment for someone when bored and tired of daily activities (Nugraha &; Fikruzzaman, 2023). Games have been

known for a long time. At that time, games could only be played through television and cassette tapes. Along with the development of the era by game makers also create many of the latest games and utilize technology in playing the game. Android, known as smartphones or smartphones, is a very viral medium for playing games today. The viral game is not picky about age. Age is not a consideration for parents to introduce games to their children (Amalia et al., 2022). This is something interesting, because games have a strong appeal for all ages. One of the side effects of the advancement of science and innovation today is very loved by young people, namely online games.

Online games or web-based games are divided into two types, namely text-based games and special electronic games. Text-based games are games with illustrations that combine elements of complexity in the virtual world played by many people together (Nadiyah et al., 2023). While electronic games are applications installed directly on the web where players simply use web access, browsers, and the internet to access the game. So, there is no need to install to play the game. However, along with its development, there are several items that must be downloaded to play some games, such as Java Player, Streak Player, and Shockwave Player, which are usually needed to support game graphics (Sundara &; Ahlun Nasar, 2020). In addition, games like this also do not demand modern computer specifications, and large transmission capacity.

On the other hand, most online games are free. Payment is only required to get extra items and speed up in-game account upgrades. Obviously, with a more modern design, capable graphics, using web associations, game developers are increasingly imaginative by utilizing the existence of android. Android is an open

source program designed in mobile units, Android prepares all instruments and frameworks to advance mobile devices quickly and easily (Harun &; Arsyad, 2020). In one online game one can find new friends of at least three people who are both from his region and friends from different countries. In addition, online games that are increasingly developed by their creators are designed with various levels of difficulty / different challenges. In the mid to late 2000 era alone, web-based games grew rapidly by around 30%, in 2010 alone there were 30 million internet game fans in the country with a normal age of 17 to 40 years (Remildo Henukh et al., 2022). This shows the rapid development of online games in Indonesia. It can be seen directly that online games have a series of benefits such as being able to be a container of escape from life pressures, increasing interaction between individuals regardless of distance and language, increasing contrast and training someone to think higher-order. Online games can also improve cognitive skills in the field of spatial navigation, and can make children proficient in using English, good at typing and children can gain more knowledge related to the use of computer and android facilities (Haryanti et al., 2022). No wonder some parents make games as an interesting learning tool for children. Not only parents, even teachers can make games as a means of learning in the classroom. Research results (Ismi &; Akmal, 2020); (Rev. et al., 2020); (Nadiyah et al., 2023), stated that a game based on the Android operating system can be used for learning.

Education is basically an integral part of the overall education system, aiming to develop aspects of health, physical fitness, crisis thinking skills, emotional estability, social skills, reasoning and moral action through physical activity and sports (Evanne et al., 2021). Physical education, sports and health (hereinafter abbreviated as PJOK) is an educational process that utilizes physical activity to produce holistic changes in individual qualities, both in terms of physical, mental, and emotional (Rahyuni et al., 2021). The success of achieving educational goals in schools characterized by high achievement, adequate intellectual abilities and good personalities in every student is the hope of all of us. Achievements can be achieved with hard work from all elements that come from educators, society and from the students themselves. All efforts made optimally from educators and the community will not succeed if students who are educated themselves do not have the spirit to progress, then success will be difficult to achieve.

Physical education is a process of educating a person into an individual or member of society which is carried out consciously and systematically through various physical activities to obtain physical growth, health and physical fitness, abilities and skills, intelligence and character development, and harmonious personality in the context of forming Indonesian quality humans based on Pancasila (Pelenkahu et al., 2023). The problem faced by physical education teachers is that there are still many students who do not master Physical Education lessons and students are less active in interacting and developing cooperation skills in the Physical Education learning process, as a result there are still many students who make the wrong movements in Physical Education practice carried out by teachers. The fact is that in the teaching and learning process, optimal interest and learning activities are needed by students in their efforts to achieve optimal learning outcomes (Kamaruddin, 2020). Educational institutions, especially

schools, have a considerable responsibility in anticipating such problems, so careful research is needed to uncover the facts as they are.

Interest has a very important role in student learning success (Nisrinafatin, 2020). Students who are interested in a particular field will try harder in pursuing that field than students who are not interested (Imansyah, 2018); (Boy et al., 2021). Interest is basically the acceptance of a relationship between oneself and something outside oneself. The interest in learning students is also influenced by several factors including: learning object factors, methods, strategies, and learning approaches used by teachers, teacher attitudes and behavior, learning media, learning facilities, learning environment, teacher voice, and others. So that students' interest in learning will affect student learning outcomes.

Interest in learning is a driving force that exists and arises in students to learn or improve knowledge (Syamsul, 2018); (Mulya &; Setia Lengkana, 2020). Interest in learning is very important for the achievement of performance or learning achievement. The assumptions obtained in learning interest can be seen in the learning achievement and cognitive aspects of students (Purnomo, 2016). Awareness of students' learning interests can be seen from the lifestyle of each individual student. The development of technology should help motivate and increase students' interest in learning, but the existence of online games can reduce students' interest in learning. Based on this problem, the author is interested in seeing further the truth of the impact generated by the existence of online games on the learning interest of grade XI students at SMK Negeri 2 Tourism, Merauke, South Papua. This is important considering that it can be the first step for various stakeholders to find solutions in

redeveloping the interest in learning for grade XI students at SMK Negeri 2 Tourism, Merauke, South Papua. This research aims to see how the influence of online games on the interest in learning physical education subjects of grade XI students at SMK Negeri 2 Tourism, Merauke, South Papua for the 2022/2023 academic year.

Method

This research is classified as a correlational research type. The correlational research method is a research method directed to see the relationship between two factors (Sugiyono, 2016). The population is the entire subject included in the research study, while the sample is a representative of the population with an identity according to the population in question (Adlini et al., 2022). The population in the study was SMK Negeri 2 Tourism Merauke, and the sample in this study was class XI with a total number of students as many as 25 students. Data collection in this research is by distributing instruments to research samples which will then be verified. The instrument used in this research is a questionnaire that uses the Likert scale with a total of 4 choices, which is a scale used to see and find out the perspective, feelings and impressions of a person or group of individuals about social events. In order to obtain the value of the correlation coefficient as well as see how the influence of online games on the learning interest of grade XI students of SMK Negeri 2 Tourism Merauke, the data analysis used is a statistical test of correlation and regression.

Findings and Discussion

By looking at the results of processing and reviewing the research data described above, the next will be studied about the analysis of research results theoretically and empirically. This study explains the influence of online games on the learning interest of grade XI students of

SMK Negeri 2 Tourism Merauke, South Papua. The theory used in completing this research is a theory related to learning interests, physical education, and also online games. Based on the categorization criteria, a distribution of questionnaire frequency was obtained on the influence of online games on physical education learning interest. This study is a correlation study with the aim of determining the relationship between online games and students' learning interest in physical education learning for grade XI students of SMK Negeri 2 Tourism Merauke, South Papua, academic year 2022/2023.

In the presentation of data as a result of analysis, in this section the presentation of each data obtained in the field is analyzed statistically with regression and correlation tests. At the initial stage of presenting the results of data analysis, a correlation test is applied, the results of the correlation test can be seen in table 1 below:

Table 1. Correlation Test

	Learning Interest	Game Online
Pearson Correlation Sig. (2-tailed)	1	.688** .000
N	25	25
Pearson Correlation Sig. (2-tailed)	.688** .000	1
N	25	25

The results of the correlation test showed the magnitude of the correlation of online games to the learning interest of junior high school students of Brother Makassar 0.688 with a significant 0.000. To see the influence of online games on the learning interest of grade XI students of

SMK Negeri 2 Tourism Merauke, the researchers continued to reanalyze the existing data into the form of Regression analysis to find the correlation coefficient. Based on the results of the test carried out, it can be seen that the R value obtained is 0.688. This indicates that there is a significant influence of online games on the interest in learning physical education Class XI Students of SMK Negeri 2 Tourism Merauke.

Referring to the research findings above, online games have a very significant influence on student interest, because online games are now very varied and attract students' attention. In line with statements from (Setiawan &; Soraya, 2020); (Amalia et al., 2022); (Nadiyah et al., 2023); (Amirudin et al., 2023) The types of online games that are often played today are Mobile Legend, PUBG, Free Fire, and AOV which are action games. Usually, a player removes his boredom either from daily activities (work, study, and other factors) or just filling his free time by playing online games. But there are also some players who spend hours, even a full day playing it and there are also those who spend all their guard time playing online games. From this, there is or is a decrease in student interest in learning, especially in physical education subjects.

The findings of the correlation test (see table 1) are further strengthened also by the results of the regression test. Each response from the questionnaire given to students gave its own results which were then processed into data in this study. As previously specified, where there are regression and correlation tests, and the next stage of data presentation, is the regression test. The results of the regression test in this study are described in table 2 below:

Table 2. Regression Test

Model	R	R Square	F	Sig.
1	.688ᵃ	.430	166.333	.000

This regression test was carried out on questionnaire data that had been distributed to students. This research was conducted with the intention to see how the influence of online games on the learning interest of grade XI students of SMK Negeri 2 Tourism Merauke. From the results of data tuning that has been done (see table 1), there are two things that can be seen. First, the value of the R value obtained is 0.688. Secondly, the R2 value obtained is 0.430, and the F value obtained is 166.333 (Sig = 0.000). Thus, referring to the basis of the two points above, it can be concluded that there is an influence of online games on the learning interest of grade XI students of SMK Negeri 2 Merauke Tourism. The magnitude of the contribution of the influence of online games is 56%, while the other 44% is contributed by other aspects that are not the objects studied in this research. Therefore, this study proves that there is a considerable influence of online games on students' learning interests.

From this it can be concluded that there is a significant influence of online games on the learning interest of grade XI students of SMK Negeri 2 Merauke Tourism. In accordance with the findings, from this study parents / teachers should not underestimate online games that are often played by students. Online games are used by students to fill their free time, or boredom with learning activities at school, but in fact students play online games beyond existing time limits, in addition, online games are also used as a means of venting from the reality of life so that what arises is, causing a phenomenon of online game addiction (Atmojo, 2019). In the current development of information and communication technology, online games have changed as enemies for parents and teachers as an effort to develop students' learning interests. In relation to the physical education learning process, teachers must be able to develop an intrinsic drive in students to be more active, interactive, and mingled in learning rather than by following what they want, namely online games (Evanne et al., 2021). The decline in student interest in learning is triggered by students' interest in online games that are increasingly updated so that they are more interesting to play. As a result, students only use a lot of time to play mobile phones (Smart phones) and PCs (computers) while playing online games, this results in students sidelining learning activities both offline and online (Rahyuni et al., 2021); (Haryanti et al., 2022); (Amirudin et al., 2023); (Nugraha &; Fikruzzaman, 2023). Referring to the results of the study, another problem that arises from online games is that students delay doing assignments and even do not do the assignments and homework given by the teacher. Fatigue due to staying up late playing online games also causes students' focus at school to face learning materials to decrease, especially in physical learning when students practice easily tired and some even vomit due to lack of sleep, this makes students' physical fitness levels decrease and can interfere with student growth and development. With the results of this study, it is also expected that physical education teachers in schools will be more creative in using learning media and learning strategies so that students become more interested in participating in the physical education learning process.

Therefore, this study provides results on how the influence of online games on student learning interest. In addition, the influence of online games on students' learning interests (Physical Education, Sports, and Health) can be an interesting topic to explore in the context of modern

education. However, keep in mind that the assessment of this influence must be objective, and appropriate research resources must be used to support the claims made. Here are some factors of influence of online games on students' learning interest:

***Potential Positive Influences*:**

- Motivation to Play: Some types of online games provide an element of challenge and competition that appeals to students. This experience can stimulate curiosity and enthusiasm for learning, especially when the game involves physical activity or promotes a healthy lifestyle.

- Interactive Engagement: Online games can provide an interactive platform, allowing students to actively participate and feel more involved in physical education. This can increase their interest in the subject.

- Fun Learning: Some educational online games that focus on PE can make it easier to understand certain concepts in a fun way, such as visualizing sports movements or game rules with attractive animations and graphics.

Potential Negative Influences:

- Dependency and Time Allocation: One of the main problems students face in playing online games is the tendency to experience dependence, which can interfere with time that would otherwise be spent on study or other activities, including sports and physical education.

Lack of Physical Activity: Playing online games can make students more likely to sit and be in front of screens, which means less physical activity and exercise. This can reduce interest in learning that would otherwise provide opportunities for students to move around and develop physical skills.

- Mental Health Impact: If playing online games excessively or if students feel pressure to compete or reach a certain level in the game, it can cause a negative impact on their mental health. This can interfere with overall focus and interest in learning.

Roles of Teachers and Parents:

- Integrated Approach: It is important for teachers and parents to be aware of the potential influence of online games on students' learning interests. They should try to integrate the positive elements of online gaming into learning, while teaching time constraints and managing a balance between gaming and participating in other activities.

- Educational Game Options: Parents and teachers can search for online games that are educationally designed and focus on PE. Thus, students can keep playing games while still getting positive educational benefits.

It is important to remember that the impact of online games on a student's learning interest will vary from individual to individual. Some students may be affected more positively, while others could face greater challenges in managing time and engaging in physical activity. Therefore, a holistic approach that considers the balance between online and offline activities and the role of supervision from parents and educators is essential to effectively support students' interest in learning.

Conclusion

Based on the results of this study, it can be concluded that there is a significant influence of online games on the learning interest of grade XI students of SMK Negeri 2 Tourism Merauke, South Papua. A child who is addicted to online games will affect his interest in learning and if his interest in

learning is disturbed it will also affect his learning achievement. This is a concern for educators in this case is physical education teachers in schools to be more creative in using learning media and learning strategies so that students become more interested in participating in the physical education learning process. In addition, parents at home who are in charge of controlling all children's activities in the use of mobile phones and computers while learning or playing games are the main factors that can make a child control addiction to online games.

In addition, from this study, it was also found that the influence of online games on students' interest in learning has positive and negative sides. When organized wisely and well integrated into learning, online games can be a helpful tool to increase student interest and engagement in PE learning. However, it is important for parents and teachers to continue to monitor and guide so that the negative impact can be minimized and students still maintain a balance between playing games and participating in more tangible physical activities.

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