

THE INFLUENCE OF ONLINE GAMES ON CHANGES IN STUDENT BEHAVIOR

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Abstract

The internet is one of the technological developments that is now widely used by the community and can affect its users. With the widespread use of the internet, individuals can fulfill needs such as access to information, communication and entertainment via the internet. The rise of the development of the internet world, brings many influences to students. One of them is the presence of online games. Playing online games with a long frequency of time and playing excessively can have a negative influence. This will affect the emotional development of children which will later affect their behavior. The research was conducted using the library research method. Data collection of systematic review research results using data from articles on Google Scholar. From the results of the analysis, the influence of online games on changes in the behavior of students is indeed very influential on changes in the behavior of students. Therefore, the supervision of parents and teachers is very necessary when children play online games, so that children avoid the negative impact of playing online games. there are three factors behind students playing online games 1. factors within which students, 2. factors originating from outside students, 3. The number of peers and surrounding communities who play online games.

Keywords: Online games, Behavior, Learners

Abstrak : Internet merupakan salah satu perkembangan teknologi yang kini banyak digunakan oleh masyarakat dan dapat mempengaruhi penggunaannya. Dengan meluasnya penggunaan internet, individu dapat memenuhi kebutuhan seperti akses informasi, komunikasi dan hiburan melalui internet. Maraknya perkembangan dunia internet, membawa banyak pengaruh bagi pelajar. Salah satunya adalah hadirnya game online. Bermain game online dengan frekuensi yang lama dan bermain secara berlebihan dapat memberikan pengaruh negatif. Hal ini akan mempengaruhi perkembangan emosi anak yang nantinya akan mempengaruhi perilakunya. Penelitian ini dilakukan dengan menggunakan metode penelitian kepustakaan. Pengumpulan data hasil penelitian tinjauan sistematis dengan menggunakan data artikel di Google Scholar. Dari hasil analisis, pengaruh game online terhadap perubahan perilaku siswa memang sangat berpengaruh terhadap perubahan perilaku siswa. Oleh karena itu pengawasan orang tua dan guru sangat diperlukan pada saat anak bermain game online, agar anak terhindar dari dampak negatif bermain game online. ada tiga faktor yang melatarbelakangi siswa bermain game online 1. faktor dari dalam diri siswa, 2. faktor yang berasal dari luar siswa, 3. Banyaknya teman sebaya dan masyarakat sekitar yang bermain game online.

Kata Kunci: Game Online, Perilaku, Peserta Didik

INTRODUCTION

The development of science, especially in the field of communication technology, is growing very rapidly. With the increase in communication tools, especially cellphones with various brands introduced to the public which are equipped with various sophisticated applications that have been incorporated into cellphones, one of which is the playstore application which makes it easy for cellphone users to download various applications that they want to use in their cellphones (Pelawi et al., 2021). One of the impacts of technological advances is the internet (Masya & Candra, 2016). The internet is one of the technological developments that is now widely used by the community and can affect its users. The internet can also be used from various parts starting from children to adults to parents. In addition, people use the internet as a means for individual needs such as finding entertainment, finding information, and communicating remotely. With the widespread use of the internet, individuals can fulfill needs such as access to information, communication and entertainment through the internet (Indah Permata Sari & Nurwahyuni, 2022).

The rise of the internet has brought many influences to students. One of them is the presence of online games. This game can interfere with learning achievement. This is because online games are addictive or addictive. As a result, children who are familiar with online games will tend to be affected, either directly or indirectly (Ariantoro, 2016). According to KBBI (Kamus Besar Bahasa Indonesia) online games can be divided into two words, namely game and online. Game in the Indonesian meaning is a game or something used for playing, while online means online, which is something that is connected to the internet network. So, an online game is something that is used to play that must use the internet network (Harun & Arsyad, 2020). Meanwhile, according to Adams and Rollings, 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 prefer to play rather than learn. In addition to interesting games, online games can also cause addiction because when playing then losing will try again to win (Budhiman & Purnomo, 2022).

Online game players are often found in various places ranging from stalls, hangouts, in offices, school places to every place where it is easy to find people playing games with users who do not look at age. Online games are currently easily operating on mobile phones, making it easy to use and there are no age restrictions. The explosion of

online games today can be seen from the number of online game users in which this game is no longer just for entertainment purposes, but to get its own benefits for those who play it. Online games can be easily obtained through applications on mobile phones and internet media. (Achadah & Sari, 2021).

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 of playing games, pocket money or school fees will be diverted to play online games, forgetting time, eating patterns will be disrupted, students' emotions will also be disrupted because of the effects of this game, worship schedules will sometimes be neglected by students, students tend to skip school for the sake of their favorite games (Masya & Candra, 2016). Playing online games for a long time and playing excessively can have a negative influence. This will affect the child's emotional development which will affect their behavior (Paremeswara & Lestari, 2021). Seeing these problems, the author is interested in conducting a deeper study of how the influence of online games on changes in student behavior.

METHODS

Research conducted to discuss the effect of online games on changes in student behavior uses library research methods. To get results related to systematic reviews, researchers use the Preferred Reporting Items for Systematic Reviews and Meta-analyses method or commonly called PRISMA. Data collection of systematic review research results using data from articles on Google Scholar. After collecting various articles from journals about the effect of online games on changes in student behavior, the data is then analyzed using descriptive qualitative analysis in the form of sentences observed from writing or previous research to conclude about the topic of discussion (Ersami & Wardana, 2023).

RESULTS AND DISCUSSION

Previous research related to the influence of online games on changes in students' behavior, obtained in scientific articles from several journals with an interval of the last 5 years, the following are the results of a review of articles from Google Scholar indexed journals related to the influence of online games on changes in students' behavior.

Table 1. Article Review in Indexed Journals

Journal name and year	Title	Study results
Jurnal Pendidikan Tambusai, 2021	Pengaruh Game Online Terhadap Perkembangan Emosi dan Sosial Anak Sekolah Dasar	The influence on children's emotional development includes children easily feeling emotions when children lose in playing online games, children are easily angry in their daily lives, and children who play online games become more aggressive (Paremeswara & Lestari, 2021).
Journal of Civic Education, 2020	Dampak Game online terhadap Perilaku Siswa di Lingkungan SMA Negeri 1 Bayang	The negative impacts of online games for students include: Students steal time to play online games during scheduled study time, students sleep in class, come to school late and even choose to skip class, students do not care about other activities, namely neglecting prayer and eating late, students use pocket money and school money to play online games (Ismi & Akmal, 2020).
Jurnal Penelitian dan Pengembangan Pendidikan, 2021	Perubahan Tingkah Laku Anak Sekolah Dasar Akibat Game Online	Students who have an addiction to playing online games show various changes in behavior, for example, children will become more emotional, unable to comply with the rules given by parents, children become less polite in speaking because they are too accustomed to speaking harshly in online games (Santi et al., 2021).
Buhuts Al-Athfal: Jurnal Pendidikan dan Anak Usia Dini, 2022	Studi Kasus Dampak Game Online Terhadap Perilaku Agresif Anak i Kab. Padang Lawas Sumatera Utara	The impact of playing online games on children's aggressive behavior. The impact occurs both from behavior leading to physical and verbal violence (Hasibuan et al., 2022).
Aulada : Jurnal Pendidikan dan	Game Online Terhadap Perubahan Akhlak	The results of research on the impact of online game players on changes in

Perkembangan
Anak, 2021

student morals at SMA PGRI 1 kromengan include, 1) There is a decrease in worship, 2) Behavior towards parents is not good, 3) Lack of social relationships with others, 4) Often say dirty words, 5) Poor school behavior towards teachers, 6) Decreased enthusiasm in learning and lazy (Achadah & Sari, 2021).

Jurnal
Keperawatan,
2019

Hubungan Kecanduan
Game Online dengan
Perilaku Agresif Siswa di
SMA N 2 Ratahan

The results of this study found that there is a causal relationship where online game addiction can cause aggressive behavior in students at SMA N 2 Ratahan because students often play online games with violent content such as Free Fire, PUBG, and Mobile Legends. Aggressive behavior that occurs, among others, such as physical violence, namely often hitting friends if they are upset, fighting, and cannot resist the urge to hit according to the results found from the questionnaire, in addition to physical aggression, students also show verbal aggression such as using dirty words in the form of curses in local languages (Rondo et al., 2019).

Dewantara :
Jurnal
Pendidikan
Sosial
Humaniora, 2023

Pengaruh Game Online
Terhadap Perilaku Sosial
Pada Siswa

n addition to having a positive impact on children, online games also have several negative impacts in playing online games on student social behavior, namely as follows, 1) Causing Addictive Effects, 2) Changes in behavior with online games can change their attitude, one of which is like talking rudely and dirty (Arsini et al., 2023).

Inventa : Jurnal
Pendidikan Guru
Sekolah Dasar,
2022

Analisis Perubahan Perilaku
Siswa Ditinjau Dari
Ketergantungan Game
Online Pada Siswa Kelas IV
SD Negeri 1 Wajak Lor
Kecamatan Boyolangu
Kabupaten Tulungagung
Tahun Pelajaran 2021/2022

The results obtained in this study show that the impact of playing online games can cause eyes to become minus, waste, forget time for worship, and spend hours to complete the game mission being played. In addition, online game players are more closed to the outside environment and their social skills decrease, making it difficult for children to communicate

Kinesik, 2021	Game Online Sebagai Pola Perilaku (Studi Pada Mahasiswa Ilmu Komunikasi Universitas Tadulako)	with others (Nurjannah et al., 2022). If you are already preoccupied with playing online games, it makes players forget about time, without realizing that the time used while playing games is so much spent, until in the end other activities are neglected. As stated above, spending hours playing online games can ignore other routines, this can be said to change behavior patterns that were originally normal to be abnormal. For example, what should be lunchtime, so forgotten finally eat later in the afternoon, who used to sleep on time at night, this must stay up late until late at night (Wahid & Fauzan, 2021).
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From the results of this analysis, the influence of online games on changes in the behavior of students is indeed very influential on changes in the behavior of students. The impact arising from playing online games, children easily feel emotions when children lose in playing online games, children will become more emotional, unable to comply with the rules given by parents, children become less polite in speaking because they are too accustomed to speaking harshly etc.

Online games are computer games that can be played by multiplayer players utilizing computer networks (LAN or Internet), as a medium (Ondang et al., 2020). There are games on mobile phones that are offline and some are online. Offline gaming is a game that can be used at any time, while online gaming is a game that can be used when the cellphone is connected to the internet network. In playing games, children will be more interested in playing games online because there are many additional features that they can use when playing games, such as more levels, accessories, more opponents in playing games (Pelawi et al., 2021).

Based on the results of research conducted by (Hasibuan et al., 2022) the negative impact of online games can make excessive addiction and forget everything, reduce body health, make lazy, difficult to concentrate in lessons / work, reduced socialization, difficult to express and interact. Almost the same as the results of research (Santi et al., 2021) also explained the negative impact of online games, namely children tend to prefer to be silent

at home, not interacting well, children's social behavior towards peers and family is also not good, children become emotional, difficult to obey rules at home, berate friends, bully friends, the worst thing is that children's eye health is reduced.

According to (Achadah & Sari, 2021) Online games have both positive and negative impacts. The impact is influenced by the intensity of playing. High intensity of playing will result in addiction, thus causing an impact on the player. The real visible negative impact of online games is that online games in addition to causing addiction, lack of time control, decreased productivity, disruption of health, and changes in unfavorable attitudes. Therefore, the supervision of parents and teachers is needed when students play online games, so that children can avoid the negative impact of playing online games. Meanwhile, according to (Nurjannah et al., 2022) from the results of the study it was found that the impact of playing online games can cause the eyes to become minus, waste, forget time for worship, and spend hours to complete the game mission being played. In addition, online game players are more closed to the outside environment and their social skills decrease, making it difficult for children to communicate with others.

Based on the results of research (Ismi & Akmal, 2020) there are three factors behind students playing online games including, first, internal factors where students feel bored or boredom with their daily routines such as many tasks from school. Then stress over problems that can interfere with thinking patterns. So students vent playing online games without thinking about the amount of time they have missed to make themselves happy. Second, factors come from outside the student. Lack of communication between parents and other family members towards children so that guidance from parents is reduced. Children cannot complain with their family members. This will have a negative impact on them because their souls feel empty so they look for other activities, namely playing online games that can fill the void in themselves and can also communicate directly with game opponents. Third, the number of peers and the surrounding community who play online games. This tends to affect students with invitations from friends to play online games.

CONCLUSION

So it can be concluded that the influence of online games on changes in the behavior of students is indeed very influential on changes in the behavior of students.... There are two impacts of online games on students, namely positive impacts and negative impacts. The negative impact is greater for students if they are too excessive in playing online games. Therefore, the supervision of parents and teachers is very necessary when students play online games, so that children avoid the negative impact of playing online games. there are three factors behind students playing online games 1. factors within which students, 2. factors originating from outside students, 3. The number of peers and the surrounding community who play online games.

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