

## SOCIAL BEHAVIOR OF ONLINE GAME ENTHUSIASTS IN THE ENVIRONMENT STATE HIGH SCHOOL 1 SOUTH SOLOK

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### ABSTRACT

This research is based on science and technology encourage the creation of new discoveries in the field of technology, one example of technological findings, namely smartphone. Based on the development of these technologies, the researcher is interesting to conduct a social behavior study of online game enthusiasts in the South Solok 1 High School environment. The theory used in this research is the Differential Association Theory. The results of this study revealed that students are fans of online games in the school environment because students are not cared for in their family environment, are in the wrong environment, and have free habits that come from outside the school environment.

**Keywords :** PjBL, PBL, Self Efficacy

### INTRODUCTION

The development of science and technology which is rapidly giving change in all walks of life. Human creativity is growing so as to encourage the creation of new discoveries in the field of technology that are used as a means of improving the welfare of humanity. One product of human creativity is the internet game or often referred to as *online games*. As a media, internet games are very influential on the human mind which is absorbed through the two senses, namely seeing and hearing.

*Online gaming* is a new lifestyle for some people in every age group. The reality that occurs in our community in cities and villages with many game centers can be addictive for the players (Immanuel, 2009). In the perspective of sociology, people who make *online games* opium, tend to be egocentric and prioritize individualists. This

is dangerous for the social life of the individual, they naturally move away from the surrounding environment and may marginalize themselves so that they assume that their life is in cyberspace and their social environment is only where they play the *game*. Many of them range from elementary school students to tertiary institutions, both from middle to upper class to lower to middle class status and economic groups.

Data from Newzoo that 43.7 billion people who play online games in Indonesia. Of the 43.7 billion, 56% who play games are men. 21% of men are 20 years old, 26% of men are 35 years old, and 9% of men are 50 years old. Around 43% are women. 15% of women are 20 years old, 21% of women are 35 years old, and 8% of women are 50 years old (Source : Newzoo in 2017).

From the phenomenon that researchers found in the field that around 21% of men and 15% of women aged 20 years or included in the category of students of 43.7 billion who play games in Indonesia. Based on the data the researchers found, the researchers were interested in examining how the impact of online games on education at state high school 1 South Solok.

## METHOD

This research uses a qualitative approach using descriptive type (Afrizal, 2008: 20-23). In this study, researchers used a *purposive sampling technique*. Some of the criteria in this study were 1) School leaders in state high school 1 South Solok, 2) Counseling guidance teacher at state high school 1 South Solok, 3) State high school 1 South Solok students who play online games, 4) Homeroom teacher in state high school 1 South Solok, 5) Subject teacher at state high school 1 South Solok, and 6) Educational staff in state state high school 1 South Solok. The data collection of this study used the techniques of interview, observation, and documentation. Checking the validity of the data in this study uses data triangulation, source triangulation and method triangulation. (Baswori and Suwandi. 2009).

## RESULTS AND DISCUSSION

Social behavior of students who like to play online games in this social environment first appeared in state high school 1 South Solok at the time of the emergence of new regulations that allow students to bring smartphones to school. This

regulation arises with the aim that students can receive higher quality learning by using smartphones to support the learning they will receive while at school.

At the beginning of this school regulation, students did use smartphones as a means of supporting learning they learned while at school. Over time this regulation began to be ignored with the first case once students were found taking *selfies* in the learning process. Until a case was discovered, students used smartphones to play online games during learning hours. Social behavior is a form of activity carried out with other people, peers, teachers, parents, siblings, or younger siblings. In the form of activities that students do can affect the social behavior of students. Like students who like to play online games in a school environment will affect the social behavior of students.

### **Social behavior is found in students who play online games in the environment of the state high school 1 South Solok**

Some social behaviors that researchers have found when doing research is the first defiance (negativism) which dissent is shown in the use of smartphones as the outlet for dissent against the teacher. For example, when students do not like learning with the teacher, they prefer not to pay attention or not to enter and play online games in the classroom, library, and counseling room.

Second, quarreling based on what researchers do in the field it was found that students often disagreed due to disagreements that occur in online games. Third, Teasing based on the findings of researchers in the field of students are often found within hours of learning of students teasing, mocking or ridicule the students more.

Fourth, Competition (Rivalry) based on the findings of researchers in the field that the students that the researchers found in the field has a desire to be the best among the students the other, to be on top of his friend, to be able to look more robust and powerful. Fifth, cooperation in the findings of researchers in the field we can know that the students showed social behavior cooperation in order to achieve the highest level by playing together to increase the percentage chance of winning.

Sixth, the behavior of power (Ascendant Behavior), in the findings of researchers when conducting interviews with many students who feel powerful because

they have a high level in the game, so they only lower people who have low levels in online games. Seventh, self-interest that researchers find in the field is a trait that arises from students often playing online games and a lack of power or self-control to think about what is more important during the learning hours. Eighth Sympathy, the sympathy that students have is the sympathy that arises among fellow fans of online games such as students who have a low level because they meet with a team that is "noob" so they take the initiative to help friends who are at a low level in the game during empty learning hours.

### **The social behavior of students that appears has an impact on student learning process**

Student social behavior that arises when students enjoy playing online games at school, namely:

First, loss of concentration of students during the learning process in state high schools 1 South Solok there are students who are not active and do not follow the learning process in the classroom. The learning process at 11 after the first break is over when the teacher gives or explains the material there is a miss communication between the teacher and students because during recess the students play online games. That causes students to lose concentration when the teacher explains the learning material. The form of loss of concentration in students is seen when the teacher gives a quiz or review of learning on that day there are some students who do not understand the learning material that has been explained by the teacher. Based on interviews with students stated that at rest students play online games and when entering learning hours concentration becomes lost and causes them to be lazy to learn.

Secondly, the lack of interest in student learning is caused by students playing too many online games so students find the online games they play very fun while the learning they learn is very boring. Third, it raises the nature of disrespect during school learning hours that students should take advantage of the time students have even though the teacher who teaches at the learning hours are not included. When the teacher who teaches during the study hour is absent there must be a substitute teacher or a picket teacher who comes in to replace. The opportunity when the teacher does not enter is not wasted by students so they can play online games together. Even though the

picket teacher enters to give assignments to students who play online games as if he does not appreciate the picket teacher who enters because he still plays online games even though a little is hidden from the incoming picket teacher.

Fourth, causing students to become ANSOS (anti-social) is an attitude that has no desire to live socially or side by side with others. Attitudes like this arise in students due to only focus on their lives in cyberspace and ignore their lives that are more real. This happens because they are easy to communicate in cyberspace and cause lazy desires to socialize in real life.

Fifth, lack of student discipline in the learning process that they do at school. Students are required to be disciplined because discipline is a feeling of being obedient to the values that are believed to be their responsibility. Lack of student discipline can be seen when there is free time or break time students are often late for class because students play online games. The delay occurred because students were more concerned with the online game they were playing and ignored the class bell that had rang.

Sixth, forgetting time like students who are busy playing online games at school causes them to forget that at the hours they should use to learn to realize their ideals. This is very detrimental to students because those who are supposed to be ready in facing the times are more than just playing online games.

Students who like to play online games in a school environment are caused by family, friends, the environment, and sub-culture and prison or freedom. In accordance with what was stated by Edwin Sutherland said that most of us learn to deviate or conform to the norms of society through different groups in which we associate.

## CONCLUSION

Social behavior of students who love to play online games in the school environment is a behavior caused by the lack of family attention towards students, lack of social control over students, as well as the wrong social environment in the learning process or playing students both in the school environment or outside the school environment, and freedom possessed by students from outside the school environment that is brought by students to the school environment.

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