

The Contribution of The Intensity of Playing Online Games and The Supervision of Both Working Parents Towards Children's Religiosity

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Abstract

This research aims to determine the contribution of the intensity of playing online games and the supervision of both working parents towards the child's religiosity in MAN 2 Probolinggo. There were 100 students of MAN 2 Probolinggo used as the samples. This study used purposive sampling technique with some criteria. In testing the hypothesis, the researcher utilized regression analysis techniques. The method of data collection was through questionnaires given to respondents. Based on the results of data analysis using logistic regression, it can be seen that the partial influence of the intensity of playing online games showed significance value of 0.000, which was smaller than 0.05, and the supervision of both working parents generated its significance value of 0.000 (smaller than 0.05) towards the religiosity of the child. These results indicate that there is influence of the intensity of playing online games and the supervision of both working parents towards the religiosity of the child in MAN 2 Probolinggo.

Keywords: Intensity, Games Online, Supervision, Religiosity

Abstrak

Penelitian ini bertujuan untuk mengetahui pengaruh intensitas bermain game online dan pengawasan kedua orang tua pekerja terhadap religiusitas anak di MAN 2 Probolinggo. Sampel yang digunakan adalah siswa MAN 2 Probolinggo sebanyak 100 sampel. Teknik pengambilan sampel yang digunakan yaitu purposive sampling dengan beberapa kriteria. Dalam menguji hipotesis, peneliti menggunakan teknik analisis regresi. Metode pengumpulan data yang digunakan adalah menggunakan angket kuesioner. Berdasarkan hasil analisis data menggunakan regresi logistic, dapat diketahui bahwa secara parsial pengaruh intensitas bermain game online dengan nilai signifikannya sebesar 0,000 yang lebih kecil dari 0,05 dan pengawasan kedua orang tua pekerja dengan nilai signifikannya sebesar 0,000 lebih kecil dari 0,05 berpengaruh terhadap religiusitas anak. Hasil tersebut menunjukkan bahwa terdapat pengaruh intensitas bermain game online dan pengawasan kedua orang tua pekerja terhadap religiusitas anak di MAN 2 Probolinggo.



Kata kunci: Intensitas, Game Online, Pengawasan, Religiusitas

Introduction

Human being is now facing the era where technology develops rapidly and the fast-paced modernization. One proof of this fact is the development of the virtual world (internet). The Internet is one of the greatest discoveries in the history of human life resulting from the persistence and creativity of scientists. The progress of the internet highly influences human life through several prominent positive impacts as well as notorious negative impacts, depending on how a person utilizes it.

One proof of the progress of the internet technology is online game. The meaning of the game itself is a fun activity that a person performs to eliminate fatigue. A game has certain rules so it will eventually be won or lost. In addition, the game carries out the sense of a physical or mental contest according to certain rules purposively for amusement, recreation, or for winning bets (Latubessy & Wijayanti, 2017). Meanwhile, online game is a game with a network where the interaction among the people to achieve the goal, implement mission, and achieve the highest score occurs in the virtual world. Moreover, online game is a game played on the computer via the internet and can be played by many people simultaneously (Kurniawan, 2017).

The online game is an in-demand form of digital entertainment, and currently becoming a trend as well as lifestyle adored by multi-age users. The online game is not only available for computer users, but also has spread to its mobile version, which allows the player run the program through a smartphone anytime and anywhere with internet connection. Its type is diverse, ranging from strategy, adventure, simulation, fighting, and sports game themes.

The online game will not give the influence to human life if its presence is not operated by most people. Today, many people spend significant amount of time by playing online games both at home and in the internet cafes. It indeed becomes a necessity for more people, specifically children and teens due to its efficacy to eliminate burnout and fatigue over the daily routine. Therefore, it is natural if these games are desirable to play, especially for children and adolescents. As has been mentioned in the Qur'an that this world is just a game and a jest, it has been scripted in Surah Muhammad verse 36 here;

“Verily the life of this world is but play and jokes. If you believe and fear Allah, Allah will give reward unto you and He will not ask for your possessions.”

Based on the verse, it is clear that basically humans are fond of games, one of which is online game. At this time, online game is becoming a trend loved by all people, from children to adults. The over-use of online game will have a negative impact for children's social development. This includes the behavior of the immorality that often occurs due to their addiction to online games.

Deviant behaviors raise concerns from various groups, particularly practitioners and academicians to continue looking for character education patterns which are able to decrease the number of immoral behaviors among students. Among the solutions offered is the involvement of parents in proper parenting in the family (Benny, 2019; Khosiah, 2020; Lamb, Taylor-Collins, 2019). The family is part of the educational institutions that have a considerable role in establishing the basic character of the child. Under parents' guidance, children obtain warmth in the educational process of being disciplined, responsibility, togetherness, and a culture of religiosity that continue to be developed during family life (benny A. D. S. H. Prasetya, 2019; Dirgayunita, 2020; Khosiah, 2019b). A big number of today's moral decadence, indeed, are caused by the ineffectiveness of educational role in a broad sense (school, family and social environment) (Prasetya, Rofi, and Setiawan, 2018; Susandi, 2019; Khosiah, 2019).

Religiosity is the internalization of religious values in a person. Internalization here is related to the belief of religious teachings both in heart and in speech. This belief is then actualized in daily actions and behavior (Aiyah & Farid, 2014; Prasetya, Safitri, dan Yulianti, 2019; benny A. D. S. H. Prasetya, 2019; Devy, Habibi Muhammad and Agustiarini, 2020). Aspects of *aqidah* (the life values of Muslim) teach human to trust and believe that Only God Worthy to worship is the only God the Almighty, and God is the Creator of the Universe. The aspect of worship teaches human that every actions should always be based on sincere intention of expecting blessings from Allah. If there is any other intention, then it would not be worth of worship, as it has been explained in the following hadith "Verily, the good deeds are accompanied by the intentions and every person obtains the compensation of their deeds in accordance with his intention". Then, Islamic moral values teaches human to consistently act and behave according to the good and right norms or etiquettes, thus it will bring human to a peaceful, harmonious and serene life.

Therefore, it is obvious that religious attitude will bring a man to the benefit, happiness, and welfare both in life in this world and life in the hereafter. Therefore, it is very important to teach children about Islamic

values from an early age, because by teaching religious values early in their childhood times, then they will be accustomed to navigate their lives during their adulthood in the future (Prasetya, 2019; Naimah & Hidayah, 2017; Susandi, 2019)

The results of Prasetya, Safitri, & Yulianti, (2019) research shows that emotional intelligence and spiritual intelligence contribute towards the Behavior of the Religiosity of Students by 30%, while there are still other variables that have an influence on the Variable Y by 70%. Thus, the spiritual and emotional intelligences have positive contribution to the behavior of religiosity.

MAN 2 Probolinggo is one of the state madrasah in the District of Probolinggo, which is under the authority of the Ministry of Religious affairs of the Republic of Indonesia. MAN 2 Probolinggo is located at Karanggeger Street 48B, the Karanggeger Village, Pajarakan District, Probolinggo Regency. There are 450 students studying in MAN 2 Probolinggo. The students are trained and educated based on strong religious tones with the aim to create pious generation. One of the real efforts in achieving that goal is by providing dormitories for the students and familiarize the students to perform prayers on time in mosques.

As the increasing number of children who play online games without parents' supervision, then it is worried to cause bad impact. Many cases of children who are addicted to online games and commit crimes as written in national news site Kompas.com as follows:

- a) FP (25 years old) a resident of Cibinong, Bogor Regency murdered an online taxi driver because he wanted to take his money. To police officer, FP admitted he needed some 180,000 rupiah to fix his broken laptop. To him, his laptop was the means to gain money from playing online games. Niko Adiputra as the Head Police officer for Criminality Affairs of Bogor Police Station conveyed FP was addicted to online games. "This online game is the only source for the him to gain money. He could not play online games anymore since his laptop was broken," said Niko. Niko explained FP found a way how to fix his laptop. He ordered an online taxi by using another person's account with Tajur, Bogor as the destination. On the location, he gave Rp.100.000 in order to get the change. "He has prepared everything. He even prepared a cutter before ordering the taxi," said Niko.
- b) Rifki Wahyudi (23 years old) a resident of Panjang district, Lampung was caught by police officer since he had stolen 162.5

gram of gold which belonged to his mother-in-law. The money from the gold he sold was used for playing online gambling. To police officer Rifly admitted he was addicted to online gambling. Besides, he spent his money to night club and paid his debts. Panjang Head Police officer AKP Adit Priyanto stated one of the gold sold by Rifki was a bracelet worth Rp. 28 million. After spending all the money, Rifki went home to his parents' house in Kedonding district, Pesawaran Regency. As he arrived, he was investigated by his family because his mother-in-law contacted his brother about the assumption that Rifki had stolen a purse with gold in it. After being pushed, Rifki finally admitted he was the person who stole the gold. Rifki also gave back the jewelry he hadn't sold (KOMPAS.COM, 2019).

Therefore, in this case, the role of parents is much required to teach children regarding the content or message of an online game; one of which is by supervising children when playing online games. However, there are some parents who do not have enough time to provide sufficient supervision due to their working time. Thus, it will reduce the effect on internalizing religious values process to the children. The child is likely to absorb negative things from online games such as aggressive behavior, often leaving the prayer, being lazy, and so on.

Method

In accordance with the description that has been presented on the general purpose of the research, the operational objectives to be achieved from this research is to obtain answers empirically against the influence between: (a) the Intensity of playing Online Game towards the Religiosity of the Child; (b) the Supervision of Both Working Parents towards the Child's Religiosity; (c) the Influence of the Intensity of Playing Online Game and the Supervision of Both Working Parents towards the Child's Religiosity.

The type of this research is correlational study with a quantitative approach.

The place of the research was in MAN 2 Probolinggo. It is one of the state madrasah in the District of Probolinggo, under the authority of the Ministry of Religious affairs of the Republic of Indonesia. MAN 2 Probolinggo is located at Karanggeger Street 48B, Karanggeger Village, Pajarakan District, Probolinggo Regency. The research was conducted in January, 2020. The population of this research was the students at MAN 2 Probolinggo as many as 450 students.

Results and Discussions

The Description of the Research Data

The respondents in this research were 100 students of MAN 2 Probolinggo, who were online game players. The data from the results of the research which consisted of independent variable namely Intensity of Playing Online Games (X_1) and the Supervision of Both Working Parents (X_2); while acting as the dependent variable was the Religiosity of the Child (Y). This section would be described from the data of each variable which have been processed from the average mean, median, mode, and standard of deviation. In addition, it also presents the frequency distribution table and histogram of the frequency of each variable. Below are the details of the data processing conducted with the assistance of SPSS Statistics.

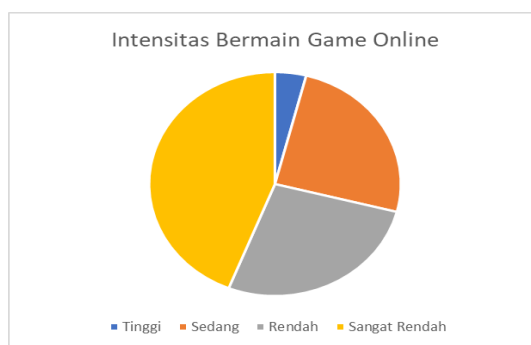
a. The Intensity of Playing Online Games

Data of Intensity of playing the online game was obtained through the questionnaire consisting of 27 statements given to 100 students of MAN 2 Probolinggo as the respondents. According to the data analysis taken from this variable through SPSS Statistics, the highest score was 22 and the lowest score was 0. The results of the analysis showed the mean 8.44, median 9, the mode 0 and the Standard of Deviation 6,706. The categorization of playing online games intensity in detail could be seen through the following table:

Tabel 5 The Intensity of Playing Online Games

No	score	F	Percentage	category
1	21-27	4	4%	High
2	14-20	25	25%	Medium
3	7-13	27	27%	Low
4	0-6	44	44%	Very Low
	total	100	100%	

Based on table 5, the category of Intensity of Playing Online Games in the high category was 4 children (4%), medium category was 25 children (25%), low category was 27 children (27%) and very low category was 44 children (44%). Based on table Intensity of Playing Online Games, it can be figured out in the *pie chart* as follows:



Picture 1. Pie chart variable X_1 Intensity of playing online games

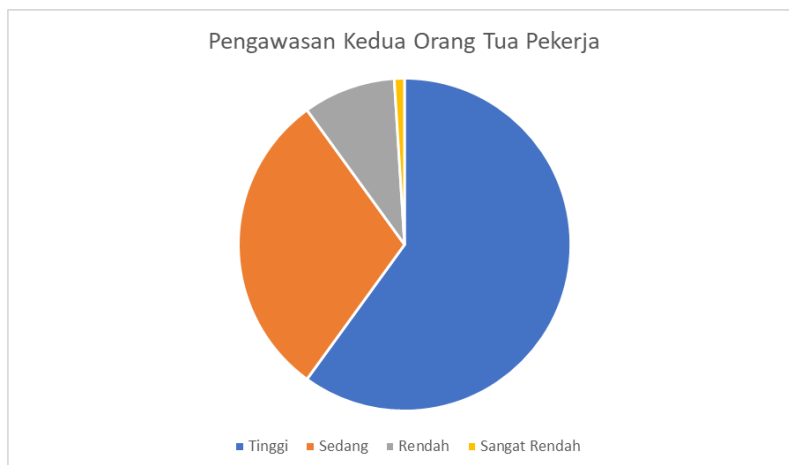
b. The Supervision of Both Working Parents

Surveillance data of both working parents was obtained through questionnaire consisting of 10 statements given to the students of MAN 2 Probolinggo with 100 respondents. Based on the data analysis namely Intensity of Playing Online Games variable by using the SPSS Statistic, it was obtained 10 as the highest score and 2 as the lowest score. The results of the analysis showed the mean 7.58, median 8, mode 8 and Standard of Deviation 1,986. The categorization of the supervision of both working parents in detail can be seen through the following table:

Table 6. Categories of Supervision of Both Working Parents

No	score	F	percentage	category
1	8-10	60	60%	High
2	5-7	30	30%	Medium
3	3-4	9	9%	Low
4	0-2	1	1%	Very Low
Total		100	100%	

Based on table 6, it could be observed that the category of Supervision of Both Working Parents resulted 60 children (60%) categorized as high category, 30 children (30%) categorized as medium category, 9 children (9%) categorized as low category as well as 1 child (1%) categorized as very low. Based on the table of the Supervision of Both Working Parents, it could be illustrated in the following *pie charts*:



Picture 2. Pie chart of the Variable X₂

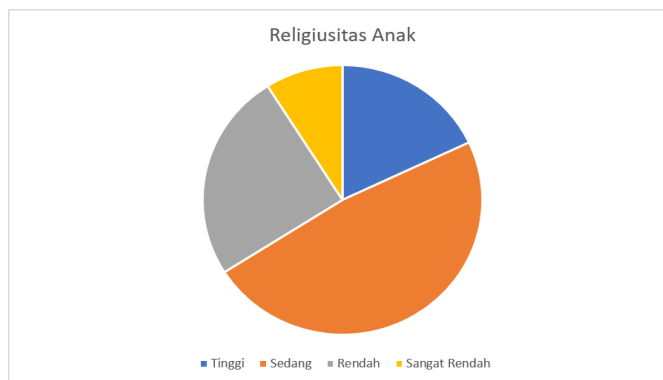
The Religiosity of The Children

Data on religiosity of the children was obtained through the questionnaire consisting of 13 statements given to 100 students of MAN 2 Probolinggo as the respondents. Based on the data analysis of the Religiosity of the Child variable by using the SPSS Statistic, it earned the highest score 13 and the lowest score 0. The results of the analysis showed the mean 7.56, median 7.50, mode 7 and Standard of Deviation 2,921. The religiosity of the child in detail can be seen through the following table:

Table 7. Categories of Religiosity of the Child

No	score	F	Percentage	category
1	11-13	18	18%	High
2	7-10	48	48%	Medium
3	4-6	25	25%	Low
4	0-3	9	9%	Very Low
	total	100	100%	

Based on table 7, it could be observed that the categories of the Religiosity of Child at high category 18 children (18%) category, 48 children (48%) for medium category, and 25 children (25%) for low category and 9 children (9%) in very low category. Based on the table of the Child's Religiosity, it can be depicted in a *pie chart* as follows:



Picture 3. Pie chart of variable Y

Analysis of Prerequisite Test

Prerequisite test analysis is intended to determine whether the collected data meet requirements to be analyzed with statistical techniques. Test prerequisites include linearity test and multicollinearity test. Test results of a prerequisite analysis in this research is presented as follows.

1. Linearity Test

Linearity test aims to determine whether or not two variables have significant linear relationship. Linearity test was conducted by testing on SPSS through the test for linearity at the 0.05 significant level. A variable is said to have a linear relationship if the significance (linearity) is less than 0.05.

ANOVA Table 1
linearity Test X1-Y

			Sum of Squares	df	Mean Square	F	Sig.
Child's Religiosity * Intensity of playing Online games	Between Groups	(Combined) Linearity	449.732	20	22.487	4.498	.000
		Deviation from Linearity	324.828	1	324.828	64.981	.000
			124.903	19	6.574	1.315	.198
	Within Groups		394.908	79	4.999		
	Total		844.640	99			

From the output table above, the obtained value of significance = 0,000 was smaller than 0.05. Because significance was less than 0.05, it can be concluded that between the variable Intensity of Playing Online Games and Religiosity of the Child, there was a significant linear relationship.

ANOVA Table
Uji linieritas X2-Y

			Sum of		Mean		
			Squares	df	Square	F	Sig.
Child's Religiosity * Supervision of both working parents	Between	(Combined)	410.223	8	51.278	10.742	.000
	Groups	Linearity	384.701	1	384.701	80.586	.000
		Deviation	25.523	7	3.646	.764	.619
		from Linearity					
	Within Groups		434.417	91	4.774		
	Total		844.640	99			

From the output table above, the obtained value of significance = 0,000 was smaller than 0.05; because significance was less than 0.05, it could be concluded that among the variables of Supervision Both Working Parents and Religiosity of the Child, there was a significant linear relationship. It can be concluded that all independent variables had a linear relationship to the dependent variable.

2. Multicollinearity Test

Multicollinearity test is useful to test whether the regression model shows correlation amongst the independent variables. In determining whether there is deviation of the test of multicollinearity or not is to look at the value of Tolerance and VIF of each independent variable. If the value of Tolerance > 0.10 and value of VIF < 10, then the data is free from symptoms of multicollinearity.

Coefficients ^a							
Model		Unstandardi	Standardize	Collinearity			
		zed	d	Statistics			
		Coefficients	Coefficients	t	Sig.	Tolerance	VIF
		Std.	Beta				
		Erro					
1	(Constant)	3.338	.869	3.841	.000		
	X1	-.192	.029	-4.411	.000	.883	1.133
	X2	.771	.097	7.937	.000	.883	1.133

a. Dependent Variable: Y

Looking at the results in the table of the calculation of Tolerance value, there was no independent variable that drew less than 0.10 as value of Tolerance. The Tolerance value for each independent variable consisted of value X₁ by 0.883, X₂ by 0.883; it meant that the data was free from symptoms of multicollinearity.

Hypothesis Test

To answer the hypothesis in this study, the authors utilized the technique of multiple regression analysis. Hypothesis testing was conducted by multiple regression analysis using SPSS Statistics with the following results.

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.
		B	Std. Error	Beta		
1	(Constant)	3.338	.869		3.841	.000
	Intensitas bermain game online	-.192	.029	-.441	-6.676	.000
	Pengawasan kedua orang tua pekerja	.771	.097	.524	7.937	.000

a. Dependent Variable: Religiusitas anak

T table = 1,984

F table = 3,09

1. The Equation of Regression Line Double

$$Y = 3,338 - 0,192 X_1 + 0,771 X_2$$

These equations showed that:

- a. The coefficient of Intensity of Playing Online Games (X_1) was -0,192 which meant that every 1 unit the value of X_3 would reduce the value of the Religiosity of the Child (Y) with value 0.192.
- b. The coefficient of the Supervision of Both Working Parents (X_2) was + 0,771 which meant that every 1 unit the value of X_1 would add to the value of the Religiosity of the Child (Y) of 0,771.
- c. The constant of 3,338 meant that if X_1 and $X_2 = 0$ then the Religiosity of the Child (Y) = 3,338.

Partial Test (T Test)

The t test is a test to show the influence of individual independent variable on the dependent variable. It is intended to acknowledge how far the influence of one independent variable explains the dependent variable. To show the influence of individual independent variable on the dependent variable can also be seen in the value of significance. With the basic decision, it could be concluded as follows:

- If the value of sig < 0.05, or t count > t table, then there is the influence of variable X on variable Y.
- If the value of sig > 0.05, or t count < t table, then there is no effect of variable X on variable Y.

a. The First Hypothesis

The first hypothesis states that there is influence of the intensity of playing

the online games towards the religiosity of the child. The value of sig to the influence of X_1 on Y was equal to $0.000 < 0.05$ and the t value was negative $6,676 > t$ table of $1,984$. It can be concluded that the first hypothesis was accepted; in other words, there was the influence of X_1 on Y .

b. The Second Hypothesis

The second hypothesis stated that there is the influence of the supervision of both working parents to the religiosity of the child. The value of sig to the influence of X_2 on Y was equal to $0.000 < 0.05$ and the t value $7,937 > t$ table was $1,984$. It can be concluded that the second hypothesis was accepted; therefore, it meant there was the influence of X_2 on Y .

Simultaneous Test (F Test)

The simultaneous test is used to determine whether the independent variables (the Intensity of Playing Online Games and the Supervision of Both Working Parents) together were related to the Religiosity of the Child.

ANOVA^a

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	529.503	2	264.751	81.491	.000 ^b
	Residual	315.137	97	3.249		
	Total	844.640	99			

a. Dependent Variable: Religiusitas anak

b. Predictors: (Constant), Pengawasan kedua orang tua pekerja, Intensitas bermain game online

Based on the output above, the values of significance for the influence of X_1 and X_2 simultaneously to Y was equal to $0.000 < 0.05$ and the calculated F value $81,491 > F$ table $3,09$. It can be concluded that the third hypothesis which stated there was the Influence of the Intensity of Playing Online Games and the Supervision of Both Working Parents towards the Religiosity of the Child can be accepted. It illustrated that there was the influence Intensity of Playing Online Games (X_1) and the Supervision of Both Working Parents (X_2) simultaneously towards the Religiosity of the Child (Y).

Simultaneous Test (F Test)

The coefficient of determination is used to determine how many percent of the influence of Intensity of Playing Online Games (X_1) and the

Supervision of Both Working Parents (X_2) variables are simultaneously towards the Religiosity of the Child (Y).

Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.792 ^a	.627	.619	1.802

a. Predictors: (Constant), Pengawasan kedua orang tua pekerja, Intensitas bermain game online

Based on the output above, the value of R-square was approximately 0,627. This suggests that the influence of the Intensity of Playing Online Games (X_1) and the Supervision of Both Parents Workers (X_2) were simultaneously towards the Religiosity of the Child (Y) which was equal to 62.7%.

Discussions

The results of the research and Hypothesis Test that the researchers have performed suggested that playing online games can allow negative effects to the children who play, such as their negligence towards their obligations as a muslim like praying. In addition, children who play online games will more often dispute the command of the parents because they do not want to be disturbed during playing time.

The role of parents is required to help and maintain the religiosity of the children (B. Prasetya, Hadi, dan Khoiriyah, 2018; Syamsul, 2020; B. Prasetya, 2018). The role of parents on children's development is not only limited to their social economic situation or on the overall structure and interaction, but also the supervision and attitudes in social interaction plays an important role in it. There are several important things that must be considered by parents in supervising children; for instance in selecting a friend to hang out, keeping an eye on children in the study, and supervising the children in choosing television programs and entertainment (Darajat, 1993; Manan, 2017; Nur Utami & Raharjo, 2019). The role of parents is very important so that their children are not exposed to the negative impacts of technological advances such as the online games.

Conclusions

The results of the data analysis showed partial test; the value of sig to the influence of X_1 on Y was equal to $0.000 < 0.05$ and the t value was negative $6,676 > t$ table was 1,984. It can be concluded that there is influence

of the Intensity of Playing Online Games (X_1) towards the Religiosity of the Child (Y).

The next stage based on the partial test, it is known that the value of sig to the influence of X_2 on Y was equal to $0.000 < 0.05$ and the t value was $7,937 > t$ table was 1,984. It can be concluded that there is influence of Supervision Both Working Parents (X_2) on the Religiosity of the Child (Y). Based on the output above, it is known that the value of R-square was 0,627. This shows that there is influence of the Intensity of Playing Online Games (X_1) and the Supervision of Both Working Parents (X_2) simultaneously towards the Religiosity of the Child (Y) was equal to 62.7%. The intensity of playing online games allows a negative effect on the religiosity of the child; therefore, both parents should supervise their children to remind children about the importance of implementing Islamic values.

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