Disruptive Game Online and Social Personality: Case Study at SDN Asem Kumbang Katingan Regency

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan dampak positif bermain game online terhadap kepribadian sosial anak, serta mendeskripsikan dampak negatif bermain game online terhadap kepribadian sosial di SDN Asem Kumbang Kabupaten Katingan. Penelitian ini disusun dengan menggunakan pendekatan kualitatif deskriptif. Subyek penelitian berjumlah tujuh anak SDN Asem Kumbang Kabupaten Katingan dan informannya adalah tiga orang tua dan dua orang guru. Teknik pengumpulan data menggunakan observasi, wawancara, dan dokumentasi. Validasi data dalam penelitian ini menggunakan simulasi sumber. Analisis data menggunakan empat tahapan, yaitu mengumpulkan, meringkas, menyajikan, dan membuat kesimpulan. Hasil penelitian ini menunjukkan bahwa dampak positif bermain game online bagi anak di SDN Asem Kumbang Kabupaten Katingan meliputi sosialisasi, kerjasama, dan simpati. Sedangkan dampak negatif bermain game online terhadap kepribadian sosial anak SDN Asem Kumbang Kabupaten Katingan adalah kecanduan, berbicara kasar dan kotor, membangkang, berselisih atau berkelahi, dan mengolok-olok atau mengejek.

Kata kunci: game online, kepribadian social

ABSTRACT

This study aims to describe the positive impact of playing games online on children's social personalities, as well as describing the negative impact of playing games online on social personalities at SDN Asem Kumbang, Katingan Regency. This research was compiled using a descriptive qualitative approach. The research subjects totaled seven children of SDN Asem Kumbang, Katingan Regency and the informants were three parents and two teachers. Data collection techniques using observation, interviews, and documentation. Validation of the data in this study using source simulation. The data analysis uses four stages, namely collecting, summarizing, presenting, and making conclusions. The results of this study indicate that the positive impact of playing games online for children at SDN Asem Kumbang, Katingan Regency, includes socializing, cooperation, and sympathy. While the negative impact is playing games online on the social personality of the children of SDN Asem Kumbang Katingan Regency are addicted, speaking rudely and dirty, disobedient, dispute or fight, and teasing or mocking.

Keywords: games online, social personality

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PENDAHULUAN

The development of information and communication technology is moving so fast, penetrating all sectors of life. The current development is faster than originally estimated (Buan, 2020). Technology no longer belongs to certain people but belongs to all nations and belongs to everyone from the lowest layer to the top. Many people cannot be separated from this technology in their daily lives (Prawilaga, 2016). Technology is a branch of science that is developing very rapidly, with the existence of technology all activities carried out by humans become easier and lighter (Fergie, 2021). Technology, which is a basic human need, is supported by the rapid development of science. This development has drastically and continues to evolve until now and is increasingly global (Kaunang, 2021). Therefore, education is expected to really make a person realize his identity as a human being creature (Surawan, Syabrina, El Bilad & Azmy, 2022).

This can be proven by the many innovations and inventions from simple to complex. Information technology is not only limited to computer technology, or the hardware and software used to process already stored pharmacy but also includes communication to transmit information (Simarmata, 2020). Therefore, the teaching profession in this digital era is greatly influenced using information and communication technology (Surawan, Anshari & Sari, 2022). The development of information technology, especially in the field of communication, there are at least two information technologies that are growing rapidly, first cellphone or cellphone and the second is an internet networked computer, namely a computer that can be used to connect one person to another without any distance and time limitations to communicate with each other (Kasemin, 2015).

Along with the epidemic of fever online, the creator's game began to develop its game technology. Game online according to Kim, et al in Kustiawan & Utomo, (2019) is a game that can be played simultaneously by many people through a communication network online. In addition, Wynn and Fisher argue that multiplayer online games are an evolution of most single-player games, they use the same format and method and use the same general concept. That's what all games do. Multiplayer games can be played by many people at the same time.

A game online is a game that can be played online via the internet network. The game gives players as many options as they can. Communicate with other players around the world via chat. Game online has its charm for gamers. The challenge of display and play makes game fans even more interested in using it, especially in easy online games to use anywhere without heavy and difficult tools (Doni, 2018). Enough with smartphones and the internet, one can easily play online games directly used by users. There are 3D images that make this game even more realistic, as, in the real world, they live, move, trade, carry out daily activities, get a job, or find a partner but in cyberspace (Adiningtyas, 2017). Online games can affect a person's personality. Personality is a unified thought about the functioning of all individuals as an organism which includes all aspects that are verbally separated such as: intellect, character, motives, emotions, interests, willingness to associate with others, and the individual impression it causes on others and social effectiveness. in general (Surawan & Mazrur, 2020).

The presence of games that were originally based on personal computers and televisions that were played alone or simultaneously using a network system, can now be enjoyed by millions of players around the world who are connected online. online

each other (Hartoko, 2010). Various groups play online games, from workers, students, to high school students to elementary school. Elementary school children are among the children who still need full supervision by their parents and the people in the environment around where they live. The age when children play alone may not be understood by some parents (Mertika & Mariana, 2020).

At the age of development, children often play activities games online will reduce positive activities such as learning and interacting with peers, because games severely isolate children from society (Nurlaela, 2016). Meanwhile, children need to have social skills to build friendships, solve problems encountered, as well as to work well together in groups. Child socialization behavior is learned through complex stages, namely a child's social development is achieved through behavioral learning opportunities, separate from the process of growing up a child (Anzani & Ihsan, 2020).

SDN Asem Kumbang is one of the elementary schools in Katingan Regency. All students at this elementary school certainly have different characters for each child. Every child also has an average cell phone and they come home from school will use cellphone it to play games online, based on my observations when children play games online they often forget the time when playing, and even when they lose a game online what is being played is sometimes some of these children say harsh words because they vent their emotions and can hit or kick objects that are around them.

When children are playing games online when called by parents, they just ignore them because their thoughts and focus on that time is only on games being played online. There are many more things that arise because of children playing games online, namely loss of motivation to learn such as forgetting school assignments given by the teacher while at

school. It is this fact that attracts the attention of researchers to obtain a clear picture of the reality that playing games online can affect a child's social personality, though the game has a positive impact on their users, if it is out of parental control, children will be addicted to playing games online. One of the ways taken to study this case is the researcher wants to conduct a study entitled "The Impact of Playing Game Online Regarding the Social Personality of Children at SDN Asem Kumbang, Katingan Regency, it is hoped that with this research parents and teachers can find solutions in monitoring children's activities so that children's social personalities can develop properly.

METHOD

This research uses the descriptive qualitative method. Descriptive is an attempt to describe an existing problem based on data, but it also presents data, analyzes data, and interprets. This approach is cooperative and collaborative in obtaining research data (Ahmad, 2013; Arikunto, 2016; Fadhallah, 2021). The subjects in this study were 7 children from SDN Asem Kumbang who played games online while the informants were 2 teachers and 3 parents. Data is collected by collecting data from research sources that are at least three sources. As for data analysis, it uses four stages, namely collecting, summarizing, presenting, and making conclusions (Rijali, 2018).

RESULTS AND DISCUSSION

Playing games not only has a negative effect, but also provides a positive side, meaning that in principle an activity always has two sides, namely positive and negative. There is a lot of discussion about the impact of playing games, such as research Safira, Mayasari & Suwanto (2022) show a picture of online game addiction behavior including

claiming to be happy if you win the game and if internet access is smooth and has a long period of time; feel like constantly playing games if you have found a new game; always improve his game for 5-10 minutes even up to 1 hour; until often refuse and refute when told by parents who are in need of help. The factors causing students to be addicted to online games are lack of attention from the closest people, lack of control, lack of activities, environmental factors, and parenting. The negative effects of online game addiction such as sore and blurred eyes, dizziness, often feel tingling, irregular eating patterns, forgetting time, forgetting obligations at school such as studying and doing assignments. While the positive impacts such as eliminating boredom or boredom, practicing English language skills and even being able to master computers, can earn money and make new friends.

The impact of playing games online on the child's social personality has been collected and explored from various kinds of data needed sourcing from research subjects and informants. For that there are some positive and negative impacts of playing games online on the social personality of children at SDN Asem Kumbang, Katingan Regency, as follows:

The Positive Side of Playing Game Online for Children's Social Personality

Every game certainly has a positive impact on the people who play it (Deviandri, 2012; Pratama, Yulianti & Hendrawati, 2020). The impact of playing games online is always bad, but if we look at it from a different point of view, not all of them have a negative impact but will have a positive impact on children. Here are the positive impacts of playing games online on the social personality of the children of SDN Asem Kumbang, Katingan Regency, including:

Help Socialize

Games online can foster broad social interaction without limits for people who play it. This is also found in children at SDN Asem Kumbang, Katingan Regency, when they game online can help to socialize well because they will meet anyone in the forum game which is played this is in accordance with the opinion of the Surbakti which according to someone who is playing games online can foster opposing social interaction game (player game) who are isolated and do not want to socialize with other people (Surbakti, 2017).

Based on the results of the data obtained that play games online can help children of SDN Asem Kumbang Katingan Regency socialize well, thus making children develop their social skills both towards the surrounding environment and in game online which he often plays. This is because children interact with fellow players game online without distinguishing the place of origin or religion of the people who are invited to interact inside game online (Prawiradilaga, 2016).

Even though the children at SDN Asem Kumbang, Katingan Regency, were playing games online, however, it cannot interfere with children socializing well with the surrounding environment based on the results of interviews and observations made by researchers that children who play games online at SDN Asem Kumbang, Katingan Regency, they can be helped in socializing, because when they are playing games, online children, explore the world of friendship inside-game being played and this is one of the positive impacts of the game-game online to children when they begin to know and play games online (Hartoko, 2010; Izza, 2019).

Cooperation

Cooperation, namely the attitude of wanting to work with children with their friendship groups Yusuf (2011: 125) this cooperation also occurs with children at SDN Asem Kumbang, Katingan Regency, who play games online will make children accustomed to working with other people so that children's cooperative abilities can develop well with each other.

Play game online can train this child's cooperation because when children play game online, they will get used to working with the group in playing game being played this will help children get better at working together in everyday life both at school and in the environment around the house.

In playing games online children will get used to working together well in solving the problems faced by children. Play games online children will get used to working well together in solving problems faced by children will discuss with each other and help each other when encountering difficulties so that they can achieve common goals with their team. So that it can be said that when children work together in the game online what they usually play, it will become a habit and children will do it continuously in their lives.

Sympathy

Attention is an emotional attitude that encourages someone to pay attention to other people Yusuf, (2011). when a child begins to act sympathetically then it can indicate that a child is developing his social attitude towards other people around him, in this case a feeling of sympathy for other people in the children of SDN Asem Kumbang Katingan Regency will arise a feeling of pity or sympathy for a friend who is in trouble and will help when someone needs help and he will also feel what other people feel so he feels compassion and will provide help as long as the child is able.

When children play games online can foster a child's sympathy. When they see a friend in distress, their hearts will be moved to help because they are used to games. Children will quickly help when playmates are in trouble and need help from themselves. Based on the results of observations by researchers, the attitude of sympathy is indeed used to being carried out by children at SDN Asem Kumbang, Katingan Regency, when they are playing games online together.

The Negative Side of Playing Games Online for Children's Social Personality

Games game online will have a negative impact on the players, especially if the children are playing it of course the child will need guidance or direction from parents (Ariantoro, 2016). For this reason, if it has a negative impact, a gamer needs to be given group guidance services with assertive techniques effective in preventing addiction to playing online games in students (Mahyatun, Yulianti & Imayanti, 2023). The negative impact of the game online This arises because it is generally inside game online will lead to some violent content that will be imitated by children (Masya & Candra, 2016). Regarding the negative impact of playing games online on the social personality of children at SDN Asem Kumbang, Katingan Regency, as follows:

Addiction

Online game addiction is a type of addiction caused by internet technology or better known as internet addictive disorder. Internet Addiction Disorder is an addiction disorder on the internet that includes all activities related to the internet (Saragih, 2020). As Young mentioned in Laili & Nuryono, (2015) which states that the internet can cause addiction, one of which is computer game addiction (excessive playing games). Games that can be played while accessing the network or online indeed it will be more fun than games that can be played without using a network or offline because something related online will be more fun because the features that are made are very varied and will make children feel at home when playing one of them like a game-game online This.

The impact of online games on student learning achievement is that students who are addicted to excessive games can have a bad influence on themselves which makes students forget their work, study and ignore the tasks given to them which directly affect the academic achievement obtained by students,

due to too often playing online games can result in a decrease in the seriousness and activeness of students in learning (Zendrato & Harefa, 2023).

This is in the children at SDN Asem Kumbang, Katingan Regency, who are playing games online they will play game this every day because there is a feeling of wanting to keep playing to be able to raise the level of the game to a higher level, this is the same as Surbakti's opinion, which says that most game currently circulating is indeed designed in such a way as to be addictive so that the players feel engrossed when playing games online this even though it took quite a long time (Surbakti, 2017: 36). When children indirectly play game online regularly too much can lead to addiction to the players so that many things that should be done in the real world are neglected because children are addicted and feel engrossed in playing games online and just thinking game in his mind and will result in the child having difficulty controlling his mind to do useful things besides playing games online.

Talking rude and dirty

The games online often say dirty and harsh words when angry when playing games online Surbakti, (2017). When the child's desire is inside the game if it is not fulfilled the child will get angry and say harsh words and eventually become a habit, this is also found in children from SDN Asem Kumbang, Katingan Regency, who play games online they will say rude and dirty words when angry in the game being played.

This online game play will have a bad impact on children, such as speaking rudely and dirty. This is because playing online games can have a negative impact, such as speaking rudely and dirty to other people. This is because they are used to hearing words like that in online games that are usually played by children so more or less the children who play will imitate and even get used to saying inappropriate words to others when they are angry (Lestari, 2018). If

left unchecked, it will become a child's habit to say things like this. Parents must always supervise and provide direction to children so they can minimize unwanted things from happening to children because they encounter bad attitudes or habits in online games.

Opposition

Defiance (negativism), which is a form of rebellious behavior that is carried out by children when their wishes are not fulfilled Yusuf (2011: 124) because when what is expected and what happens is not in accordance with the wishes of a person's heart will be angry and can fight by ignoring what was said by other people against him. This behavior also occurs in children at SDN Asem Kumbang, Katingan Regency. Based on the results of the interviews that have been conducted that game online This can make children at SDN Asem Kumbang, Katingan Regency, disobedient because they play too many games online children will become rebellious because they often ignore other people when talking and only focus on the game being played (Kurniasari, 2019).

This was also obtained by researchers through observations, namely the attitude of children at SDN Asem Kumbang, Katingan Regency, indeed has dissident behavior, such as ignoring other people when talking, whether when they are.

CONCLUSION

The conclusion from the results and discussion in this study, as the end of all the descriptions that have been put forward by the researcher, the following conclusions can be drawn: The positive impact of playing games online on the social personality includes helping socialize, cooperation when children play games online and sympathy. Whereas the negative impact of playing games online on the social personality includes addiction, rough and dirty talk, the opposition is played, disagree or quarrel, flirt and play games online.

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