THE IMPACTS OF ONLINE GAME ON THE MORAL OF CHILDREN IN SP 3 PRODE

SUWARNI[1], IWAN JAZADI[2], IGA WIDARI[3]

English Department, STKIP Paracendekia NW Sumbawa

iwanjazadi@gmail.com

ABSTRAK

Perkembangan era digitalisasi yang modern telah menyebabkan beberapa kemajuan yang sangat pesat pada manusia dan teknologi. Salah satu gaya hidup modern saat ini adalah penggunaan internet yang umum diakses oleh banyak orang dari seluruh dunia tanpa memandang batas usia penggunanya. Penelitian ini bertujuan untuk mengetahui dampak permainan daring terhadap moral anak dan untuk mengetahui upaya orang tua dalam mengatasi perilaku yang kurang tepat pada anak akibat seringnya bermain permainan daring di Desa SP 3 Prode Kecamatan Plampang Kabupaten Sumbawa. Peneliti melibatkan tujuh anak dan tujuh orang tua sebagai informan penelitian. Penelitian ini menggunakan metode kualitatif. Hasil penelitian menunjukkan bahwa kehadiran permainan daring berdampak positif dan negatif terhadap moral individu, sosial, dan agama anak-anak di desa SP 3 Prode.

Kata kunci: Permainan Daring, Dampak, Moral

ABSTRACT

The development of the modern era of digitalization has led to some very rapid advances in humans and technology. One of the modern lifestyles today is the use of the internet which is commonly accessed by many people from all over the world regardless of the user's age limit. This study aims to determine the impacts of online games on children's moral due to frequent playing online games, and to find out the efforts of parents in overcoming inappropriate behavior in children due to the frequent playing of online games in the village of SP 3 Prode Plampang Sub-district Sumbawa Regency. The researchers involved seven children and seven parents as research informants. This study used a qualitative method. The results of the study show that the presence of online games have positive and negative impacts on children individual moral, social, and religion in SP 3 Prode village.

Keywords: Online Game, Impacts, Moral

INTRODUCTION

The development of the modern era of digitalization has led to some very rapid advances in humans and technology. Likewise, human development also tries to find innovation in technology. One of the modern lifestyles today is the use of the internet which is commonly accessed by many people from all over the world regardless of the user's age limit. The progress of this modern era of globalization can change the pattern of human life so that it becomes more dynamic. Technological advances today have truly been recognized and are felt to provide a lot of convenience and comfort to human life (Dwiningrum, 2012: 171).

According to Kim and Win and Fisher (in Kustiawan, 2019: 5), online games are games where many people can play at the same time through online communication networks. Furthermore, online multiplayer games are the development of a game that is played using the same form and method and involves the same general concepts as all other games. The difference is that multiplayer games could be played by many people at the same time. The rapid development of internet networks has resulted in rapid growth in various sectors. Initially, technology developed slowly, However, along with the advancement of the level of culture and human civilization, the development of technology develops rapidly. The more advanced the culture, the more developed the technology because technology is the development of a culture that is rapidly advancing (Adib, 2011: 254). It means that developments occur not only in the fields of technology, information, economy, and defense, but now have penetrated the areas of human life patterns such as ethics, personality, and morals.

According to Ali and Asrori (2012: 136), moral is an aspect of personality needed by a person for social life in a harmonious, fair, and balanced manner. Moral behavior is necessary for the realization of a peaceful life full of order and harmony. The moral is a human term that refers to humans or other steps that have positive values that are related to the ability to distinguish between right and wrong actions. Sulistyorini (2011: 1-5) states that morals can be divided into three types, namely individual moral, social moral, and religious moral. Individual morals are morals that concern human relations with their personal life or about the way humans treat themselves. Like human actions, and becomes a guide for human life, which is the direction and rules that need to be carried out in their personal life or daily life. Individual morals include obedience, courage, self-sacrifice, honesty, fairness, respect and appreciation, hard work, keeping promises, knowing reciprocity, good character, being humble, and careful in acting. The meaning of negative impacts is the desire to persuade, convince, influence, or give an impression to others, with the aim that they follow or support their bad desires, and have certain consequences. Social morals are morals that concern human relationships with other humans in life in society or the environment around them. These social morals include cooperation, like to help, love, harmony, like to give advice, care about the fate of others, and helping others. Religious moral is moral which concerns the relationship between humans and the God they believe in, believing in God's power, believing in God, surrendering to God, and asking God for forgiveness.

Moreover, Darmadi (2020: 69) explains that morals are a law of behavior that is imposed on everyone. With the existence of morals, humans will respect each other more based on applicable norms in fulfilling their duties and responsibilities. The inner moral provide the foundation for patience to endure the impulses of instincts or passions that threaten human dignity. Thus, there are several goals of morality. First, it ensures the upholding of one's dignity and humanity. Second, it ensures human physical and spiritual happiness because the fulfillment of moral does not cause inner conflicts, feelings of regret, feelings of sin, or disappointment. Third, it ensures harmony between personal social relationships, because moral provides a foundation of trust in others, believes in the good faith and goodness of everyone because of their noble morality. Moreover, moral functions to provide good and benevolent motivation in every human attitude and action. Humans do good and virtue based on the awareness of obligations based on morals. Moral provides insight into the future. With moral, people always consider the consequences and social sanctions in life before acting in the world and as responsibility to God in the afterlife. Morals provide a foundation for patience, so that one can endure all instincts and desires or lust and give resilience to procrastinating or resisting inferior impulses that threaten the dignity of the humans.

An impact tends to be subjective, where it can give different importance to any community group (Indasah, 2020: 169). Impact is anything that arises because of an event that occurs in the community and produces changes that have a positive or negative effect on survival in society. Every decision made by a superior usually has impeded a positive or a negative impact or influence. An impact is a continuous process of internal control implementation. A reliable leader should predict the type of impact that she or he will cause on a decision taken. According to Hasanah (2015: 12), a positive influence means that it shows a change for the better, while a negative influence means that it shows a change in a worse direction than before.

Thus, while involved in playing games, children need moral foundation to guide them in navigating their virtual adventure. In this case, parents are an important component in a family in dealing with their children who like to play games. According to Sunarni et al (2018: 320), parents have the main role in teaching their children to remember the parent is a motorcycle because inside family humans are born to grow and be adults. The form and the content of the education ways on the family will always affect the growth and the development of the behavior and attitude of every human. The education in the family will be useful for the children as the basis to act in the society and school. It means that a parent must guide and teach children good things, following the values and norms that apply in society. If not done well, a child will become deviant.

This research focuses on children who were fond of playing online games. Such activities may become obstacles or affect their moral. This can be seen when the researchers did initial observation in SP 3 Prode Village.

Based on the background above, the research sought to know about whether there was an impact of online games on children's moral, and to find out the efforts made by parents in overcoming inappropriate behavior due to frequent playing online games by their children.

Formulation of The Problem
The formulation of the problem in this study is how the impact of online games on children's morale due to frequent online game play, and what are the efforts of parents to deal with inappropriate behavior in children due to frequent online game play in SP 3 Prode Plampang Village. District of Sumbawa Regency

Research Purposes

This study aims to determine the impacts of online games on children's moral due to frequent playing online games, and to find out the efforts of parents in overcoming inappropriate behavior in children due to the frequent playing of online games in the village of SP 3 Prode Plampang Sub-district Sumbawa Regency

RESEARCH METHOD

This research is included in qualitative research. Sugiyono (2013: 15) defines a qualitative research method as a research method based on the philosophy of post positivism, used to examine the condition of a natural object, (as opposed to an experiment) where the researcher is as a key instrument, the sampling of data sources is carried out purposively and snowball, the collection technique used triangulation (combined), the data analysis is inductive/qualitative, and the qualitative research results emphasize meaning rather than generalization. This research is included in the category of descriptive qualitative research. According to Arifin, (2011: 54), descriptive qualitative research that is used to describe and answer the problems of a phenomenon or event currently occurring, both about phenomena in single variables and correlations or comparisons of various variables.

The informants of this research were seven parents and seven students who lived at SP 3 Prode Village, Plampang District, Sumbawa Regency. The profiles of the students or children and their parents are presented in Table 1 and Table 2.

Table 1. Profile of the children as informants in the study

No.	Name	Age	School Level
1.	HS	13 years old	JHS
2.	SR	11 years old	JHS
3.	MZ	12 years old	JHS
4.	JM	19 years old	College
5.	Ul	11 years old	ES
6.	RI	10 years old	ES
7.	MF	13 years old	JHS

Table 2. Parental Data as Research Informants

No.	Parents Name	Profession	Number of children
1.	A (33)	Housewife	3
2.	SS (45)	Housewife	4
3.	RA (37)	Teacher	3
4.	AS (43)	Businessman	2
5.	MF (36)	Businessman	2
6.	Z (47)	Housewife	2
7.	S (44)	Self-employed	3

The research started from November to June 2021. The data sources used in this research are primary data. The data were collected through interviews and observation. The specification of the time used in the research and data collection at the site was two weeks with a two-hour spent for interview every day, about 10-15 minutes for one informant.

Observation activities in this study are to see the extent to which children did online gameplay activities, changes or impacts that occurred after the children were active in playing online games as well as interactions made by children when playing an online game. The observation focuses on how parents put efforts to overcome their children's inappropriate behavior because of playing online games.

The interview type used this research is a semi-structured. The researchers prepared a few key questions to guide the course of the interview question and answer process. The questions prepared also have the possibility to be developed in the interview process. The time spent for interview did not necessarily correspond to the free time of the informants. The informants chose the places for the interview.

The data analysis was qualitative by studying the whole data, then reducing and displaying data that corresponded to the research questions, and interpreting the data as a basis for drawing conclusion (Sugiono, 2013).

FINDINGS AND DISCUSSION

Based on the observation data, the children used to play games were located in different places, such as at home, hangout areas, canteens, and internet cafes. The games often played by children were Point Blank, Age of Empire, Mobile Legend, and Free Fire. Most of them started playing games when they came home from school until the afternoon. Children played online games for an average of 3 hours or more a day. They made online games a routine in since they went home from school until the evening, even by staying up late. Online games had become an addiction in the daily lives of children in the village. Thus, the dependence of children on playing online games affected the nature and behavior in their lives.

The Impacts of Online Games on Children's Moral

The findings show that there are positive and negative impacts of playing online games by the children or students in SP3 Prode Village, as presented in Table 3.

Table 3. Impact of playing online games on children in SP 3 Prode Village

No.	Children/ Age	Impacts	
		Positive	**Negative**
1.	HS (13)	Work harder, be friendly, congratulate friends who win, and interact with anyone in the environment	Lazy, Late or negligent in carrying out worship as Muslims
2.	SR (11)	Diligent in helping mother, having new friends from various regions and abroad, eager to learn and punctual in worship	Like to be angry or his emotions are not controlled, do not respect people, and do not want to socialize with the surrounding environment
3	MZ (12)	Had new friends, learns foreign languages, makes money by selling accounts or knick-knacks that he gets from matches against friends, spends more time at home and always finished homework on time such as helping his mother, accompanying his sister, praying and always attending religion studies.	Become Uncooperative, selfish, domineering behavior and like to fight
4	JM (19)	Have new friends from various regions and abroad, learn foreign languages, be more enthusiastic, know the reciprocity of everything, think well, healers of missing family at home, save more because they don't go out to play with their friends and don't neglect prayers and his obligations.	Lazy to socialize around, do not care about those around, do not like to work together, and do not like to help
5	UL (11)	Have new friends from various regions and abroad and be obedient in worship.	Lack of respect to others, being less careful in acting, and being less honest
6	RI (10)	Willing to work together, care about the surroundings, perform prayers on time.	after playing the game, had reduced courage and confidence, not keeping promises, and not being careful in acting
7	MF (12)	Can make money by selling accounts or weapons that have been won, have many new friends from various regions, like to help friends, care about the environment and like to work together.	like telling a lie, not respecting others, not being careful in acting, likes to neglect worship

As the data in Table 3 shows, the negative impact of playing online games is categorized as individual, social, and religious morals (Sulistyorini, 2011). The negative impacts on the individual moral are 'Like to be angry or his emotions are not controlled' (SR), 'selfish' (MZ), 'being less careful in acting, and being less honest' (UL), 'had reduced courage and confidence, not keeping promises, and not being careful in acting' (RI), 'like telling a lie, not being careful in acting' (MF). The negative impacts on the social moral are 'do not respect people, and do not want to socialize with the surrounding environment' (SR), 'Become uncooperative, selfish, domineering behavior and like to fight' (MZ), 'Lazy to socialize around, do not care about those around, do not like to work together, and do not like to help' (JM), 'Lack of respect to others' (UL), and 'not

respecting others' (MF). The negative impacts on the religious moral are 'Lazy, late or negligent in carrying out worship as Muslims' (HS) and 'likes to neglect worship' (MF). The seven children experienced the negative impacts from playing the online games. These impacts were serious and mitigating efforts were needed.

On the other hand, there are many positive impacts of the online games that are not only related to individual, social, and religious morals, but also related to knowledge seeking and economic gain. The positive impact on individual moral was only experienced by one student namely JM who found that online games make him 'be more enthusiastic' and become 'healers of missing family at home'. The positive impact on social moral were felt by all the children: 'be friendly, congratulate friends who win, and interact with anyone in the environment' (HS), 'Diligent in helping mother, having new friends from various regions and abroad' (SR), 'Had new friends, spends more time at home, helping his mother, accompanying his sister' (MZ), 'Have new friends from various regions and abroad' (JM), 'Have new friends from various regions and abroad' (UL), 'Willing to work together, care about the surroundings' (RI), 'have many new friends from various regions, like to help friends, care about the environment and like to work together' (MF). The positive impact on religious moral relates to being committed to prayers as experienced by SR, MZ, JM, UL and RI. In addition, three students benefited online games as a place to learn: 'eager to learn' (SR), ', learns foreign languages' (MZ), and 'learn foreign languages, know the reciprocity of everything, think well' (JM). Finally, some students found the online games as a place to earn income: 'makes money by selling accounts or knick-knacks that he gets from matches against friends' (MZ), 'save more because they don't go out to play with their friends' (JM), 'Can make money by selling accounts or weapons that have been won' (MF).

The data suggest that many benefits taken by the children are generally found in the online games and virtual world, while some social and religious aspects are in the real world and might be because parents could easily control their children when they played online games.

Parents' Efforts to cope with inappropriate behavior in their children

The findings show that parents put many efforts to help their children cope with inappropriate behavior while playing online games. Table 4 presents six parents' perceptions about the gadget use and how they controlled their children to mitigate the negative effects of online games.

Table 4. The role of parents in educating children

No.	Parents (Age)	The role of parents
1	A (33)	The role of parents is very important in supervising children who like to play and limiting the time to use cellphones. Moreover, we live in an era of modernization where everything uses sophisticated media, inevitably the mindset and ways of reminding or educating must have the right way so as not to cause misunderstandings. But as a parent I have to take firm action against my child in various ways including limiting the use of cellphones during family gatherings, eating together, when it's time to worship, rest and study.
2	SS (45)	In my opinion, the role of parents is very important. At first, it was a little difficult because now all tasks and learning use cellphones, which automatically every day, children must hold cellphones. Yet, as a parent, I have to be able to discipline my children in using cellphones.
3	RA (37)	The role of parents is very important, as parents are madrasas or in other words the first place for children to learn and be formed as the next generation of a good nation in the future. If the parents are weak in shaping or teaching children from the start, it will have a bad impact in the future. So, I allow my children to play online games only on holidays.
4	AS (43)	The role of parents is very important, if they are negligent in supervising and educating children who like to play the wrong game, it can make children addicted, decrease moral values and can have an impact on the child's personality. That is why I installed my children's cellphone devices under parental supervision so that no matter how busy my wife and I were, we could monitor the children remotely.
5	MF (36)	The role of parents is very important, this is not only the responsibility in the world but the hereafter, all parents want the best for their children, so by monitoring developments, games, relationships, and so on.

| 6 | Z (51) | As parents, we have a very important role in educating children from various aspects of life, from the personality of the children to their social life so that children are formed into good personalities in the eyes of the family and society. If not, children can play all day in front of a computer screen or mobile phone, from forgetting to eat to forgetting to pray so that it will have an impact on addiction and damage the health of children and can also have an impact on children's growth and development in the future. |

As shown in Table 4, all parents had the same perception on their important role in educating their children. All of them also realized that using gadgets, cellphones, information technology or computer was inevitable nowadays to fulfill many needs of their children including for learning. On the other hand, they all realized on the negative impacts of the internet on their children's moral and behavior. Therefore, all of them did more or less the same efforts to mitigate the negative impacts of digital technology on their children, namely by defining particular time for the children to access gadgets, setting parental supervision on the gadget, and making sure the children socialize within the family and friends in the real world and perform prayers on time. It can be surmised that while these parents played their role, their children were brought to positive impacts of the online games, while in some cases the children still failed to comply and so they were still dragged by the negative impacts of the online games they played. Thus, parents should continue to play their role whether or not the results of their teaching was achieved immediately or later.

The findings above is in line with Daradjat (2012: 35) who states that parents are the primary and first educators for their children, because it is from them that children start education. Thus, parents must guide and educate children in good things, following the values and norms that apply in society. This should be done continuously, otherwise the child will deviate. This deviation can be caused by a lack of parental love for children in guiding religion to children, broken home parents, promiscuity, lack of parental supervision, and many more. The findings are also in line with Zainuren (2014: 16-17) stating that parents' role is as a mover in that parents must be able to encourage their children and as a role model in that parents must be able to set good examples for children, such as examples in speaking honestly, and in carrying out social life.

CLOSING

Conclusion

The development of the modern era of digitalization has led to some very rapid advances in humans and technology. One of the modern lifestyles today is the use of the internet which is commonly accessed by many people from all over the world regardless of the user's age limit. This research focuses on children who were fond of playing online games. The findings show that the negative impact of playing online games fall into individual, social, and religious morals. These impacts were serious and mitigating efforts were needed. On the other hand, there are many positive impacts of the online games that are not only related to individual, social, and religious morals, but also related to knowledge seeking and economic gain. The data suggest that many benefits taken by the children are generally found in the online games and virtual world, while some social and religious aspects are in the real world and might be because parents could easily control their children when they played online games.

Suggestion

Thus, parents play a very important role in dealing with their children who like to play games. Parents should continue and work hard in monitoring the development and behavior of their children. Parents must also provide a special time for playing games, and give firmness to the child not to play outside the agreed time. The most important thing when children are playing is that they pay attention and accompany them. One thing that is most recommended to parents is that they should provide game facilities for their children at home so that they can monitor them and involve them in many good activities at home and in the community.

REFERENCES

Abbas, N. (2004). Penerapan model pembelajaran berdasarkan masalah (*problem based instruction*) dalam pembelajaran matematika di SMU. *Jurnal pendidikan dan kebudayaan* 10 (051): 831-840

Adib, M. (2011). *Filsafat Ilmu: Ontologi, Epistemologi, Aksiologi, dan Logika Imu Pengetahuan*. Yogyakarta: Pustaka Pelajar.

Ali, M., & Asrori, M. (2012). *Psikologi Remaja; Perkembangan Peserta Didik.* Jakarta: PT Bumi Aksara.

Arifin. (2011). *Metode Penelitian Kualitatif, Kuantitatif, dan R&D.* Bandung : Alfabeta

Dwiningrum, S. I. (2012). *Ilmu Soial & Budaya Dasar.* Yogyakarta: UNY Press.

Darmadi, H. (2020). *Apa, Mengapa Bagaimana Pembelajaran Pendidikan Moral Pancasila dan Pendidikan Pancasila dan Kewarganegaraan (PPKn): Konsep Dasar Strategi Memahami Ideoogi Pancasila Dan Karakter Bangsa.* https://repo.iainbatusangkar.ac.id/xmlui/handle/123456789/22197.

Drajat, Z. (2012). *Ilmu Pendidikan Islam.* Jakara: Bumi Aksara

Hilmuniati, F. (2012). "*Dampak Bermain Game Online dalam Pengalaman Sholat Pada Anak di Kelurahan Pisangan Kecamatan Ciputat Kota Tangerang Selatan*". Bachelor Thesis, Universitas Islam Negeri Syarif Hidayatullah Jakarta.

Harsan, A. (2011). *Jago Bikin Game Online.* Jakarta: PT. Trans Media.

Hasanah, M. (2015, February). *Pengaruh Reality Show Catatan si Olga di ANTV terhadap Peningkatan Sedekah pada Masyarakat Desa Selogabus Kecamatan Parengan Kabupaten Tuban.* (A. Wikansari, Penyunt.) Digital Library UIN Sunan Ampel.

Indasah. (2020). *Analisis Mengenai Dampak Lingkungan (AMDAL).* Deepublish, https://books.google.co.id/books?id=9OXWDwAAQBAJ

Kustiawan, U. A. (2020). Pengembangan media belajar model-model dari bahan kain flanel berdasarkan tema kegiatan untuk pembelajaran anak usia dini. *Jurnal Kajian Teknologi Pendidikan, 5*(2) 137-144.

Mansur. (2005). *Pendidikan Anak Usia Dini.* Jogjakarta: Pustaka Pelajar.

Sugiyono. (2013). *Metode Penelitian Bisnis. Cetakan ke-17.* Bandung: Alfabeta

Sulistyorini. (2011). *Menyiapkan Kesuksesan Anak Anda.* Jakarta: Gramedia Pustaka.

Sunarni, M.A.A., Kusvitaningrum, A.B., Agustina, D.N., Andriani, D., Pratiwi, F.D., Safianti, R. (2020). Pengarsipan digital sebagai wujud optomalisasi manajemen audit persuratan di sekolah. *Jurnal Manajemen Pendidikan*, 2(2), 159-167.

Zainuren. (2014). *Peran Orang Tua Terhadap Penanaman Nilai-Nilai Kejujuran Anak.* Lampung: Unila.