

THE RELATIONSHIP BETWEEN THE USE OF ONLINE GAMES CONTAINING VIOLENCE AND VIOLENT BEHAVIOR ON SENIOR HIGH SCHOOL STUDENT

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Abstract

Online games are used to seek pleasure and can also be used as a means of education. One of the causes of violence in adolescents is the excitement of playing games. Aggressive behavior in adolescents due to online game addiction is not only physical violence but also verbal violence. The purpose of this study was to determine the relationship between the use of online games that involve violence and violent behavior in high school students at Muhammadiyah Vocational School, Banjarmasin. The research sample consisted of 162 respondents using a simple random sampling technique. The results of the study showed that there was a significant relationship between the use of violent online games and violent behavior in high school students (p -value = 0.001). This study concludes that most respondents play online games with violent elements, and many of them show violent behavior. Statistical analysis indicates a significant relationship between playing violent games and violent behavior in students.

Keywords: Online Games, Violent Behavior.

BACKGROUND

Major depressive disorder (MDD) is a debilitating generalized mental disorder. It has been identified as the leading cause of the burden of illness—a hypothesis regarding the specific factors that contribute to the pathogenesis of MDD. For example, cognitive theory emphasizes the key role of cognition in the development of MDD and how individuals perceive themselves, others, and the world. Negative cognitive processes in this area are thought to lead to an increased risk of MDD. Factors contributing to the development of MDD include higher levels of dysfunctional attitudes and beliefs, negative attribution styles, rumination, and learned helplessness. Online games are used to find fun and can also be a means of education. Online games are a combination of two words from the English language. Games mean games and networks. If these two words are combined, a new meaning is formed that is not far from the basic meaning of the two words. Online games are a form of video game that is connected to the internet network. Online games are also often called multiplayer online games because they have multiple players interacting with each other at the same time. This makes online gamers even more addicted (Haryanti & Hashanah, 2022).

The World Health Organization (WHO) has classified gambling addiction as a mental illness. Selular (2019) states that 2.3 billion people play online games worldwide, and 52 million people play online games in Indonesia. This puts Indonesia 17th in the world in terms of the number of online game users. The most considerable number of online game users are teenagers. The rise of online games will negatively impact you if you do not use online game applications wisely. In this case, Sahabat, environmental conditions considerably affect the younger generation. This is due to the number of games played among teenagers, namely young adults, which raises parents' concerns about their children's academic achievements. Parents are worried that when their children have access to a device, they are more likely to abuse it to play online games (Haspiansyah, 2023).

The results of a preliminary study conducted at SMK Muhammadiyah 2 Banjarmasin showed that through an interview with one of the teachers, several students used violent online games. The results of interviews with 20 SMK Muhammadiyah 2 Banjarmasin students who have Android mobile phones, have online game applications, and use online

games for more than 3 hours per day found that 50% of students, or 10 students, have signs of verbal aggression—behavior (e.g., mocking, lying, speaking abusively, swearing through comments).

People with Internet Gaming Disorder may not know it when they start playing games. However, early signs that can be recognized include forgetting to eat or sleep and changing priorities. This is mainly found in the gadgets we have every day, and our social lives also show how often we see our friends and loved ones, and as time goes on, this decreases. Internet gaming disorder is classified as a psychological condition because they can experience extreme emotional changes, and, for example, being told to eat and then kept away from their gadgets, they will take action to refuse, as an addictive behavior. (Kennis, 2021). The general purpose of this study is to determine the relationship between the use of violent online games and violent behavior in students of SMK Muhammadiyah 2 Banjarmasin. Specific objectives: To find out the use of online games among students, To identify the violent behavior of students, and To analyze the relationship between violent online game use and violent behavior among students.

METHOD

This study uses correlation research with a cross-sectional approach and an observational analysis. This study aims to determine the relationship between the use of online games and student violent behavior at SMK Muhammadiyah 2 Banjarmasin. An independent variable is online violent game use, and a dependent variable is a violent behavior. The population in this study is 400 students, and the sample size is 162 using the calculation of the Slovin formula. The formula in this study uses simple random sampling. The research instrument in this study uses a BPAQ questionnaire, and an ethical test was carried out using No.426/UMB/KE/VI/2024 using the Spearman rank test with a p-value of 0.05.

RESULTS AND DISCUSSION

Results

Univariate Analysis

1. The Use Of Online Violence Games Among Students

Based on the results of the Research on the types of online games among students of SMK Muhammadiyah Banjarmasin, the data

obtained are:

Play Online Games	Number (n)	Percentage (%)
Already	130	80,2%
No	32	19,8%
Entire	162	100%

The table above shows the Research results on online games among SMK Muhammadiyah Banjarmasin students. Most of the data are from users who play online games, namely 130 respondents, with a percentage of 80.2%, and the least data is from those who do not. Namely 32 respondents with a rate of 19.8%.

Results from the distribution of Online Game Type items obtained:

Types of Online Games	Number (n)	Percentage (%)
None	32	19,8%
Pubg	21	13,0%
Mobile Legends	55	34,0%
Free Fire	54	33,3%
Entire	162	100%

The table above shows the characteristics of the types of online games of respondents when Research was conducted at Smk Muhammadiyah 2 Banjarmasin. The most abundant data was the type of mobile legend online game, with 55 respondents with a percentage of 34.0%, and the least respondents were the type of online game Pubg, with only 21 respondents with a rate of 13.0%.

Violent Behavior Among Students

Based on the results of the Research on violent behavior among students at SMK Muhammadiyah Banjarmasin, the data obtained are:

Type	Number (n)	Presentation (%)
Already	108	66,7%
No	54	33,3%
Entire	162	100%

Based on the table, you can see the characteristics of the violent behavior of the respondents at the time the study was conducted at SMK Muhammadiyah 2 Banjarmasin; the most data was

in the yes category, namely 108 respondents with a percentage of 66.7%, and the least respondents in the category were not only 54 respondents with a rate of 33.3%.

Bivariate Analysis

Correlation between violent online game use and violent behavior.

The Use Of Violent Game Online	Violent Behavior									
	%	Hostility	%	Anger	%	Verbal Violence	%	Physical Violence	%	
Yes	130	80,2	104	64,2	23	14,2	23	14,2	12	7,4
No	32	19,8								
Total	162	100	Spearman Rank <i>p value</i> = 0,001							

Table 4.10 shows that the value of *p* is (0.001) while *α* is (0.05), so it can be concluded that the value of *p* is less than the value of Cron Bach's alpha or ($p < \alpha$). From the results of the above analysis in this study, H1 was accepted, meaning that there was a relationship between the use of violent online games and violent behavior among high school students at SMK Muhammadiyah 2 Banjarmasin.

DISCUSSION

Use of Online Games

The data in this study were taken from grades 10, 11, and 12, where there were two gender classifications of the three classes, namely males with a percentage of 137 respondents (84.6%) and women with a percentage of 25 respondents with a percentage (15.4%). The results of this study also show that the respondents with the highest type of online game users are 55 people, namely mobile legend with a percentage (34.0%), respondents with medium criteria are 54 people, namely free fire with a percentage (33.3%), and respondents with low criteria are 21 people, namely PUBG with a percentage (13.0%). After that, it was followed by 32 people who did not play online games with a percentage (19.8%).

Online gaming is a form of video game that is connected to the internet network. Online games are also often called multiplayer online games because they have multiple players interacting with each other at the same time. This is what makes online games even more addictive.

Many online games are complex and simple; some are text-based, use complex graphics, or create virtual worlds—massively multiplayer online first-person shooter games.

Using a first-person perspective, players are trained as if from the perspective of a game character, with each character having a different level of accuracy, reflection, and so on. These games can contain several people or usually fighting games with military weapons; for example, this type of game is Call of Duty, Counter-Strike, PUBG, Mobile Legend, Clash Of Clans (COC), and Free Fire (FF). According to WHO, adolescents are residents in the age range of 10-19 years, while according to the Regulation of the Minister of Health of the Republic of Indonesia Number 25 of 2014, they are residents in the age range of 10-18 years. The Population and Family Planning Agency (BKKBN) has its definition of adolescents; according to BKKBN, adolescents are defined as people aged 10-24 years and unmarried.

Based on the definition of adolescence that has been explained, adolescence is a transition period from childhood to adulthood, with rapid physical, psychological, and intellectual growth. In addition, puberty occurs during puberty, which means rapid biological and physiological changes, especially changes in the genitals.

Adolescence is a period of an individual's life in which psychological development occurs to discover one's

identity. During this transition period, adolescents develop talents and abilities that are shown to others, making them look different. The most noticeable changes that can be seen and felt are physical changes that occur naturally, and sometimes adolescents are not aware or ready for these physical changes, which makes them anxious, embarrassed and feel that there is a problem with their body; they feel unfamiliar with their body, with themselves (Idayanti & Anggraeni, 2022).

Adolescence is often associated with problems because puberty is a period of biological, cognitive, and socio-emotional changes. Socio-emotional changes are characterized by the need for more friends and friends, liking the opposite sex, rebellious and aggressive behavior, asserting independence, and expressing feelings as individuals and not just as family members (Effendi & Maryatun, 2022). In the book (Mustika Dewi, 2021), young people are divided into three stages according to age to facilitate understanding. A 14-18 year old middle schooler, this young man is in high school. When teenagers need friends, be happy because many friends like them. He tends to be "narcissistic," that is. Love yourself and be like a friend with the same personality.

Analysis of research data shows that there is a significant relationship between online gaming addiction and aggressive behavior in the classroom (Ikhsanudin, 2024). From some of the theoretical statements above, researchers conclude that their mindset will increase as adolescents age. During adolescence, a person will seek self-pleasure in various things, including positive and negative things. Like online games teens will have a great time playing online games because they can play with their closest friends and people they do not know or even around the world. Teenagers addicted to online games feel more interested and challenged when they are in the gaming world because of their curiosity. Online games can access chats while playing and charge notes, making the gaming world even more exciting.

Violent Behaviour

From the results of the Research, it was found that the number of respondents who experienced violent behavior was 108 respondents (66.7%). In comparison, the number of respondents did not experience violent behavior was 54 respondents (33.3%). These respondents came from 3 classes, namely grades 10, 11, and 12. Of the 162 respondents, there are two age classifications, namely, yes, they experience violent behavior and do not experience violent behavior.

Violence manifests the emotional nature of anger and ignorance that goes against reason and wisdom. After reacting to something annoying or expressing excessive anger, this symptom can occur when a person begins to look for something that can solve the person's physical problems. Based on the definition of adolescence that has been explained, adolescence is a transition period from childhood to adulthood, with rapid growth and five physical, psychological, and intellectual development. In addition, puberty occurs during puberty, which means rapid biological and physiological changes, especially changes in the genitals.

According to Fitria (2010), Psychological Factors and Psychoanalytic theories of aggression and violence can be influenced by a person's developmental history, imitation theory, modeling, and information processing. Learning theory According to this theory, violent behavior results from learning from the immediate environment and behavioral cues. Social and Cultural Factors: Uncertain social control over violent behavior creates the impression that it is acceptable in a cultural context. Religion and belief, the unstable family between true beliefs and values, is not strong against new broken values, false beliefs about values, and beliefs about anger in life. Social experiences are often criticized for losing something, provocative social interactions and conflicts, and meaningless interpersonal relationships. The findings of this study are in line with the findings of other studies that there is a significant relationship between online game addiction and aggressive behavior among students. Thus, the results of a study entitled "The Relationship between Online Game Addiction and Behavior" conducted by Ulfie Putri Benisya (2020) from SMP Negeri 1 Sungai Tarab, where the

calculated r-value increased significantly by 5%. This is more significant than the r table, which is $0.397 > 0.273$, to the hypothesis that there is a relationship between online game addiction and students' aggressive behavior at SMP Negeri 1 Sungai Taran (Ikhsanudin, 2024).

This behavior can be caused by various factors that encourage a person to behave aggressively. For example, today's popular online games such as PUBG, Mobile Legend, Free Fire, and Valorant contain many violent scenes in the game. Many factors affect the occurrence of aggressive, violent behavior, namely inappropriate treatment of their behavior by parents or peers and watching movies or playing games that contain violent scenes. Online games are a type of game that contains violent scenes.

The Relationship Between Violent Online Game Use and Violent Behavior in Students

The Relationship Between the Use of Violent Online Games and Violent Behavior Among Students at SMK Muhammadiyah 2 Banjarmasin. Based on the results of the statistical test using Spearman rank, it shows that p-value ($p < 0.000$), H_0 is rejected, and H_1 is accepted, meaning that there is a relationship between variables related to the use of violent online games and violent behavior at SMK Muhammadiyah, Banjarmasin.

The statistical test results using Spearman rank showed that the p-value was 0.00 ($p < 0.000$) between the use of violent online games and violent behavior. Yes, there was violent behavior with 108 respondents (66.7%), and no, there was no violent behavior with 54 respondents (33.3%). In the data that has been obtained, it is stated that there are respondents who experience violent behavior. Based on the study's results, there is no relationship between playing online games that contain elements of violence and aggressive behavior. Researchers assume that students who play online games with moderate intensity can still control their emotions by occasionally venting their frustration when they lose or do not achieve victory as a goal in playing online games. The negative impact of playing online games with students' aggressive behavior is that children will more often experience spending time with-, losing sympathy and empathy due to the influence (Sari, 2022). Violent games,

psychological problems if you think too much about them, lack of sleep, indifference to the environment, becoming addicted to playing games with an easily anxious and irritable nature.

Based on the results of the study, there is a relationship between playing online games that contain elements of violence and aggressive behavior. The study's results stated a positive relationship between the intensity of online games and adolescents' tendency to aggressive behavior. That is, the higher the level of intensity in adolescents, the higher the tendency towards aggressive behavior or vice versa. This study provides results related to the correlation between the intensity of playing online games for adolescents in Padang City and the tendency of aggressive behavior. The more intense a teenager is in playing online games, the more the teenager can also show a tendency toward aggressive behavior. The results of this study illustrate this (Rusli, 2021). There is something that can be done to make a person behave aggressively, which is one of the reasons for the intensity of online games.

CONCLUSIONS

Based on the Research that has been conducted, it can be concluded as follows:

1. Based on the distribution of online gaming questionnaires, based on the calculation of 162 respondents (100%), 130 respondents (80.2%) played violent online games. Followed by 32 respondents (19.8%) who did not play online games.
2. Identifying the violent behavior of students who play online games, the majority of 108 respondents (66.7%) indicated that they committed violent behavior.
3. The analysis using Spearman showed a p-value of 0.001 (value < 0.05), which showed a significant relationship between violent online game use and violent behavior among students.

SUGGESTIONS

Based on the Research that has been conducted, there are several suggestions as follows:

1. Input material specifically to add references in the teaching and learning process regarding the relationship between the use of violent online games and violent

- behavior in students. For Educational Institutions.
2. For Research The results of this Research serve as teaching material for researchers to determine the relationship between the use of violent online games and violent behavior. During the Research, researchers can also implement the theories and knowledge gained during lectures in the community sector.
 3. For future researchers, It is hoped that the results of this Research can be used as evaluation material regarding the relationship between the use of violent online games and violent behavior. The researcher hopes that if anyone continues this Research, they can carry out developments related to violent behavior in students and try to add or replace the variables that the researcher used in this Research.

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