
The Effect of Online Game Intensity on Social Interaction on Adult Users

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Abstract

Online games are an activity that has become a habit for teenagers and even adults, with this purpose of this study is to determine the existence of technology that is able to change the pattern of human interaction and the reasons behind the use of technology in the process of social interaction. The object of this research is adolescents who enter the adult phase. This type of research uses qualitative methods with observations and interviews, data sourced from primary data with questionnaires or questionnaires. Based on the results of the study, the use of online games tends to reach the adult phase. Thus, adolescents need to be given efforts to prevent addiction to online games, so that they are expected to avoid addiction to online games. It is also hoped that related parties can synergize in carrying out the various efforts that have been submitted. This will have a negative impact on various aspects of teenagers' lives.

Keywords: Online Game Addiction, Counseling, Education, Social Interaction

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Introduction

In the journal Andrew (2017: 182) states that online game addiction is playing online games excessively so as to make online games the main focus and get good attention from others without thinking about other things that someone will do with the media, the bigger it is. The effect that the media can have on the person concerned. Problems related to the use of online games have received a lot of attention from the wider community. Online games are games that can be played by many people at the same time via the internet (Adams, 2013). Since its appearance online games have become very popular and easy to access. Online games can be played on various platforms, such as personal computers (PCs), game consoles (special tools for playing games) and smartphones (Kiraly, Nagygyörgy, Griffiths, & Demetrovics, 2014).

The purpose of this study is to determine the presence of technology that is able to change the pattern of human interaction and the reasons behind the use of technology in the process of social interaction. And researchers hope that this research can be useful as a reference for other researchers in making, exploring or being a comparison for research on other social interactions. The increasingly rapid development of science and technology has brought changes in all aspects of life. One of the results of technological developments is the internet. One of the impacts of the development of the internet is playing online games. The importance of research is to find out the facts of social problems that have mushroomed among the community without many people being aware of changes both in the form of communication and social interaction in the community environment where the individual interacts and socializes. Communication is the main purpose of a language and should not be interrupted by any factors (Wahyunengsih, 2018). This will have an impact on student behavior that leads to social deviant behavior. The amount of time spent just playing online games will affect the social interaction of users.

Cambridge Dictionary in the journal (Andrew, 2017: 181) addiction is liking and having something excessively so that you forget about other things. The method used is a survey method, namely data collection using a questionnaire with a scale instrument for all variables. Based on research, it is certain that social interaction skills can decrease with the highest frequency of online games, so gamers can choose to play educational and

motivating games to work optimally as expected. From research shows that online games have an effect on social interaction with the presence of technology, does it really change the pattern of human social interaction? From conventional social interactions that have to be face-to-face, to social interactions that only have the internet and several chat applications as well as those found in online games.

According to Schaefer there are two forms of addiction in the world, the first one is substance addiction or manipulation of pleasure through the use of products, substances or certain materials which are inserted in the body (eg, narcotics, cigarettes, fast food), the second, is process of addiction or addiction to mood altering behavior (Schaefer 1988). Excessive online video game can be categorized as process addiction because it make person becoming dependent on it. They wanted to play online games repeatedly beyond the actual needs in order to eliminate anxiety (Brewer & Potenza 2008).

When students experienced online video games addiction they experienced regret. They felt regretful for wasting a lot of money to play online video games, not to buy food or other important necessities. Online video game addiction also pushes some students do petty crime such as stealing money from parents. Even though student know the negative effects of online video games they can not easily stop their hobby. Besides the charm of online video games.

Method

Online Game Addiction Questionnaire that has been adopted into Indonesian (Tjibeng, 2013). The method used in sampling is a survey method, namely data collection using a questionnaire with a scale instrument for all variables. Based on research, it is certain that social interaction skills can decrease with the highest frequency of online games, so gamers can choose to play educational and motivating games to work optimally as expected. Instrumentation leads to adults who use online games for social interaction.

Place and Time of Research

The location of this research was carried out at UIN Syarif Hidayatullah Jakarta Jl. Ir. H. Juanda No.95, Cemp. Putih, Kec. Ciputat Timur, Kota Tangerang Selatan, Banten. November 2021. Types and Sources of Data, The types of data used in this study are primary data and secondary data, namely:

- a. Primary data is data obtained from respondents through questionnaires and data from interviews of researchers with resource persons.
- b. Secondary Data is data obtained from books, journals related to research, the internet.

One of the data collection techniques is observation, namely direct observation to the research location by means of systematic recording of the impact of online game addiction on adolescent behavior. Questionnaire, namely by circulating a list of questions asked to adolescents as a source of this research.

Documentation, namely data collected or obtained through documents or files at UIN Syarif Hidayatullah Jakarta which serves to assist in this research. Data Analysis Techniques, in general, data analysis techniques for quantitative use statistical methods, and for convenience are usually assisted by computer programs.

In social media users can manage themselves, control everything about themselves, themselves. So that what is seen is the ideal of the person, different when we meet face to face and get to know him directly. Joe Walther named his theory social information processing (SIP) because he believed that relationships develop in parties who initially want to obtain information about other people and use the information to form interpersonal impressions of who they are. Impression formation is a combination of mental images of a person formed by others.

Results and Discussion

In everyday life, an individual is a social being, which means that a person always needs the help of others to fulfill his needs and cannot live alone. Online games are part of the internet that is often visited and very popular today, especially by teenagers and adults even small children can now access it, this can cause addiction with high intensity.

The best technological discovery is the internet as the limitless and accessible connection in anytime (2008), this phenomenon is caused by the technological development. Internet discovery has lead the world of gaming into a new sensation. The old games was played without any network but since the discovery of the Internet, some of the games have been played online. The games developer are keep inventing new kinds of games, such as the games in adventure, challenge, and war. Andriani, et. al (2011) stated that offline games are different with the online games

Social development is the development of behavior in children, where the children must adapted it based on the rules that apply in the community environment. In other words, social development is a child's learning process in conforming to norms, morals and traditions within a group (Joseph in Yahro, 2009)
Based on the research, the following results were obtained:

Table 1
Frequency Distribution Based on
Addicted to Playing Online Games
(n=70)

No	Addiction to Playing Online Games	Frequency	(%)
1.	Not Addicted	59	84
2.	Addicted	11	16
	Quantitaty	70	100

Based on table 1, it is known that most of the respondents are not addicted to playing online games, as many as 59 respondents (84%)

Table 2
Relationship Addicted to Playing Online Games
Towards Social Interaction (n=70)

Addict	Self Identity Variable			Total	P Value
	Addiction to Playing Online Games	Active Identity	Passive Identity		
Not Addicty	23 (32%)	37 (52%)	59 (84%)	1000	
Addicty	0 (0%)	11 (15%)	11 (15%)		
Quantitaty	37	46	70 (100%)		

Table 2 describes the relationship between online game addiction and social interaction.

The results of the analysis of the relationship between addiction to playing online games on social interaction, it was concluded that the majority of respondents experienced addiction to playing online games by having an active identity as many as 23 respondents (32%). Based on the results of the Chi-square statistical test, it was found that $P \text{ value} = 1,000 > (0.05)$, meaning H_0 failed to be rejected, so it can be concluded that there is no relationship between addiction to playing online games and adolescent self-identity. Online game is not only cause a negative impact, but it is also have a positive impact on children's social development that was defined by Suryanto (2015) in his research. Judging from the habits of online game players, showed a high social attitude of respondents is 53%. Social attitude can be a responsibility, visionary, have a good spirit, such as helping or sharing and intertwining between players. A positive attitude as stated above is certainly expected to appear more better and implemented in a child's life.

Based on the exposure data above, it can be ascertained that to see the relationship with many adults who play online games on communication in adults. (Table.1). There is a weak relationship between the number of online game users on social communication among adults, it is known that most of the respondents are not addicted to playing online games, as many as 59 respondents (84%).

Therefore, the results show that adults who are addicted to online games do not affect their social communication

Conclusion

Based on the results of research that uses online games tend to phase towards adulthood. Thus, adolescents need to be given efforts to prevent online game addiction, so that it is hoped that they can avoid online game addiction. It is also hoped that related parties can synergize in carrying out the various efforts that have been submitted. This will adversely affect various aspects of adolescent life. For this reason, online games as a form of technological development need to be addressed wisely so that they do not have a bad impact on teenagers. The development of technology in this digital era cannot be denied very rapidly. One of the products of technological development that is currently favored by teenagers is online games. Online games should be used for entertainment but what happens is that online games are played excessively, used as a place to escape from the realities of life so that what happens is addiction to online games.

The progress of information and communication technology that is very rapidly nowadays has been used by many people (Putra 2021). The first online games that appeared were mostly war simulation games or planes used for military purposes which were eventually released and then commercialized, these games then inspired other games to appear and develop (Ulfa 2017). Online games are games that are played using hardware (hardware), such as Mobile Smartphones (android), PlayStation (PS), Xbox, and Computers (PC) (Utami and Hodikoh 2020). This study uses a simple media dependence theory, this media dependence theory explains that the greater the influence of a media on media users, the stronger it will be (Putri 2020). Education is all efforts to realize the goals and achievements that exist in life (Ghanang 2020). Online games have a big influence on users, online game users tend to get addicted to the games they like (Yusuf, Krisnana, and Ibrahim 2020).

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