Game Online on Adolescent's Social Behavior

Diana Dwiputri Prayogi, Nasrawati Nasrawati, Wewen Darmawan, Karim Suryadi, Ade Gafar
Abdullah, and Ari Arifin Danuwijaya
Universitas Pendidikan Indonesia, Bandung, Indonesia
dwiputriprayogi12@upi.edu

Abstract: This study aims to find out the influence of online game on adolescent's social behavior. The general problem in this study is to investigate the level of addiction to online game among students, the influence of online game on social behavior of students who use Game Online, and the influence of peers on level of addiction to online game. The study used a quantitative method, using questionnaire to collect the data. The results of study show that game online strongly influences adolescent's social behavior, and most of the respondents spend most of their time only to play game online and peers who always give influence directly and indirectly, which finally leads to addiction that influence them to show attitude and behavior which are not appropriate in society.

1 INTRODUCTION

Game online is integrated well and adolescents use this game to spend their time with their friends and gradually they recruit the new friends. Our results show that the relation to game is probably very useful, particularly the change in modality between two fields can result in strong bonding and in accord with addition social bonding modal (Domahidi, Festl, and Quandt, 2014).

Some studies have highlighted various potential factors which influence the relationship between online gamers and children behavior such as gender, age, education status, and individual factor such as personality. For example, the level of statistical percentage of gamers in Finland had showed that in 2015, more than half of individuals (52%) in a group of age under 20 years old had reported that they play digital game every day and most of those people (88%) had played the game actively by using cellular phone or telephone (Männikkö, et al. 2017). Also there are daily family practice related to game online played by children with the age of seven until eleven years old in US (Willet, 2017). The game is analyzed because their effects on family practice in daily life and formed by history, value, and relation in household. That article contribute to understanding about game online and highlight the strength in using domestic theory to investigate media practice by children (Willet, 2017).

1.1 What is game online?

Game online is a popular communication media, but the relationship between online gamers and game effect on the loyalty of games still need to be explored. Social modal theory and self-perception theory is used to explain the mechanism which base the consequence of gamers. The characteristics are positively related to relational cost and the habit of playing game which is subsequently related to loyalty of online gamers (Teng, 2018). Game online also is a game which had created significant opportunity for electronic trade managers (Teng, 2017).

Game online is not much different from video games which become one of leisure activities which is most preferred, particularly among adolescents. This activity can spend most time probably will compete traditional leisure activity such as sport. Academic significance on positive and negative effect of game had been increased substantially for two last decades (Griffith and Pontes, 2015).

1.2 The Social Behavior of Gamer Online

The relationship between social support and involvement and experience in game online has been investigated. The social behavior related to social bonding which support their play tend to report enjoyment of their game online. The intensive or "hardcore" games force gamers to behave and judge

their behavior with certain positive and negative way, so it becomes the cause which underlie the relationship between social support and involvement and experience in game online (Dengah, Snodgrass, Else, and Polzer, 2018).

There are some negative effects of playing this video game. Firstly, it increases aggressive behavior as the consequence of playing violent game (Anderson and Bushman, 2001). Secondly, it is the excessive game which cause functional and psychological damages which direct to few cases in problematic game and game addiction (for example, Király, Nagygyörgy, Griffiths, and Demetrovics, 2014). Thirdly, the involvement in game online and psychosocial result causes inconsistent relation to involvement in game online and psychosocial result namely self-esteem, loneliness, and social competence (Kaye, Kowert, and Quinn, 2017). Online gamers relate to openness which is interdependent in personality which is the fuel for gamer online (Huang, Cheng, Huang, and Teng, 2018).

On the other hand, there are also positive effects of playing game online. Playing game online supports welfare by contributing to involvement suitable with the game. In addition, the social interaction in video games, particularly multiplayer online games, is effective to build social modal, and play the game that is suitable with the aim and value (Perry, et al. 2018). Online games also relate to social online play which is an important component in social online site today. Social network site environment had provided game online platform to be developed in virtual medium. The users now can play game online, compare score, and challenge each other (Aburahmah, AlRawi, Izz, and Syed, 2016). Besides, there is a positive relationship between the involvement of gamer identity and modal social online. The identity has a positive relationship to self-esteem and social competence, and negative relation to loneliness. It also relates to social value to identify and connect with other people in complexity around the concept and measurement of game involvement (Kaye, et al. 2017). Lastly, online gamers tend to create relationship with the others who have similarities with them. There is also a social influence among online casual gamers which can be seen from strong social action operated among gamers (Lee, 2015).

This study was conducted to investigate the influence of online games from the aspect of game online addiction, consumptive behavior, peers influence and parents' care in constructing their children in time effectiveness (time to study and time to play game at home).

2 METHODS

The method used in this study was a quantitative descriptive which describes or explains a problem in which its result can be generalized. The respondents in this study were students of class X in one of private Senior High Schools in Bandung whose hobby are playing online games. The author use purposive sampling as sampling technique.

3 RESULTS AND DISCUSSION

3.1 Results

The results show that some respondents have different frequencies of social behaviour in using online games. Table 1 shows that 26 students (14%) had high level of game online, 136 students (73%) have medium level of game online, and 25 students (25%) have low level of game online.

Table 1: Frequency of Social Behavior Categorization.

Category	Frequency	Percentage
Low	25	13.4%
Medium	136	72,7%
High	26	13,9%
Total	187	100%

In addition, respondents also show varied intensities in using online games. It can be seen from Table 2 that from 187 students, 28 students (15%) have high level of intensity, 151 students (81%) have medium level of intensity, and 8 students (4%) have low level of intensity.

Table 2: Intensity of Game Online Use.

Category	Frequency	Percentage
Low	8	4,3%
Medium	151	80,7%
High	28	15%
Total	187	100%

From Table 3, it can be seen that correlation between social behaviors with intensity of game online use has a correlation coefficient value of -0.217 which is a weak correlation category. The value of correlation coefficient of -0.217 show that there is negative relationship between social behavior and intensity of game online use among students. It means that the higher of social behavior showed by

the subject, the lower of her/his intensity in using game online.

Table 3: Correlation of Game Online Use toward Social Behavior

	Social Behavior	Game Online
Spearman's rho Social Behavior Correlation Coefficient Sig. (2-tailed) N	1.000	-,217** ,003 187
Intensity of Coefficient Correlation Using Sig. (2-tailed) Game Online N	-,217** ,003 187	1.000 187

There is a social behavior related to social bonding that supports game. They tend to report enjoyment of their online game. The intensive games force gamers to behave and judge their behavior with certain positive and negative way. So, this is based on the relationship between social support and involvement as well as experience in game online (Dengah, et al. 2018).

To find out contribution of social behavior toward the intensity of game online usage, the value of determination coefficient can be calculated using the following formula:

$$KD = r^2 \times 100\%$$
$$KD = 0.217)^2 \times 100\%$$
$$KD = 4.7\%$$

The determination coefficient shows the value of 4.5%. This shows that variable change in the intensity of game online use is 95.3% indicating that it is influenced by another thing which is not investigated by this study.

The low social behavior is not the only contributor to the high intensity of game online use. This is because there are many other factors and motives which force someone to use media intensively.

3.2 Discussion

The level of online game addiction among adolescents is strongly related to their attitude and time they spend to play the game. It is confirmed by the facts that personality characters, such as aggression and narcissistic, are positively correlated with online game addiction (Kim, Namkoong, Ku, and Kim, 2008). Therefore, adolescent people are not aware that game online brings a negative effect, namely game addiction.

The influence of online games on adolescents' social behavior is strongly related to role and norm which become general standard for social behavior (Ellis and Fisher, 1994). Many empirical studies had found that social behavior influence individual behavior (Teo and Pok, 2003). Apparently adolescents today are more difficult to mingle in social reality and prefer to play in online games.

Peers have a big influence to adolescents in playing game online. They usually behave as expected by other members. They clarify themselves to become social category in their group (Tajfel and Turner, 1985). It can happen because peers influence others to play online games. In general, this influence has created a game online community or group.

4 CONCLUSION

The results of this study show the influence of online games on adolescents' social behavior is categorized high. It is seen from negative relation between social behavior and intensity of game online use among adolescents in one of private senior high school in Bandung. Most of them spend most of their time only to play game online and to mingle with peers who always influence them. Finally, they begin to become addicted to game online and there is a change in attitude and behavior which are not appropriate with norm in society.

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