



# Analysis of the Negative Effect of Online Games on the Learning Conditions of Students in Schools

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## Abstract

This research is motivated by online games which make students addicted to playing online games, student learning motivation decreases, and students become less disciplined with time, and students do not care about the environment around them only care about friends who are in the virtual world of online games. Based on statistical data and the strong influence of globalization, it shows that school-aged teenagers are addicted to online gameplay. Online games are one of the impacts that affect learning achievement. This study is intended to determine the behavior caused by online game addiction in students. Lack of interest in learning causes a decrease in student achievement so that which can create a lack of human resources due to low interest and motivation in learning. The purpose of this study is to find out how the impact of the influence of online games on student achievement. This type of research is qualitative research. Qualitative research used in this study was carried out using interviews or case studies. Data collection techniques by reading and recording important information contained in various journals related to research and conducting a review of the research object, namely and students who are affected by the influence of online games that are being carried out. Knowing how online games are among students, then this research can find out the causes of why students become addicted to playing online games and describe the impact and influence of online games on students' mentality.

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## INTRODUCTION

Games is one of the entertainment media that is in great demand by various ages, starting from children to adults who play games (Lutfiwati, 2018). Technological developments that are fast and always updated like now really support the development of games to become more creative, practical, innovative

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and challenging (Cholik Abdul, 2021). for example, now people don't need to play traditional games anymore because these traditional games have been adapted to online games that can be played anytime and anywhere using laptops, PCs, and smartphones (Zulkhi & Jannah, 2022).

Talking about the world of education, there is a term known as the Tri Education Online games are currently very rampant among students, and these online games have a lot of negative impacts compared to their positive impacts on students' mentality (Susanti et al., 2018). An online game is a game that is played by many people from all over the world at the same time and is connected via the internet network (Prasetiawan, 2016). Online games are a new way of life for some people in every circle of young people or students (Mais et al., 2020). Nowadays, we encounter many internet cafes in cities or villages and they facilitate online games (Suhendra, 2020). We encounter many types of online games (Cahyana et al., 2020). Starting from online games with the genre of war, racing, sports, etc (Johar, 2019). Games can be played with certain rules so that someone wins and someone loses, usually in a non-serious context or with the aim of refreshing (Lisnawati et al., 2021).

In defining mental health, it is heavily influenced by the culture in which a person lives (A. W. Putri et al., 2015). What is permissible in one culture may be strange and abnormal in another and vice versa (Rudianto & Anshori, 2021). Mental health is very important for individuals because it contributes to physical health and overall well-being (Ilpaj & Nurwati, 2020). Mental health in students can be influenced by various factors. These factors include genetic factors, friendships, family, social environment, lifestyle, and others (Sutikno, 2015). And within these factors, there are also things that cause students' mental health, one of which is from games and it is created from environmental factors and friendships, which if the environment and friendships are filled with people who like to play online games and that is very influential on the mentality of a student (Safitri et al., 2020). From these problems as explained above, researchers formulate the problems that will be studied as follows: how do we as students have to be good at managing something, one of which is managing our time better well, this has to do with how we manage our time to play games because this is very sensitive which includes self or personality and even the mentality of that person (Nisa et al., 2019). Mental health is a condition in which a person does not experience feelings of guilt towards himself, has a realistic estimate of himself and can accept his weaknesses or weaknesses, has the ability to deal with problems in his life, has satisfaction in his social life, and has happiness in his life.

As the author has stated in the background of this article, games that use the internet are called online games (Lutfiwati, 2018). In addition, online games are also games that are played in real-time or at the same time, even though they are played in separate places, but must be tied to an internet network (Kurniawan & Yudha Pradatama, 2021). Online games themselves actually have a positive impact when used for entertainment because they can relieve fatigue and reduce stress (Andoyo & Hening A, 2021). The impact of online game addiction itself according to research (Elindawati, 2020) can reduce student learning motivation as a result student are lazy to study so they neglect assignments given by teachers, which can damage physical such as eyes and nerves. Another impact caused by playing online games is that it can interfere with student learning concentration. Learning outcomes are changes in behavior experienced by a person covering cognitive, affective, and psychomotor aspects (Utami et al., 2020). The change in behavior referred to is of course a change in behavior towards a positive side because the aspects that exist in students must be developed in the learning

process (Adri et al., 2020). The growth of learning motivation in students is because of the desire of students to know something and will direct students' learning interests so that they will be serious about learning and will motivate them to achieve good learning achievement. Learning motivation is very influential for students to develop their abilities optimally in improving achievement learning (Matondang, 2018). High learning motivation will get high learning outcomes, meaning that the higher the motivation to learn, the higher and better the learning outcomes or learning achievement will increase (Budiariawan, 2019).

## METHODS

This research uses a qualitative method with a case study approach (Anugrah et al., 2021; Febriani et al., 2023; Hamed et al., 2023; Nurwahidin et al., 2019; Rera et al., 2021). Data sources were taken from four informants through in-depth interviews. Case studies can provide some of the information needed in research when researchers have little control over events that have context with the real lives of individuals, groups, communities, and organizations (Choi et al., 2023). There are several reasons researchers use this approach. First, because this research aims to obtain an overview of online game addiction behavior. Second, reveals the factors that influence students to behave addicted to online games. The research process began with extensive exploration and then continued with data collection and data analysis techniques Analysis Interactive Model Milles & Hubberman (Mardiana et al., 2022).

## RESULT AND DISCUSSION

Based on the results of interviews conducted with four informants, the results of the analysis actually found four themes of the problem of online games on student achievement in class.



**Fig 1. The Impact of Online Games on Learning Achievement**

First, the decline in students' academic scores. According to the informant, one of the impacts of online games on students is that their academic scores have decreased compared to before. This theme was conveyed by the principal in the following interview excerpt.

*...Students who are often involved in online games tend to concentrate less in class, submit assignments less on time, and sometimes even experience decreased motivation to study (I-1), ...I usually get good grades, but since I started playing online games intensely, I noticed a big change in my academic grades (I-2).*

The decline in students' grades as a result of playing online games creates serious challenges in the world of modern education (Fokides, 2018; Lamb et al., 2018). Engaging too often in online games tends to result in wasting time that

should be allocated for learning activities (Khang et al., 2013; Ronimus et al., 2014). This causes a decline in focus, productivity, and quality of academic work. Students' interest in learning can be eroded because of the instant gratification provided by online games. In addition, this dependence on the virtual world also affects students' intrinsic motivation, leading to a decrease in their desire to achieve optimal academic performance. Holistic preventive measures are needed, including limiting playing time, parental supervision, and implementing interesting learning strategies, to overcome this problem (All et al., 2016). Mutual awareness between schools, teachers, and parents is the key to creating an educational environment that is supportive, and balanced and allows students to achieve their academic potential well (Bürgener & Barth, 2018).

Second, Low Learning Motivation Due to Playing Games. According to informants, the impact of online games on students is low learning motivation and difficulty concentrating while studying. This theme was conveyed by the principal in the following interview excerpt.

*...I feel that since I play too many online games, my motivation to study has decreased. Initially, it was just something I did for fun after school, but as time went on, I started to lose enthusiasm for completing assignments and preparing for exams. Online games provide instant gratification, and I find it difficult to find motivation in the longer learning process (I- 2 & 3), ... I have seen many students experience a marked decrease in learning motivation as a result of addiction to playing online games. They tend to be distracted in class and appear less enthusiastic about the lesson material (I- 1).*

Low motivation to learn as a result of gaming addiction is a serious concern in the educational context (Putri et al., 2020). Students who are too involved in online games tend to experience a decrease in enthusiasm for pursuing knowledge and completing school assignments. The instant pleasure provided by online games often competes with the need to develop skills and knowledge that require more time and effort (Schoech et al., 2013; Liu & Chang, 2016). As a result, students lose interest in learning, detrimental to their academic development. Teachers also face challenges in increasing student motivation and focus in class, as engaging in online games can obscure educational priorities (Beavis et al., 2014; Mohr & Mohr, 2016). Therefore, a holistic approach and collaboration between schools, teachers, and parents is needed to build awareness of the negative impacts of playing online games and to design effective strategies to motivate students to achieve better academic achievements.

Third, low interest in learning due to online games. According to informants, the impact of online games on students is low learning motivation and difficulty concentrating while studying. This theme was conveyed by the principal in the following interview excerpt.

*...I observed that several students in my class experienced a significant decrease in interest in learning due to addiction to online games. They seem less enthusiastic when discussing or participating in learning activities (I-1), ... My child used to enjoy studying, but since being intervened by online games, his interest in books and lessons seems to have faded. When I try to talk to him about lessons or read books together, I feel his discomfort (I- 4).*

Low interest in learning caused by the existence of online games is a phenomenon that requires serious attention in the realm of education. Students who are too involved in online games often lose interest in pursuing knowledge and skills within the scope of formal learning (Greenhow & Lewin, 2016). Online games provide an instant entertainment experience that competes with the learning process that requires dedication and time. This can be detrimental to the development of student's interest in learning, causing them to have difficulty fully

engaging in school activities (Chang, 2023; Epstein et al., 2016). The main challenge faced is how to create an interesting and relevant learning environment to revive students' interest in gaining knowledge. Therefore, collaboration between schools, teachers, and parents is key in designing innovative and effective strategies to increase students' interest in learning, as well as providing solutions to the negative impacts that may be caused by playing online games (McKnight et al., 2016; Rasmitadila et al., 2020).

## CONCLUSION

The impact of online games on the learning conditions of students at school is that students who are addicted to excessive games can have a bad influence on themselves which makes them forget other things such as work, and study and even always ignore the assignments given to them which This can have an impact on the academic achievements obtained by these students. Then students who are often active in playing online games can result in decrease in their focus or activity in learning.

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