

## STRATEGIC SOLUTIONS OF ISLAMIC EDUCATORS IN OVERCOMING THE SOCIAL BEHAVIOR OF ONLINE GAME ADDICTED LEARNERS IN THE 5.0 ERA

Asep Mulyana<sup>1\*</sup>, Fathiyah Hana Nabilah<sup>2</sup>, Yeni Indriyani<sup>3</sup>, Nunung Nur Aisyah<sup>4</sup>

<sup>1\*,2,3,4</sup> Program Pasca Sarjana, IAIN Syekh Nurjati Cirebon, Indonesia

e-mail: asepmulyana@syekhnurjati.ac.id, sinabilah20@gmail.com, datayeniindri1987@gmail.com, nunungnuraisyah02@gmail.com

\*Corresponding Author

**Abstract:** *Online games can have an influence on life relationships with friends, family, and society. With this, social relationships become tenuous because the time for socialization together is much reduced. In addition, online games can make someone addicted, so they tend to be egocentric and individualist. This is dangerous for social life, they stay away from the surrounding environment, declining social relationships, health, decreased academic achievement it occurs because children who have addiction to online games. This research method is qualitative research, which is research that provides a systematic overview and elaboration by utilizing qualitative data on the object to be researched and in accordance with existing facts. Based on the findings of researchers have been done about online games, the types of online games that are always used by players are types of warfare such as Mobile legends, Free Fire and PUBG. Based on the description of the analysis, it can be concluded that social behavior as a negative impact of online games includes children being egocentric, apathetic, lack of interest in social activities, lack of time control, lack of discipline in tasks and can even cause health and academic decline. Therefore, strategic solutions that can be done include building competence with competent parties, making activity agendas, limiting or reducing use.*

**Keywords:** *Educator Strategies, Social Behavior, Online Games.*

### INTRODUCTION

In the digital era, the development of science, technology and communication is developing so fast and rapidly (Chusna, 2017). Various latest information needed can be accessed so easily and quickly, with today's technological advances, there are many sophisticated products that can provide various benefits for humans in various fields such as education, health, and even entertainment. One of the technology products that provide entertainment benefits for refreshment that is most in demand today is *online games online* (Yuli Salis Hijriyani dan Ria Astuti, 2020). Especially in the midst of the current uptime era (Teknologi et al., 2019).

Reporting from Tempo.co, Hyper-Casual Gaming from Adjust reported that downloads of mobile game applications at the end of March 2020, a few weeks after the pandemic status was set, had increased by 75% compared to the end of March 2019. In addition, the playing time of online game users also increased by 47%. And reported from Jawapos.com that playing games is one of the most popular forms of entertainment today, as a form of entertainment during the pandemic. Public interest reached 16.5% based on data released by the Indonesian Internet Service Providers Association (APJII) on November 9, 2020. Even based on data from the Newzoo Global Games Market Report 2020, the amount of revenue from mobile gaming globally in 2020 increased by 13% and for online game players alone will exceed 3 billion players by 2023. Meanwhile, based on data from Statista, there were 50.8 million mobile game users in 2020. This cannot be separated from the impact of the Work From Home (WFH) policy and learning at home. As a result, the use and download of online game applications soared, even predicted to increase by 21.6% in 2025.

The emergence of this online game must be seen from various points of view, both in terms of good and bad collar things depending on the and for the motive for its use. As social creatures we must be able to accept the changes and developments of the times, there needs to be restrictions in the use of this online game, because when this online game is played excessively it will certainly have a negative impact on life. The point is, online games bring a lot of social changes in the life of someone

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who plays them (Király, O., Nagygyörgy, K., Griffiths, M. D., & Demetrovics, 2017). And one of the effects is the response of individuals to other parties which can be shown in actions, beliefs behavior, feelings, memories, and feelings of respect for others or called social behavior.

In the social environment, online games can have an influence on life relationships with relatives, family and social environment. With this online game, social relationships become distant from one another, thus making the boundaries of socialization far away (Amanda, 2017) More than that, online games can make someone addicted, so they will be individualistic and do not know each other in terms of social environment. This will certainly be dangerous in carrying out people's lives because they will consciously stay away from the environment around them, and will isolate themselves and assume that their life is in cyberspace and their social environment is where they play games (Dinata dan Risdayati, 2017), Other problems that arise when playing excessive online games are lack of interest in social activities, loss of control over time, decreased academic achievement, decreased social relationships, decreased health, finances, health and other important life functions (Ghuman, D., & Griffiths, 2012) The decline in academic achievement occurs because children who have an addiction to online games will affect learning time and also the ability to adapt to their social environment (Ariantoro, 2016).

**MATERIALS AND METHODS**

This research method is qualitative research, which is research that provides a systematic overview and elaboration by utilizing qualitative data on the object to be researched and in accordance with existing facts. (sudrajat & Moha, 2019) In the study, researchers decided to use sample collection techniques by means of non-probability sampling. Non-probability sampling technique is a sample collection technique that does not provide opportunities for every element or member of the population to be selected into a sample (P. D. (2019). Sugioono, 2019) The non-probability sampling technique used is purposive sampling. In a study, the data collection process is not carried out carelessly, but requires a seriousness, so that the results of this study can produce good and useful results, as for the data collection methods that researchers take, namely observation and interviews (P. D. Sugioono, 2019).

The instruments that researchers make:

Table 1. Observation Sheet

Date of observation		
Observation points		
No	Observed aspects	information
1.	Types of <i>online games</i> played by students	
2.	Factors behind playing online games	

- Self-identity :
- 1. Name :
- 2. Grade :

Table 2. Interview sheet (1)

Indicator	Question
<i>Game Online</i>	1. Do you like playing online games?
	2. How much time you spend To play online games in a day?
	1. When playing online games, are you doing other activities?
Social Behavior	2. Are you able to concentrate and focus on studying at school?
	3. If you don't play online games for a day, how do you feel?

4.	When you feel angry or sad, what activities do you do?
5.	What do you enjoy more, playing with friends or playing online games alone?
6.	When you like to play online games, do you still do your schoolwork?
7.	When you play online games for hours and feel hungry, do you eat?
8.	When the game you play is incomplete, are you ready to spend money to complete the feature?
9.	Do you think there is a solution to overcoming excessive gaming?

Self-identity :  
 1. Name :  
 1. Class :

Table 3. Interview sheet (2)

Question	
1.	What do you think about how to deal with children who often play online games?
2.	Is there a difference in the behavior of children who do not play online games with children who play online games?
3.	According to you, in the view of Islamic education, what is the strategy solution in dealing with the behavior of children addicted to online games?

**RESULTS AND DISCUSSION**

Based on the findings of researchers based on observations that have been made starting with online observations through google form regarding the collection of research data, about online games, it can be described in detail as follows:

**1. Types of online games**

Online games have many types, based on observations made by researchers, that the majority of online game players play war-type games such as Mobile legends, Free Fire and PUBG. The game is popular because it has multiplayer access or can be played with 2 or more people and has communication access such as telephones, so they can communicate with strangers from various regions and even countries during the game.

**2. Factors behind playing online games**

Each individual certainly has a different personality in following the times, for some game users, based on the observations that researchers make, the factors behind playing online games are:

- a. Peer invitation because this online game can be played by 2 or more people so it will be more exciting if played together even though they are far apart. For this reason, the environment is a very important thing in everyday life.
- b. Feeling bored at home. At this time all activities that are usually carried out outside the home, must be stopped or limited due to the pandemic, so that many children who are still in compulsory education age, must take online classes and stay indoors, it is undeniable that online games slightly reduce boredom
- c. Gendre is a fun game. Online game players play games with the type of adventure or war, and according to them the students who fill in the observation data, this type of game is exciting, so it is in great demand.

On May 16-17, 2023, researchers conducted online interviews with several BK students and teachers to obtain data on how much social behavior changes students who are addicted to playing

online games, and strategy solutions offered by educators and students to minimize negative social changes.

Based on the findings of researchers through online observation data found that students who play online games with more than 2 hours a day, most of them make online games as a means of relieving boredom when not doing any activities or just to eliminate stress because of a lot of schoolwork and peer invitation. So they forget their obligations as a student.

While interview data with students and teachers. So researchers can find out that online games have an impact on changes in social behavior of students today, thus researchers explain the answers from the results of the analysis of social behavior of students addicted to online games: and the strategy solutions offered. Based on the results of the study, researchers believe that "time" greatly changes the social behavior of students who play online games too often, this is evidenced by the presentation contained from the results of online interviews using google forms on Tuesday, May 16, 2023, Most revealed that "More often playing games than learning".

"Being a little lazy and always procrastinating work or assignments from school", "Prefer to be alone and don't like to leave the house (Brsocialization). The habit of delaying school work is a bad thing and can have a bad impact on lesson grades, it should be realized and use time well, because by procrastinating work, time will be passed in vain, so by socializing preferably as a social being, let alone a student, it would be better to get along and find relationships, so the development of students with a good environment is not in vain.

As a student, of course, must be able to understand time management according to needs, because this is a very important thing, this is in line with the opinion of the bahra journal, which shows that the better the time management that we make and we realize consistently, the better the achievements achieved, but on the contrary, the worse the time management then, The lower the learning achievement obtained and poor social relations with the surrounding community.

While at home, students should have the ideal time to learn, because teaching and learning activities during the pandemic are carried out at home. Students who take a long time when playing online games can become lazy in carrying out school activities, thus impacting learning achievement, Students are more interested in playing online games and completing the levels in online games, rather than doing assignments given by the teacher. Allah Almighty says:

وَلِكُلٍّ وَّجْهَةٌ هُوَ مُوَلِّئُهَا فَاسْتَثَبُّوا الْخَيْرَاتِ أَيْنَ مَا تَكُونُوا يَأْتِ بِكُمْ اللَّهُ  
جَمِيعًا إِنَّ اللَّهَ عَلَىٰ كُلِّ شَيْءٍ قَدِيرٌ

Meaning: and each people has his Qibla (own) which he faces him. So compete (in making) good. Wherever you are, God will gather you all (on the Day of Judgment). Real. Allah is almighty over all things (Qs. Al-Baqarah: 148).

The Qur'anic verse gives a strong message, that we as humans are required to use time properly, by doing useful and good things, which are worth worship, such as obligatory prayers, study and so on, the Qur'an even requires us to do that good. Thus, in learning students can value time and get used to planning and arranging activities while at home, not just the schedule of subjects given from school. The key to time management is not to procrastinate on high-priority work because everyone's productive time is different.

Strategic solutions for Islamic educators in overcoming social behavior Students addicted to online games era 5.0. This solution is summarized from the results of teacher and student interviews. The findings of the solution that the researchers got are:

### **1. Build communication with competent parties**

Communication is very important in the world of education because it can affect the harmonious relationship between school residents and students. To minimize changes in social behavior towards the negative, it can be communicated with open parties such as BK (counseling guidance) teachers, homeroom teachers, guardians and subject teachers, so that all parties have attention and time to pay attention to students so that they can work together to control the situation of students by making weekly reports related to what students do while at home,

In a difficult situation like this, students in the compulsory education period, not only become the responsibility of parents entirely when KBM (Teaching and Learning Activities) takes place within the scope of school. So that communication with competent parties is needed so that they can work together so that students are aligned in following learning and doing positive and useful activities to fill free time at home, because spending free time on useless things will only waste time. In fact, leisure time can also be filled with productive and even fun activities.

### **2. Create an activity agenda**

The agenda of activities made at home, is all kinds of activities carried out at home, this activity agenda is shown so that students can carry out activities at home regularly and can divide time well and consistently, and can know which ones are priorities and not. Parents are also expected to provide guidance to children at home so that the agenda of activities is made comfortable in doing daily.

So it takes a regular schedule to help divide time between playing games and completing other obligations. If necessary, you should make a reminder note or alarm on your phone so you don't play games too long This allows children at home to manage and design the time they have according to their needs, thus they know how to use good time, effectively and efficiently, whether it's study time or other activities, as previously explained that the better someone can manage time and use it well, Then the better the achievements achieved and more systematic.

### **3. Reduce Mobile playing hours (Uninstall games)**

The use of mobile phones does have many benefits if used wisely, for that one solution to overcome the impact of online games so as not to cause a decrease in learning achievement in Islamic Religious Education subjects is to limit children from using mobile phones beyond the needs when learning is in progress, so that by limiting this use, students at home can carry out more useful activities, Can take the time to joke with family, so that cognitive development can also develop according to growth. In addition, the family as a support system also disciplines itself to do the same with other family members (limiting the use of gadgets), by equally limiting the use of gadgets in the family environment will get used to not being dependent on gadgets.

## **CONCLUSION**

Based on the description of the analysis in the previous chapter, it can be concluded that online games are one of the games that are currently loved by everyone, both young and adults. Online games that are played excessively so that they cause addiction can have negative effects including on the social behavior of its users. Social behavior as a negative impact of online games includes children being egocentric, apathetic, lack of interest in social activities, lack of time control, lack of discipline in tasks and can even cause health and academic decline. Therefore, strategic solutions that can be done include building competence with competent parties, making activity agendas, limiting or reducing the use of mobile phones.

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