

# “The Impact of Online Games on Student Achievement”

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## Abstrak

The Research being conducted has two goals: to learn about and gather information on the effects of playing online games on learning outcomes for women and to see what steps are being taken to address these effects. This study used a qualitative method using deskriptif coding. According to the study's findings, the link between playing online games and academic achievement is weak because the more frequently they are played, the more likely they are to cause players to become discouraged about their performance and give up on their jobs. They also found that playing games online can prevent players from completing their assignments on time. The final action that the teacher takes is to address the negative impact of this online game's dampening on student learning outcomes.

**Kata Kunci:** *online game, achievement*

## 1. INTRODUCTION

In the modern era, the development of the time cannot progress past . Technology today is booming. The most extensively used technology Internet technology or online media are both masyarakat (Dakhi et al., 2020). Children and women can utilize it extremely well, not simply those over the age of 18, as well. Information technology development able to create and develop global community space, so that without us realizing it, humans have live in two worlds of life, namely real community life and life virtual society (Dakhi et al., 2020).

The life as mentioned in above, has a very strong effect on the pattern human life, especially teenagers (students), because teenagers are humans who are in time searching for identity. Those who are experience changes from childhood childhood to adulthood (Masril et al., 2020). Students who are heading to the mature, very passionate and curiosity in following modern technological developments. The development of this technology also very influential in life students, especially during the pandemic what is happening now (Sari & Noor, 2022). Students really need technology (mobile or computer) to follow the learning process carried out online. The impact of online games is something that has an influence that causes an effect, a collision that is severe enough to cause changes in Utomo & Wibawa (2019). According to Masfiah & Putri (2019). Online games can be interpreted as a game program that uses an internet network that can be played anytime, anywhere, and can be played simultaneously or in groups around the world and the game itself displays a variety of interesting pictures that are supported by a computer (Masfiah & Putri. , 2019). According to Weinstein (2010), the term online game comes from the term MMORPG (Massively Multiplayer Online Role Playing Online Game), which is an extension of the type of role-playing game that has multiplayer facilities, can connect a computer to a server, can play simultaneously with thousands of players around the world. world. This game is the same as the type of role playing game, namely the players in the game. MMORPGs will be faced with various challenges and opportunities to improve the abilities of the characters they play (Weinstein, 2010). The types of online games according to Weinstein (2010), namely: 1) Shooter Games (shooting games), 2) adventure games (adventurous games), 3) action games (games rely on technique and speed). According to Yanti, Gimin, & Haryana (2020), online game addiction is an addiction caused by an addictive disorder. Playing online games excessively can lead to addiction. In the world of the internet there are so many online games that are liked to be visited so that it can show the high addiction of visitors. Cahyana, Rohaeti, & Suherman (2020), said that there are four (3) aspects of online game addiction, as follows:

- a. Compulsion (compulsive / urge to do continuously) is a strong urge or pressure, which comes from within a person to continuously play online games.
- b. Withdrawal is an attempt to withdraw or distance yourself from something.
- c. Tolerance, namely playing online games excessively causes the soul to want to continue playing until it feels satisfied. This includes interpersonal and health-related problems.

Addicted to playing online games are no longer concerned with their social relationships with others, more concerned with their own interests in playing games than socializing with other people. Online game addicts only focus on online games. Similar to their own health problems, they also lack sleep and pay attention to their health problems such as lack of sleep, not maintaining body hygiene and irregular eating patterns (Syafi'i, Marfiyanto, & Rodiyah, 2018). According to Anwar & Winingsih (2022), online games can have a negative impact. Addiction is the impact of playing online games excessively. Based on the opinions of some online game players they don't know when to finish the game because they have. The condition of addiction is a condition where the individual is dependent on something that he likes due to a lack of control or attention to behavior that continuously wants to repeat it (Anwar & Winingsih, 2022). According to Fajra et al., (2020) the term achievement is different from learning outcomes. Basically, learning achievement is more concerned with aspects of knowledge, while learning outcomes include aspects of forming the character of the students themselves. An individual's positive attitude enables himself to develop a positive assessment of himself and his

environment (Fajra et al., 2020). According to Nisrinafatin (2020), online games are games that can be used using machines and are connected to all users with the internet network. Online games are very interesting so that it makes students enjoy playing online games more than studying. In the past, children often played traditional games which were usually done together and made their own toys such as toy kites. At this time, children no longer want to play traditional games because online games are more attractive than traditional games (Kurniawan, 2017). Online games are currently very popular and in demand by children, even adults and parents. Children are considered to spend more time playing online games than adults, which results in decreased student learning achievement due to addiction to playing online games (Ariantoro, 2016). According to Syahran (2015), playing online games is indeed very fun and interesting if we can figure out how to play it, it can also lead to addiction for the players, online games have very interesting features, which contain pictures and animations that encourage someone to keep going. playing games. As a result of this addiction, students no longer remember when to study. The addiction to playing online games has resulted in decreased learning achievement. The same thing was conveyed by Haidar & Antika (2022), playing excessive games from students can lead to addiction and affect academic achievement, which causes students to be lazy, which can affect the academic achievement they get. by students (Haidar & Antika, 2022).

Based on the results of observations and interviews conducted that students play online games via cellphones when there are empty lessons, and learning hours are in progress, especially when the teacher gives assignments, students are more concerned with playing games than completing the assigned tasks. Some students often play online games when the teacher carries out the learning process, so they no longer focus on learning. This is often done by students, so that students forget the time to study because they play games too often continuously.

## 2. METHODOLOGY

The method used is a qualitative research method, so the data to be obtained is more complete and in-depth and meaningful so that the objectives of the research can be achieved properly. The approach that will be used by researchers in conducting this research is a descriptive approach (Sugiyono, 2018). The descriptive approach aims to find facts by observing and recording all facts holistically, scientifically (naturalistic) by dealing directly with the problems observed. This qualitative research method aims to obtain a complete picture of a matter regarding the action, existence and experience of the object being studied. Qualitative research deals with the ideas, perceptions, opinions or beliefs of the people being studied and all of which cannot be measured by numbers and observing the impact of online games on student achievement.

To obtain data in this study, the following techniques were used:

- a. Observation Techniques The technique used in carrying out this research is participatory observation techniques. In this observation, directly involved with the activities carried out by the person being observed, it is intended that the data obtained will be more complete, sharp and come to know the meaning of each behavior carried out. What will be observed directly is the impact of this online game on student achievement.
- b. Interview Techniques Interviews are conversations that have the aim of obtaining current constructions about a person, event, activity, organization, feeling, motivation, from someone who is the object of research. In addition, relationships can also be fostered better so that respondents can give their opinions openly without any doubts. The type of interview used in this research is structured interview. This interview was carried out in a planned manner and guided by a list of questions that had been prepared as well as possible. By finding and interviewing several informants who are considered to really know about the problem.
- c. The Mobile Documentation Technique was used as a voice recording device in this study as well as to produce images and field notes. Photos or pictures are used as actual evidence when carrying out research, notebooks that are useful for recording all conversations and writing down direct experiences faced or encountered during research that are useful to support the implementation of this research. In this study used qualitative data analysis model Miles and Huberman (Sugiyono, 2008:115), namely: a). data collection, b). data reduction, and c). Data presentation is the presentation of data into sequence so that its structure can be understood.

## 3. RESULT AND DISCUSSION

The results of observations and interviews that have been carried out, namely the impact of online games on student achievement, thus finding some student views regarding the impact of online games, namely excessive online game addiction which is marked by an urge to play games for hours and even forget or not care for other activities, such as work, study, and school assignments. This makes students lazy in learning such as lazy doing assignments, lazy to follow the learning process, forgetting the tasks given and forgetting to study. which resulted in a decrease in learning achievement given by the teacher. Decreased activeness in student

learning. As a result of this online game, students in participating in the teaching and learning process activities, most of these students are less active in participating in these teaching and learning activities, such as the lack of responding, asking questions and studying diligently and even ignoring all processes of teaching and learning activities that can result in their focus or activity in learning. in learning will decrease. What teachers do to overcome the impact of online games on student achievement are:

- (1) tasked with advising, giving direction to students so that they don't get too carried away with this online game and stay focused on learning, and also always give a lot of assignments so that students are busy working on them so there is no time to play games. Then work together with parents to always supervise students so that they have free time to study and are always supervised so they don't get carried away by playing games.
- (2) the teacher also tries to reprimand and provide understanding to students about the dangers of the online game.
- (3) The teacher gives opportunities for students to take part in school activities such as sports and so on and gives a lot of assignments to students both at school and at home so that students stay focused on learning and don't play games anymore.

It was found that the impact of online games on students' learning achievement:

- (1) students who cannot regulate or control the learning system at home by only playing games all the time, it will have an impact on the students themselves, namely their learning achievement will decrease, in line with the Impact of Online Games on Student Achievement research by Syafi'i, Marfiyanto, & Rodiyah (2018) in which a study of student achievement in various aspects and factors involved affect.
- (2) then if the student is only focused and complacent by just playing games all the time, then when the student takes part in the learning process at school the student feels bored and feels sleepy, this is the result of the impact of this online game because the student has been hypnotized by the game online which is often used every day. This is in line with the opinion of Haidar & Antika (2022) who say that excessive addiction can affect students' academic achievement. This addiction can lead to lazy learning in students, which can have an impact on the academic achievement obtained by students, and
- (3) the impact of online games on student learning achievement is that this online game has a very large impact on student learning achievement where if students are addicted to playing online games and do not control the learning system by only playing games, then the consequences of addiction to the game , students no longer remember their time to study. Thus, for students who are addicted to online games, it has a bad influence on their declining learning achievement. This is in line with research by Anwar & Winingsih (2022) where the influence of online game addiction on student academic achievement greatly affects student learning outcomes.

The efforts made in overcoming the impact of online games on the learning achievement of students at the Karya Botombawo Private Junior High School are (1). schools and teachers take an approach, always providing understanding and guidance to students about the dangers of playing games continuously that have an impact on themselves, (2). The school also works with parents of students so that parents always monitor their children so they don't always play games continuously and provide free time for their children to study and the school also affirms school rules so that students cannot play games if they are already in school. in the school environment, especially if the learning hours take place, (3). schools to always provide confirmation of school rules and continue to strive to improve supervision of the development of student behavior and supervision of the implementation of school rules, so that students do not have room to do things that are detrimental to themselves (Zendrato & Lase, 2022) , (4). teachers to continue to coordinate with the principal and also work together with parents of students to participate in supervising and trying to overcome the perceived impact of online games, (5). to parents to pay more attention to their children when children spend their time studying for the benefit of playing online games that are less useful for academic achievement, and (6). for students to be more sensitive and more aware that the negative impact of online games can damage student behavior. Therefore, students are expected to have control in order to be able to divide the time, namely, which time to play and which time to study.

#### 4. CONCLUSION

The impact of online games on student learning achievement is that students who are addicted to excessive games can have a bad influence on themselves which makes them forget about other things such as their work, learning and even always neglecting the tasks given to them which can lead to impact on the academic achievement obtained by these students. Then students who are often active in playing online games can result in decreased focus or activity in learning, and efforts to overcome the impact of online games on student learning achievement, namely the teacher always provides activities that can involve all students such as sports activities

and other activities. other activities such as singing in class, quizzes that can make students active and not focused on playing games.

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