THE IMPACT OF PLAYING *ONLINE GAMES* ON SOCIAL PERSONALITY IN THE ENVIRONMENT II MABAR SORE TAX, MEDAN CITY

Aldy Dwi Putra [1]**, Abdul Rashid**[2]*****

Study Program Knowledge Communication , Faculty Knowledge Social , State Islamic University of North Sumatra Medan

[1] *Aldwputra3@gmail.com*
[2] *abdulrasyid@uinsu.ac.id*

(*) Corresponding Author
abdulrasyid@uinsu.ac.id

ABSTRACT

Objective study This is For identify impact positive and negative from Online game play against personality social child Environment II Mabar Afternoon Tax , Medan City. Study This use method qualitative descriptive with subject study totaling five children Environment II Mabar Afternoon Tax whereas as informant are Two Parents. Data collection techniques using observation, interview and on technique validation the data use triangulation source. A dab data analysis using four stages, that is data collection, data reduction, data presentation, and conclusions. Research results show that: Impact positive Online game play against personality social children in Environment II Mabar Afternoon Tax includes: a. Work same, b. Sympathy. Whereas impact negative Online game play against personality social children in Environment II Mabar Afternoon Tax are: a. Speak rough and dirty, b. Dissident, c. Lack of sleep d. Raises addiction (addiction), e. Decline in ability socialize.

INTRODUCTION

The development of information and communication technology has progressed rapidly and has penetrated all areas of life. In fact, it is estimated that it will develop faster than originally imagined. In fact, many people are inseparable from this technology in their daily lives from morning to evening and early morning (Prawilaga, 2016: p.

15). The development of information technology, especially in the field of communication, has at least two information technologies that are developing rapidly, namely the first is a mobile phone or mobile phone, and the second is an internet network computer. . A computer that can be used to connect one person to another without distance or time limits (Kasemin, 2015: 7). In this era of declining social awareness, the next generation must set a good example and guide their childhood, so a generation that doesn't teach bad things (childhood) is tantamount to destroying the next generation. So you need to be careful how you talk to your toddler, especially since they quickly imitate everything they hear or see on TV or devices. As parents, it would be nice if we could talk a lot with our children every day to find out the extent of their development and thinking, in order to provide further guidance to early childhood.

Online games The term is often used to refer to digital games that are currently booming in modern times. Online games have become commonplace in our daily lives. Some people may think that games are synonymous with computers, but games don't only run on computers. Games can be consoles, but games are also available on mobile. Online games help players refresh or relieve boredom, both in their daily activities (work, study, other elements) or in their free time.

Information from observations obtained from daily activities around the house shows that they use harsh words to express their emotions and hit or kick objects around them because of the addiction that develops during playing games.

It is this fact that attracts the attention of researchers to get a clear picture of reality that playing online games can affect children's social personality, even though games have a positive impact on their users, if they are released from parental control, children will be addicted to playing online games. Based on the background above, the aim is to identify the positive and negative impacts of online game play on the social personality of children in Environment II Mabar Evening Tax in Medan City.

RESEARCH METHODS

Study This compiled by researchers with use approach qualitative with method study descriptive . Descriptive is effort For describe something existing problem _ based on data, but also can presenting data, analyzing data, and interpreting it . Approach This cooperative and correlative (Ahmad et al , 2013: 44). Study with method This used For learn circumstances object nature (opposite with experiment), where the researcher is vehicle principal and technique data collection is carried out in a manner collective , and findings more emphasize importance than generalization (Sugishirono , 2017: 9) . Studies This summarizing or verbalize observations made by researchers _ from the collected data so that can pulled clear conclusion . _ Research location this is in Environment II Mabar Afternoon Tax , Medan City. Allocation time investigation is from January until February . Method used _ in study This is method qualitative descriptive . Study qualitative is purposeful research _ For understand reality social . That means see the world as it is there is , no as should . because _ that one _ researcher qualitative must think open (Muslimah et al, 2020: 66).

RESULTS AND DISCUSSION

Influence play online games can interpreted in a manner simple as influence or impact . In every decisions made , reasons _ usually own impact alone , fine positive nor negative . Process follow carry on For application Internal controls can too impact . According to Scott and Mitchel, impact is transaction social where one individual or group persuaded by others to do something action as expected (Kurnianto , 2017 : 61-62).

According to Wong (2000), quoted by Kustiawan and Utomo (2019:2), play is reflection from ability physical , intellectual , emotional and social , and through play child communicate and adapt , good media For learn . environment , do what is he can , know time , distance and sound , play without consider results end game is also done

For have fun . On the other hand , Kustiawan and Utomo (2019:5) cite online games by Kim et al . (in Azis , 2011:13) is a game or game that can played by many people _ together through network online communication .

It has been collected and extracted from various the type of data required with subject research . subject study This are five children named Ramhat Hidayat , Robi , Afrizal, Arfriandi and Zaki namely in Environment II Mabar Afternoon Tax Medan City. Informant is three parents . _ Subject study This is influence positive and negative in children _ _ play online games against personality social child group Environment Tax Mabar Afternoon II in the city of Medan. With with the times, a little Lots everyone will _ increasingly affected by technology _ sophisticated and increasingly online games various . The existence of online games changes habit part public in play online games, no only the kids in the neighborhood around who play online games.

Personality social is behavior individual in face more people old even Friend peer . Personality social This formed from connection with individual other . Personality social everyone of course own different characteristics . _ About influence play online games against personality social children in Environment II Mabar afternoon tax Lots children playing online games . because _ it , there is a number of impact positive and negative play online games against personality social son , Here is Influence Positive Online Games Against Environment Personality Social Children in Environment II Mabar Afternoon Tax :

1. Cooperation is business together between individual or group For reach objective particular , and such case in online games, team reach objective together win battle in game played . _ Work The same For face enemy . Based on observation researcher to child named Ramhat Hidayat , Robi , Afrizal , Arfriandi , and Zaki , play online games in the neighborhood House make they can Work The same with Friend For win online games (observation Ramhat Hidayat , Robi , Afrizal , Arfriandi , Zaki , 2 February 2023). When kids Ramhat Hidayat , Robi , Afrizal , Afriandi and Zaki play group and play online games, kids will used to One each other. Work The same in solve problems encountered _ child . Each other talk to each other help through difficulty For reach objective together as A team. because _ that , can said that Work The same in normal online game played children become habit and will Keep going they do in life them .

2. Sympathy is ability For put yourself in someone else's position and feel pity moment see what other people are experiencing . Mother Maryam, one of the parents child from Mabar Evening Tax Environment II, also said : Yes if children it's in the neighborhood often help her friend if There is The theme is that there is no internet quota , if According to Mother, it is indeed in Mabar Afternoon Tax Environment II this is sympathy children like help her friend No can affected when they has play this online game (parent interview Afriandi , Thursday 02/02/2023). Researchers also observed that children Ramhat Hidayat , Robi , Afrizal , Afriandi and Zaki help friends in need when they was nearby (Ramhat _ Hidayat , Robi , Afrizal , Afriandi , Observation of Zaki's Children , Thursday, February 2). February 2 , 2023). When kids start Act full love , that can show that they currently develop attitude social towards other people in need and the people around them . Show love love and sympathy to Friends in need , please help somebody when they need help , feel love Darling for him Because he felt too what others feel , and offer help as much as you can ..

Impact negative of Online games against personality social children in Environment II Mabar Afternoon Tax :

1. Saying or the usual rant _ addressed to something , they usually speak to others or use harsh language . _ However , this Can become bad practice . _ Siti Aisyah , one of the parents from Environment Afternoon Tax II Mabar also said : no good and better Don't tell friends (Interview with Parents _ Zaki , Friday 3 February 2023, 11.00 WIB). Zaki 's mother explain that of course Correct There is kids say _ things rough to his friends when they there is , and even Mother Zaki ordered that No Good say things like That once you get used to it . . . this _ in accordance with Gunawan's findings that speak That rough and dirty . When someone say words that are not proper or touch on to others in an online game, speaking rough and dirty

also have a very big impact for development soul someone , even for other people like that (Gunawan, 2016: 1). Online games have impact negative for child . The usual online games played by children A little Lots imitate their child _ play even used to say words that don't proper to others at the time currently angry . parents _ must always monitor children them and give instructions For prevent behavior that is n't wanted happens to children they when they face behavior and habits bad in online games.

2. Dissident , Play online games can influence behavior social child , incl behavior rebel . Accustomed children _ _ focus on online games can bother real world life with ignore environment surrounding . Siti Aisyah , one of them Wali Ward II Mabar Sore also said : This is what online games are about language . According to the mother , the presence of this online game Can make child No care with surroundings , moreover moment Study need listen explanation and attention explanations important from parents (Interview with Mahmud as a parent , Friday 3 February 2023 , 10:30 WIB). From narrative Mother Zaki , during class and in the learning process teach , son No notice material or ignore what was said to they , them Busy tell a story myself and them Already clear what was talked about . about on and on . About online games. Mother Maryam said children who play online games can give effect negative in children , such as ignoring the real world and only think of their online games play on the mind them . The point is online games can bother activity Study If child only think about online games and not think about room class , either at home as well as in the environment alone .

3. Lack of Sleep , something that is mandatory fulfilled by all creature live . sleep deprivation Can cause various problem like enhancement weight , aging early , easy forget , decline function brain , improve risk various diabetes , obesity , stress blood height and disease heart . Usually spent player _ time play the game will forget with time Sleep they Because too absorbed playing games. sleep deprivation usually started too absorbed playing games. One of the Parents that is Maryam's mother , he said : his son sometimes of course often sleep deprived Because playing games, moment asked What reason stay up late they said one of them Because lost moment play online games and want win (Interview with Parents _ Ramhat Hidayat Friday , 03 February 2023 at 10.30 WIB 10.30 WIB). From the description Mother Ramhat Hidayat above _ explained that children in Mabar Afternoon Tax Environment II _ of course sometimes Like Stay up late with his friends when There is time holiday school .

4. Raises addiction (addiction). Online game addiction in children can make influence bad for development child so that important For know impact bad as well as handling from dependency caused by online games. this _ can form behavior social bad boy _ like Neglect and Forget time . Parents _ Environment II Mabar Afternoon Tax moment asked about behaving child _ Online game addiction also says : According to Mother if impact of this game of course Lots but one of them that is like forget Time and Addiction To The next day (Interview with Parents _ that is Mother Arfriandi , Saturday , 04 February 2023).

5. Decline in ability socialize . not enough play with friends in the neighborhood , no care circumstances around Because they Already focus with his smartphone , It is can affect attitude child To Impactful social _ child become loner and more Like Online game play in comparison go out House with that friend other The next day (Interview with Parents _ that is Mother Afrizal , Saturday , 04 February 2023).

Every game naturally own positive impact _ for the people who play it . Basically _ impact play online games always ugly , will but If We looked from corner different view _ so No everything impact negative but will give positive impact _ for child .

CONCLUSION

The positive impact of playing online games on the social personality of children in Environment II Mabar Evening Tax has a positive impact on R amhat children Hidayat , Robi , A frizal , Arfriandi , and Zaki include: cooperation and sympathy. The negative impact of playing online games on children's social personality Environment II Mabar Evening Tax also has a negative impact on children, namely R amhat Hidayat , Robi , A frizal , Arfriandi , and Zaki include: harsh words or words, dissent, lack of sleep, causing addiction (addiction) and decreased social skills. Therefore, parents can provide direction about the impact of using online games, so that they can reduce problematic social personalities in children. Parents can also provide education to children about how good social personality is.

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