

THE EFFECT OF ONLINE GAMES ON PEER SOCIAL RELATIONS FROM THE PERSPECTIVE OF HUMANISTIC THEORY

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Abstract

The aim of this research is to see how far the effect of online games has on social relationships with peers. The method used in this research is descriptive qualitative using interviews and observation techniques. The research was conducted in village K on 14 year old children attending junior high school. The results of the research are that the effect of online games has a good effect on social relationships but still limits the hours of playing online games in one day. The role of parents in this matter is very important so as not to interfere with students' academics.

Keywords: online games, peers, social relationships

Introduction

The more the popularity of online games nowadays result in addicted game player in play it. Where the game players feel difficulty off from the online games they play. According to Affandi (in Fauzi , 2019: 62) games online based is games that can played many people use technology media or machine where the media is connected in One Network . Network the called with the internet. Familiar online games are played among game players including mobile legend, free fire, class of clans, and so on . In study this is the game that is focused on is a free fire game.

According to Surbakti (2017: 29) states that online games are method style life new for some people in every circles child young or students . According to Furqon (2020: 3) The online game Free Fire is one of the games that many people play. make player Addictive . Free fire game is a battle royale genre game released on September 30 , 2017 by the company Garena . This game Can played on android and ios devices and this free fire game Can played in all circles , starting from children to adults and this game Already often matched on the side national and also international . Addiction in playing this game result in high loss like will impact on aspects learning . Addictive the can bring up lazy nature of learning in oneself participant educate , which is where matter the can have an impact to results learning gained by participants educate. But in article This We discuss about How teenager junior high school to give meaning to interaction social events that occur when teenager play online games together .

Adolescence is a very time important in the development process . According to (Albanjari , 2018; Mardjan , Prabandari , Hakimi, & Marchira , 2018) Development during adolescence should get attention from various parties , especially from environment social . Teenagers in life daily try look for confession on its existence in the environment social . Acceptance existence teenager in connection with Friend peers or adults very affect the ability teenager in to build connection with other people. Teenagers own various type task developments that must be passed in development life socially so that all can walk with good in the future come . According to (Nuryani & Paramata , 2018; Winarsih & Saragih , 2016) One of them is to build connection social with Friend peers and adults besides teachers and parents . Successful teenagers operate task its development with Good will capable interact with Friend peers and will accepted in group friendship .

In knowledge sociology that man is creature social that is not Can life alone , human must each other communicate and interact between fellow in life everyday . No only in the environment public We interact with fellow but also in the environment school We Can interact with teachers and friends in class . According to Pratiwi , Poerwanti Hadi (2012) explains that in life everyday , individual always do connection social with another individual or groups certain . Relationship social events that occur between individual and also between group it is also known with term interaction social . Interaction between various aspect frequent life We experience in life daily That will to form a pattern mutual relationship influence so that will to form a system social in society . Condition This is what is called a social process . When play online games and hang out together Friend same age or No Friend same age We Can use up time gather together .

Researching factors connection social that leads to online gaming addiction allows practitioner like counselor chance For identify ways For modify factors that influence network offline and online social in help individuals pathological release self from game addiction . Researchers can extending our proposed model For learn switch modality more next which is a contact transfer offline social to room online games or on the contrary .

Humanistic focused on the problem How each individual influenced and guided by intentions the person they are connect to experiences they myself . Theory humanism This suitable For applied to materials learning that is of a nature formation personality , heart conscience , change attitude , and analysis to phenomenon social . Humanism psychology gives attention on the teacher as facilitator Humanistic focused on the problem How each individual influenced and guided by intentions the person they are connect to experiences they myself . Theory humanism This suitable For applied to materials learning that is of a nature formation personality , heart conscience , change attitude , and analysis to phenomenon social . Humanism psychology gives attention on the teacher as facilitator .

Method Study

Methods used in study is Qualitative descriptive . Procedures in research This generate descriptive data in the form of written and spoken words of people and behaviors that can observed

(Nugrahani & Hum, 2014). The subjects used in study This is child 14 year old sitting on a bench school intermediate First in the village Karangharjo RT 04 RW 04 in the month June 2024. Research Qualitative collect data with observation and interview . Purpose from study This is the effects of online games on connection socially connected We play games together in One place in approach humanistic.

Results and Discussion

Based on results research that has been obtained that student 7th grade on the bench school intermediate First , the time they finish it in play online games 1 to 2 hours a day One day matter This is definite activity they do when after returning home school play games together in place hangout or at one 's house Friend they . The platform they use in playing online games namely smartphones. Client often play games together with his friends , the information obtained from client that play games can tighten connection social they with Friend his early peers seldom play and hang out together with the existence of online games often use up time For play games together in one place .

Result of Information obtained from parents client , acknowledge that his son previously is a rare person very interact with his friend start sd only go out House For school and reciting the Koran , and not familiar with his friends around home . Because he series ng her brother see play online games he start permission For try playing online games, and but parents Still strict in supervise when client playing gadgets and when playing online games. From him play online games he start know close friends with his house , in fact through online games and start open connection social through online games to gather with his friends .

This matter show that client feel more near with his friends feel connection social start get better from the previous one , not only when gather together they can playing online games but when is at At home each they often play games together and often communicate about online games or matter other via social media they each . Client feel valued when gather with his friends with he have gaming skills , but Friend clients also often talk about another thing when gather No only discussing online games but also discussing games that can done when gather .

Discussion

Game is games that use electronic media , in the form of created multimedia as interesting as maybe for the player can get satisfaction inner (Baros , et al, 2018; Ahyar , 2019; Junus, et al, 2021). Games are one of the culture and activities daily life society . culture play games to become style a life of plenty popular with the public especially generation young even children at the age of school basic , both in the area spicy or urban (Kurniasari , 2019). In book (Chatib , 2012: 191) states At the age of development , children who often do game activity will reduce activity positive like learn and interact with Friend peers . Children who have dependence on games, will reduce time socialize with Friend peers , because the game is very potential to isolate children from environment social . According to researcher There is difference with the

results obtained that is the effects of this online game Can make child become more near with his friends and feel appreciated by his friends when discussing online games and relationships social personal child This become more Good .

The impact of online games on children caused by factors media literacy is still minimal in society . Research This give understanding of the audience , especially children to have awareness the impact of online games social , psychological and economic . Media literacy is effort awaken society to be able to make more use of media positive or facilitate media audience for media culture . From the results study subject in One day play games 1 hour to 2 hours and that's it done when after returning home school and play games together when Afternoon day and from information obtained informant No Once leave his obligation For Study but Study done Evening day .

In research (Endang, 2019) is convincing fact that when connection We suffer in life real , we tend fill it in place other . In matter This when people don't can fulfil need social they in life real , online games are one of the alternative for they For fulfil need social that is not fulfilled . Findings This also confirms that you become colleague your work . Gamers more tend online game addiction when they hang out with a group crazy online friends with online games. This own implications big for researchers and practitioners . In research also says that informant can fulfil need social his through online games and playing together with friends same age .

Conclusion

According to results from study This show that connection social can fulfilled from playing online games is there interaction every play online games with Friend same age the effect to intimacy and harmony that is established with Friend peers . But parents must still supervise every child play online games because if No be noticed will own freedom and can cause addicted to online games that can disturbing academic participant educate .

Writer to argue that online games are not only bring impact negative , because results online game research provides impact positive to connection social that becomes more Good From before but Still must in constant parental supervision notice time used participant educate For playing online games. In study This focuses on the effects of online games on connection social that becomes more Good .

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