The impact of students' online-games playing on social awareness (case study of 5th graders in Nglames, Madiun)

M Hanif1, F Chasanatun2*, A Rifa’i2
1 Graduate Program of Social Science Education, Madiun PGRI University, Setiabudi Street 85, East Java, Indonesia
2 Faculty of Education Sciences, Madiun PGRI University, Setiabudi Street 85, East Java Indonesia
*chasanatun71fida@gmail.com

Abstract. This study aims to describe the impact of students' habits of playing online games on social care in grade 5 at SD Negeri Nglames 01, Madiun Regency. This research uses a qualitative approach with a type of case study. Sources of data used in this study are primary data sources and secondary data sources, while the data collection techniques are observation, interviews and documentation. The validation used to test the truth is the triangulation of research sources. Data analysis used the interactive model of Miles and Huberman. From the research that has been done, it shows that as many as 83% of students play online games with a play duration of more than 5 hours in one day, 17% of other students play online games with a playing duration of 4 to 5 hours in one day. The habits of students playing online games are influenced by friends, family activities and concerns, the environment they live in. Another negative impact due to the habit of playing online games affects sleep quality, diet, and some children imitate the style of play played and practiced with their peers in real life. The positive impact due to the habit of playing online games is to increase the vocabulary of foreign languages, namely English. The negative impact is more dominant due to the habit of playing online games.

1. Introduction
Social care will be created through good interactions between human beings who are social beings by nature. This social interaction must be instilled, accustomed to, and taught starting from childhood (Desmita, 2013). From his statement, it was stated that children aged 7 to 11 years or elementary school aged children spend 40% of their time interacting. In this technological era, it is a challenge for children to develop social interactions with peers and an environment where children at elementary school age are synonymous with the pleasure of finding entertainment through games.

Among children of elementary school age, they access the internet for entertainment such as games.[9] One of the children's entertainment that is directly connected to the internet network is online games (Pitaloka, 2013). The habit of playing online games has become a routine activity for elementary school aged children. Without realizing it, online gaming habits can have an impact on children's social development.

The habit of playing children playing online games causes the loss of interaction which has an impact on children's social care, which should be instilled and nurtured from an early age. When children play online games, they are more focused on the games they are playing as a result, they don't see the situations and conditions around them. According to (Jinan & Christina 2015) signs of social problems for children who have a habit of playing games, namely: children withdrawing because they play games, namely children starting to be alone in their room to play games regardless of the situation at home, children rarely go out with their peers. Because they enjoy playing alone more, children begin to find it difficult to answer when asked about the development of their friends because they
start not caring about friends. It is inconceivable that if the child is used to playing games it will cause social development problems in the child[5].

Based on the facts in the field, it was found that fifth grade students of SD Negeri Nglames 01, Madiun Regency, are used to playing online games in internet cafes. The student was seen filling the internet cafe after school. The habit of playing online games makes students prioritize online games only. For example, when students play online games, students only focus on the game while the people around them are ignored. This causes the children's social concern to be questioned. Therefore, research needs to be done.

2. Methods

Based on the background mentioned above, the problems that arise are focused on the following: The habits of grade 5 students of SD Negeri Nglames 01, Madiun Regency, playing online games. Referring to the focus of the problem being studied, this type of research uses a case study type of research. According to (Mulyana, 2013) "A case study is a comprehensive description and explanation of various aspects of an individual, a group, an organization (community), a program, or a social situation". Through this type of case study research, it can be seen that the main objective is to describe phenomena systematically according to facts that occur in the field. The results of the descriptive approach are analytical-descriptive in the form of written words and the observed behavior is actually described as being related to the habits of students playing online games on social care.

The technique of collecting data in this research uses purposive sampling technique or purposive sampling. According to (Sugiyono 2014) "The determination of data sources on the interviewee was carried out purposively, that is, selected with certain considerations and goals"[12]. This consideration is directed to the person who knows best about what is expected in this study, making it easier for researchers to explore the social situation under study. Through observations made from all six students, including always playing online games. Where the statement is always taken from relevant research journals with the duration of playing online games more than 5 hours per day. The second statement from the six students, five students always play online games by themselves while the other two students often play online games by themselves. Five students play this online game by themselves with a duration of playing for 5 hours per day while one other student plays alone with a playing duration of up to 4 hours per day.

To test the validity of the data that has been obtained, the researcher must use the data validity technique. In this study, the technique used to test the validity of the data used triangulation techniques. Meanwhile, (Miles and Huberman 1992) argued "Qualitative data analysis is an ongoing, repetitive, and continuous effort"[8]. In qualitative research, data is obtained from various sources, using various data collection techniques (triangulation), and is carried out continuously until the data is saturated. In this study, the data analysis used was an interactive model. There are three components in the interactive model data analysis, namely data reduction, data presentation, and drawing conclusions (verification).

3. Results and Discussion

3.1. The Game-Online Playing Habit

Based on the data exposure described in the previous section regarding the habits of students playing online games. The habits of students playing online games are influenced by several reasons and factors that support the habit of playing online games, namely the easy access to online games and by setting aside pocket money from school it can be used to play online games. The cheap rate for playing online games makes students accustomed to playing online games with a long duration. In addition, a home environment that supports accessing the internet network by using an existing cellphone can increase the duration of playing online games for students while in the neighborhood.

From other factors that make students become accustomed to playing online games when playing online games, students become interested and feel challenged to play online games. Then easily
accessing online games plus the duration of play which makes student social interaction when playing online games with friends around who both play online games is ignored. This habit raises various responses from parents.

3.1.1 The Game-Online Playing Duration

Through the data presentation described above, all of the six students did, including always playing online games. Where the statement is always taken from relevant research journals with the duration of playing online games more than 5 hours per day. The second statement from the six students, five students always play online games by themselves while the other two students often play online games by themselves. Five students play this online game by themselves with a duration of playing for more than 5 hours per day while the other two students play alone with a duration of playing up to 4 hours per day.

Then from the third statement, out of the six students who were recorded, five students often play online games at home while one student rarely plays online games at home. This means that the five students play online games at home for up to 4 hours per day, while one student only plays online games at home reaching 3 hours per day. Furthermore, the fourth statement is that out of the six students all of them always come to the internet cafe (internet cafe) when they want to play online games. Of the six students playing online games at internet cafes (internet cafes) with a duration of more than 5 hours per day. While in the fifth statement of the six students studied, all students always used their spare time to play online games. This means that all students use their spare time to play online games with a duration of more than 5 hours per day.

Then in the sixth statement of the six students who play online games, four of them always play online games after school with a duration of playing online games reaching more than five hours while the other two students often play online games after school with the duration of playing online games reaching four. up to five hours per day. The seventh statement about the habits of students playing online games from the six students taken by the questionnaire of four students always playing online games when school holidays. The four students played online games during school holidays with a playing duration of more than five hours. Meanwhile, the other two students often play online games during school holidays, with the duration of playing online games reaching four hours.

The eighth statement of the six students studied, five students often play online games accompanied by snacks, while one student rarely plays online games accompanied by snacks when playing online games. The ninth statement of the six students who played online games, five students always played online games rather than having to rest or sleep while one student often played online games rather than resting or sleeping. The tenth statement of the six students who played online games, two students always liked playing online games rather than eating, while the other four students often played online games rather than eating.

The findings of the data that have been presented are in accordance with the expression (Hanum 2015) states "Online games are games in a virtual world that displays games in virtual form such as video games [3]. One of the advantages of online games when compared to other types of video game games is that players can play these games with anyone without being limited by geographic divides ". Then the explanation is also in line with the statement from Amanda (2016) that "Online games are games that are connected to an internet connection so that players can connect with other players who play the same game".

3.1.2 The Kinds of Chosen Games

Then from the types of online games that are played there are three types. The first is Massively Multiplayer Online Role Playing Game (MMORPG) is an online game online that plays virtual character characters. MMORPG online game players are faced with various challenges with the aim of increasing the abilities of the virtual characters they play. Examples of MMORPG online games are Ragnarok, Perfect World, Seal Online, Ram Online, Audition Come Dance, Risk Your Life, Defense Of the Ancients (Dota 2). Second, namely Massively Multiplayer Online Real Time Strategy (MMORTS) which is defined as a game that combines Real Time Strategy (RTS) with many players
simultaneously. This game is a game in which there are activities for developing technology, building construction, and processing natural resources. Examples of MMORTS games are Command an Conqueror, War Craft, Sim City. The third is Massively Multiplayer Online First Person Shooter (MMOFPS), an online game that emphasizes the use of weapons and places a lot of emphasis on challenges. Examples of MMOFPS games are Counter Strike, Point Blank. From the data findings that have been described, the majority of online games played are the third type, namely Massively Multiplayer Online First Person Shooter (MMOFPS) with the most popular first place being Point Blank, Counter Strike. The second choice of online game types is the first type of online game, namely Massively Multiplayer Online Role Playing Game (MMORPG) with DOTA 2 (Defense Of the Ancients 2) playing in the third place.

3.1.3 The Students’ Social Awareness

From the description of the data exposure above, in the first statement it is known that all of the six students studied were always focused on playing online games rather than paying attention to friends who were nearby. From this information, six students who play online games pay more attention to the games they play than pay attention to friends who are nearby. Then from the second statement submitted to the six students, it was known that the results were that all six students always played online games and never asked friends near them. This means that all six students, when playing online games, never ask any questions to friends who are nearby.

The fifth statement is known from the six students studied, it is known that five students are always alone when playing online games, while one student is often alone when playing online games. The five students are always alone, meaning that in playing online games the five students are in separate places. Then the following statements from the six students were known that all of them rarely helped their parents after playing online games. After playing online games the six students rarely helped their parents.

The seventh statement from the six students is known that one student often takes part in community service in the neighborhood, while the other five students rarely participate in community service in the neighborhood. The eighth statement of the six students studied, one student often did community service in the neighborhood while the other five students rarely did community service in the neighborhood where he lived. The tenth statement of the six students studied, two of whom often gave snacks to neighbors while the other four students rarely gave snacks to neighbors.

From the description above, social concern is in accordance with the opinion expressed by (Mu’in 2013) that "Concern is the glue of society. Caring is a trait that makes the perpetrator feel what other people feel, knowing how it feels to be someone else, sometimes shown by giving or engaging with the other person"[7]. The form of social care that exists in the student environment is helping by providing some uneaten leftover food. Then from another form of concern, namely setting aside a portion of the pocket money to be given to orphanages around the neighborhood.

3.2. The Impact of Students’ Online-Games Playing on Social Awareness

From the data, the first statement of the six parents whose children play online games are two parents admitting that their children rarely help with housework while the other four parents admit that their children sometimes help with household chores. The second statement from the six parents whose children play online games three parents admitted that their children rarely participate in mutual cooperation in the neighborhood, while the other three parents admitted that their children sometimes participate in mutual cooperation in the neighborhood. The third statement from the six parents whose children play online games, four parents admitted that their children rarely participate in tray work in the neighborhood, while two other parents admit that their children sometimes participate in community service in the neighborhood. The fourth statement from the six parents whose children play online games, two parents admitted that their children rarely give food to neighbors, while four other parents admit that their children sometimes provide food to the neighbors. The fifth statement from the six parents whose children play online games, three parents admitted that their children rarely
help their friends who are in trouble while three parents admitted that their children sometimes help friends who are in distress.

The sixth statement of the six parents whose children play online games, four parents admitted that their children rarely give snacks to their friends, while two other parents admit that their children sometimes give snacks to their friends. The seventh statement of the six parents whose children play online games, two parents admit that their children often play with the orphanage children, two other parents admit their children rarely play with the orphanage children, while two other parents admit their children sometimes play with the orphanage orphanage. A forward statement from the six parents whose children play online games, one parent admitted that their child often communicates with local residents, two parents claim that their child rarely communicates with local residents, and three parents admit that their child sometimes communicates with parents. The ninth statement of the six parents whose children play online games, three parents admitted that their children rarely communicate with peers, while the other three parents admitted that their children sometimes communicate with peers. The tenth statement of the six parents whose children play online games, one parent admits that their child often sets aside pocket money to donate to an orphanage, three parents admit their children rarely set aside pocket money to donate to an orphanage, the remaining three parents admit that their children are sometimes setting aside an allowance to donate to an orphanage.

From this description, the decline in social awareness is caused by none other than the habit of playing online games where online games are connected to the internet network. The findings of these data are in accordance with the opinion that "the Internet is an option for searching for information and even entertainment, which makes people forget time without realizing it, humans don't pay attention to the condition of the surrounding community. So that the sense of caring for the environment is defeated by the individualism that is formed from this habit. Internet is the main cause for the decline in one's social care. Then friends in the neighborhood become the second influence for students who are used to playing online games. Furthermore, family attention is very important in monitoring the habits of students during one day in the family environment. Students in the habit of playing online games have changed their attitude, namely they like to be alone and their sense of concern begins to decline. The level of concern with peers and with the neighborhood where they live began to decline as a result of the duration of playing online games which damaged caring attitudes. Another negative impact due to the habit of playing online games affects sleep quality, diet, and some children imitate the style of play that is played and practiced with their peers in real life..

4. Conclusions

Based on data exposure, research findings, and discussion that has been delivered, conclusions can be drawn. First, this research is based on the research focus studied and aims to determine the impact of students playing online games on social awareness. The approach used is a qualitative approach. After conducting the research, it is known that students' habits of playing online games are caused by several factors, namely the duration of playing online games is influenced by friends, family activities and attention, the environment in which they live. Then easy internet access can increase the duration of playing online games at your home using a mobile phone. Second, students who habitually play online games change their attitude, namely they like to be alone and their sense of concern begins to decline. The cause of the decline in concern is the lack of interaction with peers and the environment. Another negative impact resulting from the habit of playing online games affects sleep quality, diet, and some children imitate the style of play played and practiced with their peers in real life. Third, the positive impact due to the habit of playing online games is the increase in English vocabulary in online game play.

Based on the research that has been done, the researcher has suggestions for various parties, namely: Researchers hope that teachers, especially teachers at SD Negeri Nglames 01, will better monitor student activities while in school and actively monitor student activities during activities in their homes. With this monitoring, it is hoped that the teacher can connect each subject with the
suitability of the child's life and advances in information and communication technology. Teachers should increase knowledge about technology with the impacts that arise so that the use of technology is right on target and able to have a positive impact.

Schools are expected to continue to improve the quality of learning and learning as well as the character building of students through learning activities as well as through school extracurricular activities and activities that include parents / guardians / communities that coincide in the community. Providing information on the benefits of technology for children by including the impacts it causes.

The school seeks to bridge the activities in the school with activities in the home environment. By communicating consistently with the parents / guardians of students.

With regard to children's growth and development through community life, children will learn to socialize by means of interactions. The community provides a means for children's growth and development, namely by involving children in social activities. In activities held in the surrounding environment, the community should provide services for all groups to increase the interaction that exists within the community.

It is hoped that there will be other studies related to the habits of students playing online games on social care so that with a lot of research on the habits of students playing online games on social care from various different regions, it will add similar research references. Increase similar research in order to detail the impact of advances in information and communication technology with the percentage between positive and negative impacts.

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