

THE EFFECT OF MOBILE LEGEND OF SOCIAL INTERACTION

Nailal Muna^{1)*}, Mohammad Kanzunnudin¹⁾, Erik Aditia Ismaya¹⁾

Universitas Muria Kudus, Indonesia¹⁾

*Email: 202033190@std.umk.ac.id**

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Abstract

This study aims to examine the impact of the online game Mobile Legends on the social interactions of fifth-grade students at SD 1 Mijen Kudus. The method used is qualitative with a descriptive approach. The subjects of the study are fifth-grade students and their teachers. Data collection was conducted through observations, interviews, and documentation. The data analysis technique includes data reduction, data presentation, and drawing conclusions. The results show that students are generally accustomed to using smartphones or gadgets to play online games. The impact of online games greatly depends on their usage; excessive use can lead to addiction, disrupting various aspects of children's lives, but wise use can be beneficial and develop important skills in the digital era. The characteristics of children playing online games reveal that some students often use inappropriate language at school, likely influenced by unsupervised gadget use. The school's follow-up action is to implement policies restricting gadget use to enhance social interaction and focus on learning through a non-violent disciplinary approach. Educators are advised to pay more attention to children who lack social interaction, provide encouragement, and counsel on the importance of making friends. Additionally, teachers should frequently organize activities that involve student collaboration and enforce stricter rules regarding students bringing gadgets to school.

Keyword: Game Online, Impact Game, Mobile Legends.

A. INTRODUCTION

In this era of globalization, the individual nature of students is increasing. They prefer playing gadgets, especially online games, rather than playing with their friends. Students also care less and less about the surrounding environment. Education must be able to improve students' attitudes which have recently become worse and this is one of the challenges faced by the world of education. Attitude is a factor that determines the nature of our current and future actions. Gadgets have changed human life a lot because of their function as communication tools which are very useful in carrying out daily activities. In this day and age, gadgets are very necessary because the majority of activities can be done with their help. However, gadgets can have many negative impacts if not used wisely. Many applications can be downloaded on gadgets, one of which is games. Games are games that are programmed on a device and can be played both offline and online.

Online games require a data or internet connection to play, while offline games do not require data or an internet connection to play. Due to better quality, online games are usually more interesting to play. As social creatures with humanist nature, humans were created to help each other. Since birth and starting to know the world, humans naturally have two main needs:

the desire to mingle and be involved with other people in various social and cultural activities, and the desire to be one with nature. Social interaction is a dynamic social relationship, involving relationships between individuals, between groups, and between individuals and groups. Interaction occurs if it can occur if there are two conditions, namely social contact and communication. Based on the previous explanation, it can be concluded that social interaction is a relationship or communication carried out by two or more people with the aim of influencing each other to achieve certain goals. Therefore, in social interaction there is a relationship between individuals and groups, where people act based on the meaning they have for something.

B. LITERATURE REVIEW

Education is an effort by formal and informal institutions to increase knowledge in order to produce quality individuals. Educational objectives must be set correctly so that the expected quality can be achieved well. It is this educational goal that determines the success of the process of forming quality individuals in the future (Aziizu, 2015).

In this era of globalization, the individual nature of students is increasing. They prefer playing gadgets, especially online games, rather than interacting with their friends. Previous research conducted by online games have a significant impact on the social behavior of elementary school students. This research found that students who often play online games tend to show less polite behavior and tend to withdraw from social interactions with their friends. Apart from that, these students also experienced a decline in academic performance because they spent more time playing games than studying. As a result, students become increasingly ignorant of their surrounding environment. Education must be able to improve students' attitudes which have recently become worse, and this is one of the challenges faced by the world of education. Attitude is a factor that determines the nature of what we do now and in the future.

Gadgets have changed human life a lot because they are communication tools that are very useful in carrying out daily activities. Gadgets are very necessary nowadays because the majority of activities can be done with the help of gadgets. Research conducted by (Novrialdy, 2019) shows that excessive use of online games can lead to addiction which impacts students' mental and physical health. Students who are addicted to online games tend to experience sleep disturbances, fatigue, and problems concentrating at school. This research also emphasizes the important role of parents and teachers in supervising and limiting children's time playing online games. However, if not used wisely, gadgets can have many negative impacts. One of the applications that is often downloaded on gadgets is games.

Games are games that are programmed on a device and can be played both offline and online. Online games are platforms that provide a variety of games that allow a number of internet users from different locations to connect simultaneously via an online communication network (Sihotang, 2021). Online games require a data or internet connection to play, while offline games do not require data or an internet connection. Because of their better quality, online games are usually more interesting to play. Online games have now become commonplace for children in this era. In the last 10 years, electronic games or better known as online games have become very common. This is also supported by the many game centers in their surrounding areas that offer services at affordable prices for children. The game center itself has more regular customers than internet cafes.

Online games are often played by students from various levels of education, from Elementary School (SD), Middle School (SMP), High School/Vocational School (SMA/SMK), to university students, even adults. Students who frequently play games will become addicted or

addicted, which can cause negative impacts especially on their academic performance and social interactions. Research from (Prasetyawan et al., 2020) states that online games can have a positive impact if used wisely. Their research showed that some students were able to develop good cognitive skills and hand-eye coordination through playing online games. However, they also emphasized that these benefits can only be obtained if the game is played within a reasonable time limit and does not interfere with students' learning activities and social interactions. Online games often make players forget about their social lives. The phenomenon of the rise of online games and its enormous impact in Indonesia, including in the city of Kudus, is the main reason for researchers to research further on "The Influence of Mobile Legends on Social Interaction". Through this research, it is hoped that a solution can be found to overcome the problem of online game addiction among students and increase their social interaction. Thus, the results of this research can make a significant contribution to the world of education in an effort to improve the quality of students both in terms of academic and social aspects.

C. RESEARCH METHODOLOGY

This research uses a qualitative method with a descriptive approach. The research location was SD 1 Mijen Kudus, with research subjects consisting of class V students and class V teachers. A qualitative descriptive approach was used to provide an in-depth picture of the impact of the online game Mobile Legend on students' social interactions. The research subjects were class V students and class V teachers at SD 1 Mijen Kudus. Students were chosen as subjects because they are an age group that is vulnerable to the influence of online games, while teachers were chosen because they have an important role in supervising and directing student behavior at school. Data collection through three main techniques: Observation, interviews, documentation. Analysis Techniques Data obtained from observation, interviews and documentation were analyzed using Miles and Huberman data analysis techniques.

D. RESULT AND DISCUSSION

Use of Online Games

The use of online games among class V students at SD 1 Mijen Kudus is increasing along with advances in technology and easy access to gadgets. Students use online games as a means of entertainment, an escape from boredom, and as a tool to hone their digital skills. Games like Mobile Legends offer a fun and challenging gaming experience, making students interested in spending their time in this virtual world. This activity also gives them the opportunity to compete and collaborate with their friends, both in their local area and from other parts of the world.

According to Bobby Bodenheimer in (Motoh et al., 2020) Online games are defined as game programs that are connected via a network and can be played anytime and anywhere. This game allows players from all over the world to play together in groups. The game displays attractive images as desired, which are supported by the computer. Young in Tiwa et al. (2019), online games are platforms that offer various types of games that allow several internet users from different places and times to connect and play together simultaneously

Frequency of Playing Online Game

Frequency of playing online games refers to how often a person spends time playing online games. In other words, the more often someone spends time playing online games, the longer they will spend in the game (Nuzulia, 2017). This frequency can vary between individuals, with some people perhaps only playing occasionally for entertainment, while others may spend hours each day in front of a screen.

Types of Online Game

Types of online games are usually known as game genres, which describe the style or format of a game. According to Henry in Nuzulia (2015), the format of a game can be a pure genre or a combination of several different genres. Here are some types of online games:

1. Education and Edutainment

Games in this category aim to provide fun education, increasing students' interest in learning through play activities.

2. Fighting Games

This type of game focuses on combat. Players fight using various combinations of moves, including martial arts moves or wild moves.

3. Strategy Game

Strategy games require players to use planning and tactics to achieve victory, often in challenging situations.

4. Shooter Games

This shooter game involves players shooting enemies from various directions. Originally two-dimensional, many now use three-dimensional effects to provide a more immersive experience.

5. Adventure Games

In adventure games, players go on a journey and discover various objects and equipment that can be used during the journey to face various challenges.

Using online games also carries risks that need to be aware of. Exposure to content that is not appropriate for students' ages, the potential for cyberbullying, and the risk of addiction are some of the negative impacts that can arise from uncontrolled use of online games. Children who play online games often imitate the behavior and language they encounter in the game, which may not be in accordance with accepted norms and values. This is exacerbated by a lack of supervision from parents or educators, which makes children more vulnerable to the negative influences of the virtual environment.

To overcome this problem, joint efforts are needed from the school and parents. Teachers can provide education about the ethics of playing online games and enforce rules prohibiting the use of gadgets at school. Meanwhile, parents must be more active in monitoring their children's gaming activities at home, providing guidance on healthy gadget use, and balancing gaming time with other useful activities. With this approach, it is hoped that students can enjoy the benefits of online games without sacrificing their social and academic development.

Impact Of Online Gaming

Students Online games have varying impacts on students' social interactions, depending on their use. Research shows that this impact can be both positive and negative.

Positive impact :

6. Children are more familiar with technological developments.
7. Improve skills in using digital devices.
8. Develop critical thinking and problem solving skills.

Negative impact :

1. Students prefer to be alone with gadgets or online games.
2. Only interact with friends who also play online games, reducing communication with family.
3. Become more lazy in studying and have difficulty managing time, often forgetting important activities such as studying, bathing and eating.

One student's parents conveyed the importance of maintaining friendships, even though their children use cell phones a lot or play online games. He said, "It is important, even with cell phones or online games, that they remain friends with others." This shows that parents realize the importance of maintaining a balance between online activities and social interactions in the real world, and encourage children to maintain healthy friendships. Research at SD 1 Mijen shows that online games can disrupt students' daily routines and responsibilities, but also provide benefits in terms of technology and thinking skills.

Characteristic of Students in Online Game

Children who play online games show a variety of characteristics that reflect their adaptation to digital technology that is increasingly dominant in everyday life. They develop cognitive skills such as problem solving and quick decision making through games that require strategy and high responsiveness. Interaction in games also helps them build a wide network of virtual friends, improve communication skills, collaboration, and open their minds to different cultures.

There are also risks to be aware of. Children may be exposed to age-inappropriate content, such as violence or strong language, in the anonymous environment of the game. This can affect their behavior in real life, including the use of inappropriate language. Apart from that, the potential for addiction is also a serious challenge because time spent playing games can interfere with other important activities.

Parents and educators have an important role in supervising and guiding children in using this technology healthily. Supervision of cell phone use and open discussion about the risks and negative impacts of online games can help children develop more positive and wise behavior in interacting in the virtual and real world.

Follow Up

Effective follow-up of students who play online games excessively and interfere with their social interactions requires a comprehensive approach from teachers and parents.

Follow-up on Students Playing Online Games

For students who are addicted to online games, an educational approach and consistent application of punishment are necessary. Teachers at school can provide students with an understanding of the dangers of addiction and organize more useful activities outside of gaming. At home, parents need to strictly control gadget use, set reasonable time limits for playing games, and provide alternative activities that are more useful. Collaboration between teachers and parents is important so that the messages conveyed are consistent and supportive.

Follow-up Social Interactions

Disturbed Students Disturbed social interactions due to online games is a serious concern. Children tend to prefer playing games alone rather than interacting directly with friends. Parents should limit time playing gadgets to encourage children to interact directly with peers. This activity is important for training children's social skills and ensuring they can communicate well in their surrounding environment.

School Policies and Teacher Collaboration

At SD 1 Mijen, the principal and class V teachers have taken policy steps to overcome this problem. One of them is limiting the use of cellphones at school to increase direct social interaction and focus on learning activities. This step is expected to reduce the negative impact that online games have on students' social interactions and academic achievements.

Through this approach, it is hoped that students can better control their online gaming habits, increase direct social interaction, and achieve a healthy balance between the virtual world and

real life. Good collaboration between teachers, parents and schools is key in ensuring effective and sustainable follow-up for children's development.

E. CONCLUSION

Based on the results of research and observations conducted at SD 1 Mijen, the use of online games among elementary school students has a significant impact, both positive and negative. From a positive perspective, online games provide benefits in introducing new technology to children and facilitating social interaction in a virtual environment. Children also develop cognitive skills such as problem solving and multitasking, as well as improving hand-eye coordination through the use of a controller or keyboard.

However, the negative impacts also need to be considered. Children who play online games too often tend to experience behavioral disorders such as a lack of interest in direct social interaction, individualistic behavior, and a tendency to ignore school responsibilities and other activities. They are also at risk of being exposed to age-inappropriate content and engaging in cyberbullying behavior.

Educators and parents need to work together to overcome this challenge by managing the use of gadgets and online games wisely. In schools, increased supervision and policies governing the carrying of gadgets and online gaming activities can help limit their negative impacts. Parents also need to provide guidance on healthy and supportive use of gadgets, and discuss the consequences of inappropriate online behavior. With the right approach, children can enjoy the benefits of modern technology without sacrificing their social interactions and personal development.

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