



## The Impact of Free Fire Online Games on Students' Social Behavior at Elementary School

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### Abstract

This study aims to determine the impact of the online game Free Fire on students' social behavior at SDN 004 Bangkinang Kota. This research is quantitative research using the exposed facto method. The population in this study were third-grade students at SD Negeri 004 Bangkinang Kota, while the sample used in this study consisted of 40 students. The essential findings obtained were that students at SD Negeri 004 Bangkinang Kota were addicted to online games, which had an impact on the social behavior of students who tended to get angry quickly and use harsh or impolite language with teachers and friends. Online game addiction experienced in childhood can affect aspects of students' social behavior in living their daily lives, especially in class III students of SD Negeri 004 Bangkinang Kota, who are entering their final childhood. Hence, discussing the positive and negative impacts in more detail is necessary. Carry on. Online games can have a positive effect. Students can practice mindsets, socialize with fellow teams, and act as entertainers when tired. Online games can also have a negative impact because they can affect student behavior patterns, interfere with health, and cause addiction. The results showed that 26 respondents (65%) had the intensity of playing free fire online games in the frequent category. As much as 45% of free fire online gameplay has a positive impact on students, and as much as 55% of free fire online gameplay harms students. The study results show the effect of the online game Free Fire on the social behavior of students at SD Negeri 004 Bangkinang Kota.

**Keywords:** Free Fire Online Game, Impact, Social Behavior.

### Abstrak

*Penelitian ini bertujuan untuk mengetahui bagaimana dampak game online Free Fire terhadap perilaku sosial siswa SDN 004 Bangkinang Kota. Penelitian ini merupakan penelitian kuantitatif dengan menggunakan metode exposed facto. Populasi dalam penelitian ini adalah siswa kelas III SD Negeri 004 Bangkinang Kota, sedangkan sampel yang digunakan dalam penelitian ini yaitu sebanyak 40 siswa. Adapun hasil temuan penting yang didapat yaitu siswa SD Negeri 004 Bangkinang Kota mengalami kecanduan game online yang berdampak pada perilaku sosial siswa yang cenderung mudah marah, menggunakan bahasa yang kasar atau tidak sopan kepada guru dan juga temannya. Kecanduan game online yang dialami pada masa kanak-kanak dapat mempengaruhi aspek perilaku sosial siswa dalam menjalani kehidupan sehari-hari terutama pada siswa kelas III SD Negeri 004 Bangkinang Kota yang sedang memasuki masa kanak-kanak akhir sehingga perlu dibahas dampak positif dan juga dampak negatifnya lebih lanjut. Game online dapat berdampak positif karena melalui*

*game online siswa dapat melatih pola pikir, mengajarkan siswa untuk dapat bersosialisasi dengan sesama tim, dan sebagai penghibur disaat lelah. Game online juga dapat berdampak negatif karena dapat mempengaruhi pola perilaku siswa, mengganggu kesehatan, dan menimbulkan kecanduan.. Hasil penelitian didapatkan sebanyak 26 responden (65%) intensitas bermain game online free fire dalam kategori sering. Sebanyak 45% permainan game online free fire berdampak positif pada siswa dan sebanyak 55% permainan game online free fire berdampak negatif pada siswa. Hasil penelitian menunjukkan bahwa terdapat dampak game online Free Fire terhadap perilaku sosial siswa di SD Negeri 004 Bangkinang Kota.*

**Kata kunci:** *Dampak, Game Online Free Fire, Perilaku Sosial.*

## INTRODUCTION

Over the past ten years, online games have become increasingly popular among children, youth, and adults. Today, players from all over the world can play online games together, even from different countries. This is supported by the many online game platforms that can be accessed via smartphones by everyone, including children, at any time, so many children like to play these online games. (Wahyuni, 2021). The emergence of online games amidst the rapid development of technology has significantly impacted players' personal growth and adaptability. Online game players come from all age groups, including elementary, junior high, high school, university students, and adults; therefore, the influence of online games can change children's achievements and behavior, which leads to social deviations. Many young people who enjoy playing video games struggle academically, develop personality problems, suffer from mental illness, and even commit crimes. Online games contain addictive or addictive properties that can change the psychology of children.

Online game users no longer see gender or age. Adults, teenagers, and students as young as Elementary School (SD) age also use online games. As a result, it is common to see elementary school students actively playing online games on cell phones or other devices. Elementary school students are children in the age range of 7-12 years. In this age range, students tend to be quickly interested in new things, especially those related to technology (Hermawan, 2021). Technological developments within the scope of children must be under the supervision of adults so that technology does not harm children (Alia & Irwansyah, 2018; Baharun & Finori, 2019). One form of technological development that causes harm to children is the development of online game technology. Changes resulting from addiction are mainly related to students' social behavior; children often engage in gaming activities that can reduce positive actions, such as studying and interacting with peers (Arianto & Bahfiarti, 2020).

Based on an initial survey of SD Negeri 004 Bangkinang Kota, students who play free fire online games, it can be found that the psychology of children playing these games experienced many changes in their social behavior. Some children are more likely to be irritable, speak rudely, have difficulty concentrating, are lazy, and lack creativity. Children who are addicted to online games will spend less time socializing with peers because games have the potential to isolate children from the social environment (Ulya et al., 2021). On the other hand, children need social skills to build friendships, resolve conflicts, and work well in groups. Children's social relationships with peers have an essential meaning for children's social life. One of the most critical functions of peer groups is to

provide a source of information and comparison about the world outside the family. Children receive feedback about their abilities from peer groups.

Research conducted by Al Fanizat (2021) shows that, in class III at SDN 001 Sejangat, most male students who play free fire online games can harm children's social behavior and learning activities. Children become lazy to study and interact less with their environment, making it difficult for them to be motivated to learn, be creative, and participate in activities. The results of this study contradict the research of Ramdani (2018), who found that based on research results, online games have a positive effect on student behavior at SDN Bawakaraeng 1 Makassar City, such as making new friends, teaching cohesiveness, honing brain skills and so on.

Based on the results of this study, it can be said that playing free fire online games has a positive and negative impact on students' social behavior. Seeing that the online free fire game has proven to have positive and negative effects on students' social behavior, the researcher is also interested in conducting the same research related to the impact of using free fire online games on the social behavior of students at SD Negeri 004 Bangkinang Kota. Previous research only discussed the impact of using online games. However, in this study, researchers also examined the intensity of online game use, apart from consulting the result of online game use. Based on the background above, the researcher is interested in research to find out how the impact of free fire online games has on the social behavior of elementary school students with the title "The Impact of Free Fire Online Games on the social behavior of students at SDN 004 Bangkinang Kota".

## **METHOD**

The type of research used in this research is quantitative research with the exposed facto method, carried out to examine events that have occurred by directly reading the impact of the independent variables on the dependent variable. The target population in this study was class III students at SDN 004 Bangkinang, while the study sample was 40 students. Data collection techniques were used in this study using questionnaires and documentation. So that the conclusions obtained from testing the research hypothesis can be justified scientifically, an analysis of the research data is carried out. Data analysis used on research data includes descriptive analysis, analysis of the requirements test, and inferential analysis. Descriptive analysis was carried out to describe the data in the form of a frequency distribution table, and then the data was analyzed in stages according to each research objective. An analysis of the prerequisite test was conducted to find the validity and reliability of the impact questionnaire using the free fire online game, carried out using the SPSS program. In contrast, the inferential or final analysis uses a simple regression analysis carried out using the help of the SPSS program.

## **RESULTS AND DISCUSSION**

Based on the research that has been done regarding the intensity of using online games and also the impact of using free fire online games on social behavior at SD Negeri 004 Bangkinang Kota, the following findings are obtained:

The intensity of Free Fire Online Games for Students at SDN 004 Bangkinang City From the results of the questionnaire about the intensity of playing free fire online games, it was found that as many as 26 respondents (65%) the intensity of playing free fire online games was in the frequent category. The results of research conducted by SD Negeri 004 Bangkinang Kota students spend a maximum of 4-6 hours a day playing online games that they enjoy. The intensity of playing online games is the length of play every day, and a game often contains new things that make players curious, so the game takes a lot of time. Aspects that cause frequent gameplay are frequency (duration of time playing games), types of game play, exciting game features, and rewards obtained in the game that become interesting to be played continuously and cause addiction. From the facts on the ground, it was found that children play online games for about 4-6 hours or even more, most often spend more time playing online games than hanging out with family, and often get emotional. According to Asri (2012) a person will need a long time to play online games when he is addicted to online games.

Addiction can be interpreted as "An activity or substance we repeatedly crave to experience, and for which we are willing to pay the price (or negative consequences)," which means an activity or substance carried out repeatedly and can cause harmful effects (Johan, 2019). Addiction is dependent behavior or a solid bound state physically and psychologically in doing something; there is an unpleasant feeling if this is not fulfilled (Akbar, 2020). Furthermore, Akbar (2020) explains that online game addiction is a condition in which a person is bound by a robust habit and cannot escape playing online games; from time to time, there will be an increase in the frequency, duration, or amount of doing so, regardless of concerned about the negative consequences that exist in him. One of the negative consequences of using online games is that they affect the psychology of children, where children will tend to speak harshly, behave aggressively, and view reality as imitating characters in games that have made children addicted. This is none other because they are still at the easy stage of imitation or imitation in the psychology of child development.

According to Kusumawati (2017), children tend to be addicted to online games. This is because children cannot share their time, so children addicted to online games every day will always play online games and will not feel satisfied. Online games provide entertainment and challenges for everyone who wants to play them because online games are exciting to play, so individuals who play online games without taking into account the time to achieve satisfaction. Individuals who play continuously can become online game addicts (Nuyens et al., 2016). From the facts and opinions, it can be concluded that children experience addiction to online games when they spend 4-6 hours a day. This means that children prefer to play online games without paying attention to time because online games have different variations and levels of difficulty or challenges, and also, there are many characters to play. This online game can also make children interested in playing online games.

### **The Impact of the Free Fire Online Game on Students at SDN 004 Bangkinang City.**

With the development of technology and communication in the era of increasing globalization, it is hoped that children will be able to recognize positive characters based on media technology. Over time, human creativity in the use and development of technology is increasingly rapid and extraordinary, from technological developments that are useful for communication to technical

developments that are useful for entertainment, for example, games. With the rapid growth of games, many game media, such as online games, have been born (Febrina, 2014).

Online games are a form of technological development that can be used as a means of entertainment (Paremeswara & Lestari, 2021). In this modern era, playing online games has become one of the activities that are very popular with people from young to old. The reason is that most children like online games because they are more interesting than learning at school and in online games there are also various obstacles and challenges for each player to level up or level up in the game (Marhaeni et al., 2018). Online games that are currently popular with most children are free fire online games. Free fire is a battle royale-type online game that is very popular in Southeast Asia and South America. Many children like to play this online game because this game can be played by individuals or groups with a maximum of four players in one group.

Advances in online game technology, such as free fire online games, have had various kinds of impacts on students, both positive and negative effects. Based on the results of research and data processing, it was found that as much as 45% of the game online free fire had a positive impact on students. The positive effects of using free fire online games are as follows: First, students become more enthusiastic in carrying out activities and learning because playing online games is an activity that they enjoy. By playing games, students can play and learn new things simultaneously online game itself (Irmawati, 2019). Second, students think faster and improve concentration. Playing online games unknowingly can make students feel fast and make decisions, and be able to find ideas to finish the game and make good strategies to defeat enemies and survive to become a winner (Fahlepi, 2018). According to Fahlepi (2018) online games can have a positive impact because, with online games, students will be interested in participating in learning. Online games can hone the brain's ability to be able to solve, analyze, and think creatively and imaginatively. This shows that online games can train children's intelligence. Third, students can improve teamwork and socialize. Based on information obtained from students, playing free fire online games with this type of team requires them to be able to work together, and must create good communication when playing games, so that there are no misunderstandings between players and other players and in order to achieve goals. The same thing, namely winning (Endang, 2019). Fourth, Rahmad (2015) states that the positive impact of using online games is fatigue entertainment. Most students think that playing free fire online games is a medium of entertainment to fill their free time. By playing online games, besides being able to continue to a higher level, players also feel their minds become fresher. Because playing online games is one of the activities they enjoy doing. When playing online games, students feel entertained by the games they play.

Surbakti (2017) states that online games are a new way of life for some people in every group of young people or students. According to Barata (2020) he stated that the free fire online game is the best survival shooter game available on cellphones. According to Furqon (2020) online games free fire is one of the games that many players are addicted to. Free fire online game is a battle royale game released on September 30, 2017 by the Garena company. This game can be played in all circles, including children who are still in elementary school. Besides having a positive impact, addiction to playing this game can also result in very high losses, such as having a negative impact on students'

social behavior. The results of the study show that as much as 55% of online free fire games hurt students.

The negative impact that arises from the habit of students playing online games is that there is a change in behavior that is most felt; namely, children tend to prefer to stay at home alone rather than play with their peers (Sundara et al., 2020). This then has an impact on a decrease in students' social attitudes. Social attitudes are patterns of behavior and actions shown by someone in a community environment, for example, interacting, helping each other, respecting each other, and so on (Nurfirdaus & Risnawati, 2019; Septiani & Djuhan, 2021). Social attitudes need to be owned and developed within the individual. With good social attitudes, a person can live in peace, harmony, comfort, and peace (Anisah et al., 2021). Children with low social attitudes due to playing too many games should receive immediate attention from their families or teachers. Parents and teachers have a role in introducing students to the surrounding environment, peers, and society. This is intended so that later students as social beings have no difficulty in interacting and socializing with the community.

Another change in attitude shown by students who are addicted to playing games is that students tend to be lazy and experience a decrease in learning outcomes (Nizar & Hajaroh, 2019). A lazy attitude arises because students are more interested in playing games than studying or doing other activities (Syifa et al., 2019). To overcome this problem, parents are required to be able to place limits on students' playing games (Safitri et al., 2020). In addition, teachers as educators also play a role in reminding students of the dangers of playing too many games. Teachers can reduce student addiction to playing games, namely carrying out the learning process by applying the learning while playing method so that students are interested in learning (Tohet & Mauliza, 2021; Ulya et al., 2021). In addition, teachers can also apply group learning processes to increase student interaction with their friends. Internal and external factors can cause the existence of student addiction to playing games. For example, lack of parental attention (Amran et al., 2020). Modern parents tend to be happier when their children just stay at home and play with gadgets rather than their children playing outside the house. The attitude of such parents certainly harms the social and emotional development of children. Parents, as the main pillars determining the process of child growth and development, have a role to teach and direct children in a better direction (Hidayat & Bujuri, 2020; Darwis et al., 2020; Baiti, et al, 2022). Children in a good family environment will develop into good children who can respect others, and vice versa.

The results obtained in this study are in line with the results of previous research, which also revealed that the use of gadgets affects the psychological development of children, especially aspects of emotional growth and moral development. Moral development of children who are addicted to playing devices will become lazy to do anything, abandon their obligation to worship, and reduce study time due to playing games too often (Syifa et al., 2019).

Other research also reveals that addiction to playing online games will have a negative effect on student learning outcomes (Kurnada & Iskandar, 2021). Subsequent research has also revealed that playing online games negatively affects children's emotional and social development, including those who are irritable, more aggressive, and lack interaction with the people around them (Paremeswara &

Lestari, 2021). Based on these results, playing games can have positive and negative effects if done excessively.

## CONCLUSION

From the results of the research that the researchers have done and the research that has been done before, it can be concluded that online games have positive and negative impacts. However, in this study, essential findings were obtained: the intensity of online game use by students, around 4-6 hours or even more, can cause students to become addicted to playing online games. Addiction to online games carried out by students can have various impacts, especially on students' social behavior, both positive and negative effects. The positive impact of using online games is that they can train mindsets, teach students to be able to socialize with fellow teams, and as entertainers when tired. Online games can also have a negative impact, which can affect student behavior patterns, interfere with health, and cause addiction.

Based on the researcher's experience in this research process, some limitations are experienced and can be several factors that future researchers can consider in perfecting this research itself; of course, some deficiencies need to be continuously corrected for further research. Some limitations in this study are: First, the sample size is only 40 people; of course, it is still insufficient to describe the actual use of online games. Second, the object of research is only focused on free fire online games, which are only one of many online games that are currently popular among children. Third, in the data collection process, the information provided by students through questionnaires sometimes needs to show true opinions; this happens because sometimes there are different thoughts, assumptions, and understandings for each student.

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