

Impact of Online Games On Student Learning Motivation in SMA Negeri 2 Gamping Academic Year 2021/2022

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ABSTRACT

Study this aims (1) for knowing impact positive online game to motivation study SMP Negeri 2 Gamping students, (2) Impact negative online game to motivation study SMP Negeri 2 Gamping students, and (3) Services guidance and counseling provided by guidance and counseling teachers in accompaniment students playing online games. Study this use method study qualitative. Method data collection using observation, interview, and documentation. Data obtained then analyzed use descriptive qualitative with steps data reduction, data presentation, and withdrawal conclusion. Test data validity using triangulation source and triangulation technique. Research results this namely (1) Impact positive that arises from use online game to motivation study students at SMP Negeri 2 Gamping that is online game as means entertainment when student fed up with lessons and after learning finished on time rest school, (2) Impact negativity that arises from use online game to motivation study students at SMP Negeri 2 Gamping that is decrease time study student, student be lazy in study, lazy to do Duty so that late gather assignments , students not enough focus in study late come to school because get up oversleep caused play online game until late night so that at school student sleepy in class, so motivation study student decreased, and (3) Guidance and counseling teachers at SMP Negeri 2 Gamping give accompaniment students playing online games and motivation study with give service guidance classic, service guidance groups, and services individual counseling to students, but student not yet feel benefit from accompaniment that and the guardian class no there is collaboration with guidance and counseling teachers in accompaniment students playing online games.

Keywords: online games, motivation study, junior high school student

INTRODUCTION

In modern times when this development technology the more advanced especially in field technology results from development technology moment this is the internet. Based on results of statistical data survey conducted by the Association Indonesian Internet Service Provider APJII in 2020 explained that amount internet users in Indonesia up to the second quarter of 2020 rose to 73.7% from population. Internet users equivalent to 196.7 million, almost over 200 million user from population The population in Indonesia is 266.9 million. Internet use in content lots of entertainment access to one online game by 16.5%. The Verizon company (CNN Indonesia, 2020) states that percentage user online game During the Covid-19 pandemic has significant improvement that is increase as much as 75 % during peak hours. Launch Tech Crunch (CNN Indonesia, 2020) distribution plate steam game notes record user games with more from 20 million users on March 16, 2020. Online game have power pull self made student more happy play online game. Player online game majority originated from circle elementary, middle, high

school and college students. Play online game will impact on pattern students' lives and impact on motivation study students. Based on results Interview with guidance and counseling teachers at SMP Negeri 2 Gamping on December 4, 2021 received information that at SMP Negeri 2 Gamping there is partial student big often play online game. This thing occur because student not yet can use online game in accordance with student status as student. This thing could seen when student busy play online game and forget time for more activities positive. So that Duty student Becomes abandoned, collect Duty late and present presence too late. Online games also provide motivation to student for study, because there are parents who allow her son play online game with provision must study and work Duty more first, so Thing this could give motivation child for study. Based on results observation at SMP Negeri 2 Gamping researcher find students who are still often play online game when be in the neighborhood school and parents student complaining to guardian class related son who often play online games at home that result in child more choose play online game than following learning and working task.

Destination study this is for knowing impact positive online game to motivation study SMP Negeri 2 Gamping students, for knowing impact negative online game to motivation study SMP Negeri 2 Gamping students, and for knowing service guidance and counseling provided by guidance and counseling teachers in accompaniment students playing online game. According to Ondang et al (2020: 2), online games is games computer that can played by multiplayer utilizing network computer (LAN or internet), as the medium . But now play online game can conducted at home with use computers and internet - connected gadgets. Whereas according to Surbakti (2017: 30) explains that online game is video games played use network computer personal or video game console. Based on opinion on could concluded that online game is type game that utilizes network computer (LAN or internet) that can played by multiplayer use connected computers and gadgets with internet network. According to Syahran (2015: 88) explains that characteristic features somebody could said addicted to online game is always and often thinking about games, always look for time to be able play games, ask device for play games, and wasteful in expenditure for play online game. Whereas according to Wiguna et al (2018:45) explains that characteristics of people who experience addicted play online games are use up time more from 8 hours only for play online game, not enough nurse self and pattern eat no regular because more choose play online games, and willing sell goods valuable for buy online game vouchers. Based on opinion on could concluded that the characteristics of an addicted person online game is more many time for play online game than other activities, wasteful in expenses, always thinking for play online games, and the lack of communication with the people around. According to Amiruddin (2019: 119) suggests that benefit or utility online games, including: means entertainment that can provide interaction social , building work same when game played by multiplayer , get reduce forget or senility for elderly , able increase trust self moment dominate game with good , able develop ability reading , math and solving problem , make child Becomes know with technology era now, train coordination Among eyes , hands , and skills motor, and weaving good communication Among one each other. According to Ondang (2020: 8) explains that benefit play online game is as a medium of entertainment in fill in time leisure, treat saturation because many task, train brain because in game online game certain strategy and concentration are needed, and can follow tournament e-sports for get present millions of rupiah. Based on opinion on could concluded that benefit online games are could used as a medium of entertainment, for fill in time leisure , training concentration brain , follow tournament e-sports for earn money, and be able increase work same in a team. According to Ondang et al (2020: 8) suggested that impact positive in play online game could give benefit or influence good for users,

because for the players could used as a medium of entertainment in fill in time leisure and healing saturation because many task. Whereas according to Syahran (2015: 89) explains that impact positive play online game is as means entertainment, where someone who plays online game feel happy and happy after doing activity . Based on opinion on could concluded that impact positive play online game is could practice Skills in solving problem, make decision, work same with others, concentration, and ability language english . Besides it can also used as a medium of entertainment and can make money when follow tournament e-sports. According to Ondang et al (2020: 8) suggested that impact negative play online game is cause addicted because play games with great frequency and intensity. Someone who is addicted online game will often forget with obligations, such as lazy bathing, eating , being cool , no care with duties, and achievement targets that must be achieved. So that be lazy in all thing. Besides that with play online games can also influence psychic a gamers, start from good mental attitude cursing and mocking opponent play because feel emotions. Next could disturbing body organ performance because often staying up late which results in late for get up morning, less focus , no could concentrate , and often sleepy moment To do activity. Discussion above is also in line with those who have stated by Syahran (2015: 90) that impact negative playing online games is lack of socialize environment around, forget activity everyday, make addicted, become forget time , and affect pattern think someone . Based on opinion on could concluded that impact negative play online game is could trigger child for increase thought aggressive because in games many contain a number of content violence , less socialize environment around because use up time only for play games , annoying health body because playing the game too long , and can forget activity everyday, and become wasteful expenditure. According to Kholidah (2019: 115), motivation is as something the driving force that changes energy in self somebody to in form activity real for reach purpose . In the learning process , motivation is needed , because if somebody no have motivation study , then no will To do activity study . Motivation as well the driving force that changes energy in self somebody to in form activity real for reach destination certain . Whereas according to Donald (in Djamarah, 2011 : 148), motivation is change energy inside self someone tagged with emergence effective (feeling) and reaction for reach purpose. According to Kholidah (2019: 38), study is activity body and soul for get something change Act in demand as results from experience individual in interaction with the environment that concerns cognitive, affective, and psychomotor . Based on expert opinion above, then could concluded that motivation study is something condition in self pushing individual individual the for To do activity study for reach destination in change Act behave in order to dominate something new in the form of knowledge, abilities, skills, habits, and attitudes.

METHOD

Study this use method study qualitative purpose for get description about impact online game to motivation study SMP Negeri 2 Gamping students. Study qualitative is data collection on a background natural with interpret phenomenon that occurs, where researcher as instrument key. Data used in study this are primary data and secondary data. Researcher obtain primary data with To do Interview to data source in study this that is students, guidance and counseling teachers, and guardians class . Secondary data in study this cover profile school, structure organization school , name list educators and staff education , list of names students , guidance and counseling programs , and administration guidance and counselling.

Procedure data collection used researcher for obtain the required data in study this is with observation , interview , and documentation . Observation conducted for observe related things

with impact online game at SMP Negeri 2 Gamping . Interview conducted to students , guidance and counseling teachers , and guardians class . Document the like profile school , structure organization school , name list educators and staff education , list of names students , guidance and counseling programs , and administration guidance and counselling . Instrument data collection in study this that is guidelines observation , guide interviews , and documentation . Researcher use four procedure data analysis , steps in carry out the data analysis process , namely: data collection , data reduction , data presentation , and data verification . Data collection is done with search , record , and collect data using results interviews , observations , and related documentation with impact online game to motivation study students . Reducing data means summarize , choose the main things , focus on the things that are important , and look for themes and patterns . Data presentation can be conducted in form description brief , charts , tables, graphs, and the like . Presentation of data in study frequent qualitative used is with text that is narrative. Data verification is done with review repeat on notes in the field and when find theory new could outlined down with Matching with theory that has been there is. Researcher interesting conclusion based on data already obtained in research and verified in order to really could accountable . Inspection technique the validity of the data used in study this is triangulation source and triangulation technique . Triangulation source for test credibility of data about impact online game to motivation study student done with test the data obtained from one source for then compared with data from another source . Whereas triangulation technique for test credibility of data about impact online game to motivation learning done with check data to same source with different techniques.

RESULTS AND DISCUSION

Impact positive that arises from play online game to motivation study SMP Negeri 2 Gamping siswa students that is online game made as means entertainment by students at the time fed up with lessons and after lesson on time rest school . Student Becomes more spirit motivation learn it for follow lesson next. Impact negativity that arises from play online game to motivation study student that is decrease time study students and more many play online game that makes student be lazy in study , lazy to do Duty so that tasks abandoned and late gather task, annoying concentration study cause student not enough focus in study late come to school because get up oversleep caused play online game until late night so that at school student sleepy in class, no enthusiastic in follow lesson so that no can follow lesson with fine , so motivation study student decreased. Service guidance and counseling provided by guidance and counseling teachers in accompaniment students playing online game that is service classic , service guidance groups, and services counseling individual . Guidance and counseling teacher doing action preventive and curative with service that leads to action preventive use service classics and guidance group, then for action curative use service individual counseling in resolve problem students . Student given materials and assignments by guidance and counseling teachers in accompaniment students. Guardian class no knowing service guidance and counseling provided by the guidance and counseling teacher and not collaborate with guidance and counseling teachers in accompaniment students playing _ online game.

Impact positive online game to motivation study students at SMP Negeri 2 Gamping that is as means entertainment when student feel saturated . Discussion on in line with those who have put forward by Ondang et al (2020:8) says that impact positive in play online game could give benefit or influence good for users , because for the players could used as a medium of entertainment in fill in time leisure and healing saturation because many task . Discussion above is also in line with

those who have stated by Syahran (2015: 89) that impact positive play online game is as means entertainment , where someone who plays online game feel happy and happy after doing activity.

Impact negative online game to motivation study students at SMP Negeri 2 Gamping that is decrease time learn , make student be lazy, student not enough focus , students late because get up oversleep caused play online game until late night , students sleepy , so motivation study student decreased . Discussion on in line with those who have put forward by Ondang et al (2020:8) says that impact negative play online game could cause addicted because play games with great frequency. Someone who is addicted online game often forget with obligations , such as lazy bathing, eating , no care with tasks , and achievement targets that must be achieved . Next online game could disturbing body organ performance because often staying up late which results in late for get up morning , less focus , no could concentrate , and often sleepy moment To do activity . Discussion above is also in line with those who have stated by Syahran (2015: 90) that impact negative play online game is lack of socialize environment around, forget activity everyday , make addicted , become forget time , and affect pattern think someone.

Guidance and counseling teacher at SMP Negeri 2 Gamping give service guidance classic , service guidance groups , and services counseling individual in accompaniment students playing online games . Discussion on in line with those who have stated by Mukhtar, et al (2016: 8) that guidance classic is service assistance provided to student in unit class between 30-40 people through activity served classic with systematic. Guidance classic this character preventive and provide oriented understanding in field learning, personal , social , and career goals give accurate information in order to help individual for taking decisions and develop its potential optimally. Discussion above is also in line with those who have put forward by Marsudi et al (2010: 97) that service guidance group is guidance given to group students (even though no all student in group the problem) with utilise dynamics or atmosphere group. Discussion above is also in line with those who have put forward by Marsudi et al (2010: 96) that service individual counseling is service guidance and counseling provided to student for get service by stare advance with power or tutor in skeleton discussion and alleviation the problem.

CONCLUSION

Impact positive that arises from use of online games against motivation study student that is online game as means entertainment when student fed up with lessons and after learning finished on time rest school . Student Becomes more spirit motivation learn it for follow lesson after break _ school . This thing caused because student can utilise online game by good. Impact negativity that arises from use online game to motivation study student that is decrease time study students and more many play online game that makes student be lazy in study , lazy to do Duty so that late gather assignments , students not enough focus in study late _ come to school because get up oversleep caused _ play online games until late night so that at school student sleepy in class , so motivation study student decreased . This thing caused because student no can utilise online game by good . Guidance and counseling teacher give service guidance classic , service guidance groups, and services individual counseling to students , but student not yet feel benefit from accompaniment that . Guardian class no there is collaboration with guidance and counseling teachers in accompaniment students playing online game.

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