
The Impacts of Online Games on Students' English Achievement

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Keywords

*Online Games;
Students English
Achievement.*

Abstract

Focus of the research is to know the analysis of online games on Students English Achievement. Therefore the researcher formulated a research question what are the impact of online game on students English achievement? This research used qualitative method and analysis of Online Games. The researcher used interview and documentation in collecting the data. The objective of the research showed that To investigate the impact of online games on students achievement The research result is the impact of online games on learning English, based on findings in the field, it can be concluded that students have difficulty finding good learning conditions especially during this pandemic because it requires students to learn Via Online, students experience problems in managing independent learning time, doing assignments so you play more often. In terms of learning English, play online games has a huge influence on students' learning patterns and think patterns, how students write, especially in the sentence write section because English has a difference between pronunciation and write, but along with technological developments that make it easier for students to write.

INTRODUCTION

Computer has many shortcomings when used to play online games, for example the game cannot run smoothly or is unable to operate online games with the best graphics. Moreover, an internet connection for online gaming must also be adequate. Look from the capital for the game center which is a place to play a large enough online game, the reality of people in cities and villages game center is very easy to find and make it easy to be addictive for some gamers.

Online games today are not the same as when online games were introduced for the first time. Student motivation to learn is increasing, including addiction to online games which develops in our society, especially Indonesia. The assumption that there is motivation to learn can be seen with the achievements and cognitive perspectives of students, both elementary school students and college students. Existing status does not make much difference in learning motivation. This becomes a tendency that awareness of learning motivation is not only seen from the aspect of age and status but also seen from the lifestyle of each individual.

The paradigm in developing technology is to help and stimulate learning motivation in both the cognitive and psychomotor aspects of students in the modern era now. Otherwise is the development of technology and the existence of online games are making a reverse, most online game addicts reduce their motivation to learn. According to an expert named Dr. Gumilar, online game addiction can also change abnormal behavior. Addicts to this game would usually experience anxiety and restlessness when asked to stop playing.

Online learning is the main problem of students in the learning process, students are not able to receive learning material well, this happens when learning achievement decreases and memory is reduced, the factor is reduced learning time, learning becomes difficult for students to understand, each meeting only gives assignments to students. From here, boredom and laziness also emerge students who are more likely to use gadgets for things outside the learning process such as playing social media, playing online games, one of which the researchers found is that students' learning achievement in school is less because students spend more time. Played games rather than studied.

English is the second language taught in schools in the world of education because English practice is no longer limited to international goals but also local communication. In Indonesia, English is one of the main subjects in education. The students spend more time playing games than studying, it makes the achievement that has been achieved decreases, conducted research to determine the impact and what factors cause student achievement to decline.

The development of online games seems to be the most important requirement for gamers, especially among teenagers. Online games can be played in single player or

multiplayer with very rapid technological developments that have an impact on users. Online games are often played over a network (LAN and internet bots). The development of online games itself cannot be separated from the development of computer technology and computer networks themselves. The explosion of online games itself is a reflection of the rapid growth of computer networks that were previously slow and continue to develop until now. Student motivation to learn is decreasing due to online game addiction that is developing in our society in particular, playing online games is a big problem faced by students because as a result of playing games students tend to play continuously for hours making students lazy, sleepy and will even affect their learning achievement because addiction to playing online games will reduce their learning concentration. It takes time to play online games rather than learning, this is what encourages researcher to find out the impacts of addiction to playing online games on student learning achievement.

METHODS

In this research, researcher wants to obtain information about the impact of online games on student learning achievement. In this case the researcher would use a qualitative descriptive design. Descriptive qualitative design is research designed to obtain information about current status phenomena. In qualitative research, there is little or no statistics. Based on this theory, the research design in this research is a descriptive design with a qualitative approach.

Descriptive qualitative design involves collecting data to answer questions about the current status of research subjects. A descriptive research determines and reports what it is. Descriptive research is scientific research that describes events, phenomena or facts that are systematically related to a particular region or population.

This research includes the type of case research using descriptive qualitative method. Researcher has the characteristics as stated by the experts as a research that is conducted intensively, detailed and depth toward an organization, institution or certain phenomenon. Case can be an individual, an institution or a group considered as a unit in the research.

Regarding the explanation, this research is a case research because of its characteristics. This research tries to explore certain information about a phenomenon or case of a subject. The case of this research is the problem of students in student achievement and due to this research is a case research, it uses descriptive qualitative method. Descriptive method is a method that researcher the status of human, an object, a set of condition, a system of thought, or even a class of phenomenon at the present. Qualitative research is a research procedure which produces written or spoken descriptive data of research that is possible to observe. This research uses that method because it is in line with research objectives that focus on the impact of online games on student learning achievement. This analysis tries to identify

community problems in learning English and the possible causes of online games faced by students in learning English.

The results of the research emphasize more toward the data interpretation found in the field. The results are not written in the form of figures and tables with statistical measures, but it is illustrated in the form of describing words to the results and it is presented in narrative.

RESULTS AND DISCUSSIONS

Research findings to answer the problem formulations previously formulated. Presentation of data based on interviews with participants and interview analysis. In this section the researcher would explain the impact of online games on English learning achievement.

Based on the interviews that have been conducted, the researcher found some data from activities outside of school such as the habits of students when they are at home playing more games than research, especially in the midst of the Covid-19 pandemic which requires students. Conducted online research, based on the results of interviews with students. The term playing games is more frequent than research because playing games is very fun.

The Impact of Online Games on Student English Achievement

Online games are one type of computer game that utilizes the internet network. This type of game can be accessed by game lovers directly from the company's systems via the internet network on computers, laptops, tablets or phones. In addition, online games can be played together with other players (player / gamers) and communicate between other players in the same game. Examples of online games that are currently in high demand include Mobile Legend, Free Fire, Pubg etc.

The following is a table that presents the impact of online games on students' English learning achievement:

Table 4.1
The Impact of Online Games on Student English Achievement

No	Impact point
1	Interferes With Health
2	Time Consuming
3	Addiction
4	Making People Stupid
5	Make People Addicted
6	Cause Violence
7	Skiping Class For Playing Games

In table 4.1, it has been present what impact online games would have on student learning English achievement, namely the researcher found 7 kinds of impacts that can be caused by online games on learning English achievement.

Interferes with health

The impact of playing excessive online games is that it can interfere with one's physical and spiritual health, because someone who plays games excessively can endanger himself and his health is disturbed. Of the most frequent ones is eye disease, lack of reduction, lack of sleep and much more. Researcher findings related to this can be seen from the results of interviews with respondents as follows:

Researcher: After you become addicted to playing games, can you briefly tell us whether there was any impact playing had on your learning achievement at school. Where the results of playing excessive games to forgetting the rest period make a person's physical condition weak, the brain would be very chaotic and difficult to think, this is very influential on student achievement where if one's concentration decreases it would be difficult to understand the lesson. Given, when playing excessive games, the eyes would feel tired and would result in impaired vision, addiction to playing games and forgetting to take breaks that would result in students being sleepy and causing lack of concentration to catch the lessons given.

Time consuming

Based on the results of interviews with respondents, researcher found that they play online games all day long with different durations, playing online games is not just playing single player online games, but they like to make members or groups communicate with each other when playing together, some even meet in person. , gathering to form all teams, according to respondents playing with the team would be easier, tense and very fun, sometimes on holidays they usually gather to play together, play late at night until early morning.

Playing online games makes a person feel happy because he gets psychological satisfaction. Most of the games are designed in such a way as to make gamers curious and chase high scores, so they often lose track of time even to stop being established. Excessive online game play, causes an obsession to win and become a character in the game as desired. If it is not immediately controlled, the desire to always play excessive online games can arise. Excessive online gaming behavior has a negative impact. Playing online games is excessive because someone would only feel happy and comfortable when they can play the game. Therefore, people who play online games excessively would feel dissatisfied and unsettled, no one can play online games.

In the results of the interview, the respondent played with a single player but was not satisfied so that he invited friends and people around him to form a team to play together, this is what made respondents play for hours, forget about time and can affect their learning achievement.

Addiction

According to the World Health Organization (WHO), addiction to games or playing games compulsively can be categorized as a mental disorder. If this condition is allowed, it can interfere with family and social relationships, education, and other normal functions.

Someone who tends to be addicted to playing games has bad learning problems and it would certainly affect their learning achievement.

The findings of the researcher interview with the respondent, the researcher can conclude that students are more fond of playing games than learning, causing excessive addiction to make students forget the time to study and work on assignments, students who tend to be addicted to online games will usually discuss games more often than their learning.

When a person experiences addiction, there are functional and structural changes in the nervous system, especially in the system that discusses pleasure, learning, and motivation. As it turns out, the brain changes that online game addicts have seen with the changes seen in other addiction disorders.

Making People Stupid

Playing too much games can slowly cause brain damage. A study says that playing games excessively can reduce the gray matter in the hippocampus, a part of our brain. As many as 85% of gamers rely on caudate nuclei when playing. The more often we use that part of the brain, the less often we use the hippocampus. What are the consequences? It can lead to decreased spatial awareness of our subject and loss of short-term memory abilities.

Based on the results of interviews, researchers with research respondents can analyze that playing online games excessively can cause a person's mind to become chaotic, it is difficult to catch lessons, take all matters easy, to be forgetful. As mentioned by the researcher in the results of the interviews with the respondents above.

Excessive game play would damage the brain and nervous system because playing the game too long would make the mind messy and will forget about the assigned tasks besides that in addition to playing excessive games would make the mind dumb because it would only remember about the game and would have difficulty remembering the lesson.

Make People Addicted

One of the entertainment activities that many people do in this digital era is playing games, especially on cellphones or other gadgets. There are some people who play games just to get relaxed after having a busy or tiring day, but there are also those who play games

constantly because they have become addicts. They would play without paying attention to time, ignoring other more important things, such as resting, work and even studying.

Based on the results of interviews with researchers with respondent, it can be seen that students spend more time playing games, causing their curiosity about lessons to decrease, making their learning achievement decrease, besides online game games which always provide new experiences that are very challenging to be their reason. Play the game continuously.

When a person experiences addiction, there are functional and structural changes in the nervous system, especially in the system that discusses pleasure, learning, and motivation. As it turns out, the brain changes that online game addicts have seen with the changes seen in other addiction disorders.

Cause violence

Emotional increase, especially among junior high school students who have not been able to control their emotional level, even demonstrating what they see in a game they play.

The principle of video games is bad because some types of games contain physical violence such as Free Fire, a fighting game filled with violent and bloody scenes. Strict rules are needed for video game console entrepreneurs and online game rentals so as not to harm customers and damage children's future. Basically, the existing play station rental system is not very educational, so there needs to be game rules that benefit all parties.

Student who play online games excessively can get emotional easily, behave more aggressively and get angry easily, easily say harsh and dirty sentences. This can happen because of several things, including if you fail to beat your opponent on the monitor screen, the game stop in someone's lane or is forced to let go of the fun to stop playing the game. Physically, exposure to computer radiation light can damage the nerves of the eye and brain.

Researcher: "What types of online games do you play? Can you name them all

Based on the results of interviews with researcher and respondents, it was found that one of the most played games is the free fire game, which is an online game with the action adventure genre, which is a game played by several people. Play from all over the world fighting in a successful mini map. Killing an opponent is the winner, this free fire game contains elements of physical violence, namely in games that kill each other increases the emotions of the game and especially has a chat feature that can send messages to other players this game contains elements of violence because this game uses a lot.

Unusual words and because this game is indeed an action genre where they have to kill each other to fight for victory, players who can survive until the end of the match are the winners, sometimes the chat feature is misused to beat the players, it seems obvious that the game played by students of contain elements of violence.

Such violence would later have an impact on real human life, such as easy emotions, irritability and inappropriate speech, a relationship with student achievement, which can

be caused by students who tend to play games who have higher emotions and boredom for learning. Because they think the fun is only for playing games.

At School, researcher found one impact apart from the theory above.

Skiping Class for Playing Games

If you are in a bad condition, it is not uncommon for students who prefer to play games to go to school. They neglect their obligation to study for the sake of seeking pleasure that is only temporary. Although uncertain, this kind of thing certainly threatened their future.

Another factor that researcher also get is why there are still students who skip class hours to play games, namely because of an invitation from their friends, students take the opportunity to be able to go out to play games like what researcher got, namely when there is a teacher meeting held at school, students take advantage of game play.

The excitement of students in playing games is increasingly felt when students begin to forget their assignments and learning, choosing to play games from time to time prioritizing games rather than learning, students do not understand what they are doing so that students are still negligent in carrying out their duties and obligations as a student.

Based on the results of the interview, the researcher found that 2 out of 15 respondents had skipped playing games during class hours. This is because of his curiosity and addiction to online games, the invitation and influence given by his friends, exploiting the situation at a teacher meeting for skipping class playing games.

The two students out of fifteen respondents that the researcher found were unlikely to return to repeat this, their love for online games made students desperate and did not think about the disadvantages they would get when skipping class to play games.

Based on the research findings put forward by the researcher above, there are several components that are discussed in the research findings. This component consists of students' gaming habits, student playing time and student learning.

Researcher compared with previous findings, so it can be obtained similarities with the findings from Aarsheth E. In this study, he stated that in accordance with the writing test, of course there were quite a number of errors in the preparation of online game management. Today does not accurately measure students' grades and their learning¹. The similarity of research findings is to determine the impact of online games on student learning outcomes. Here the researchers conducted a similar study to previous studies, the difference being that the previous researchers did not analyze the definition of online games. The research study is focused on the impact and factors of online gaming on the achievement of learning English at in 2019/2020 academic year.

Based on the initial interview, it would found that students who were identified to play online games every day had low learning responsibility, low daily scores and tests, decreased achievement and were lazy. This is indicated by students not doing assignments from school, always procrastinating on work. In addition, the enthusiasm of students in participant in learning activities is very low shown by students who always procrastinate assignments given by the teacher at school, so that their tasks accumulate, play more often than study especially during this pandemic period which requires students to learn online which makes students more concerned with play rather than study. Here the researcher conducted the same research as previous research, but the difference was that the previous researcher did not analyze students' learning habits and play games.

Researchers found that students' learning habits were not good, the factor was because students were more concerned with playing online games than learning, so that it would have an impact on their English learning achievement. Learning habits as a learning routine, another finding that researcher get, students tend to play games without playing limits for hours of time that they should be able to use to study or do wasted assignments, during the pandemic, students learn through online where they would more assignments are given and the material presented by the teachers becomes less attractive, this can make students' learning enthusiasm decrease. Student study habits play an important role in improving students' understanding in learning English.

Based on the results of the research from the interview, the researcher found that ten out of fifteen participants had poor learning habits, students could not focus on the assignment given by the teacher, became lazy, lagged behind lessons, and always procrastinated time to study, impact is the result of It is more concerned with playing online games, based on the results of interviews with respondents playing games able to relieve stress due to assignments that are always given by a teacher, that's what happens in the field that researcher experience that students always delay postponing assignments so that they would accumulate and be late collecting assignments from time that has been determined, that is what can cause their achievement and grades to decrease if this often happens another thing that can happen is students would skipping class.

The impact of online games on student achievement regarding knowledge, skills and attitudes after going through certain processes, as a result of individual experiences and interactions with their environment, students become lazy to learn and forget time when playing games, very low learning motivation triggers their learning scores to also be low, health problems such as forgetfulness, eye pain and reduced concentration. Based on the results of the interview, it can be said that online games greatly affect English learning achievement.

Aarsheth, E. (2003) argued that in his research under the title "Pc Games, Console Online Games". In this research, he stated that he was in accordance with the writing test, of

course, there were quite a number of errors in the composition of online game management.

Achterbosh. (2007) stated in his research under the title "Massively Multiplayer Online Role Playing Games". What are games (or 'video games' as we usually call them) played over an internet connection, within a relatively short period of time, became a significant cultural phenomenon

CONCLUSION

From the results of the interviews obtained by researchers from the respondent, the researcher managed to find the impact that impact student English learning achievement, which are summarized as follows:

The impact of online games on learning English, based on findings in the field, it can be concluded that students have difficulty finding good learning conditions especially during this pandemic because it requires students to learn Via Online, students experience problems in managing independent learning time, doing assignments so you play more often. In terms of learning English, play online games has a huge influence on students' learning patterns and think patterns, how students write, especially in the sentence write section because English has a difference between pronunciation and write, but along with technological developments that make it easier for students to write. access various online games. Technological developments to date have affected student achievement.

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