

FACTORS INFLUENCING ONLINE GAME ADDICTION AMONG TEENAGERS IN JUNIOR HIGH SCHOOLS IN THE EAST JAKARTA INDONESIA (2022)

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Abstract: Online games are now familiar to children, especially teenagers, and these games are very popular. This game allows teenagers to be included in the criteria for addiction to online games, because the games are very exciting and look attractive to teenagers so they don't realize they are included in the criteria for addiction to online games. Online games are influenced by various type factor among them is factor type gender, motivation, type of online game, environment Friend peer, pattern parenting, and the economy family. Objective Study This done for identify the factors that influence online game addiction in adolescents. Metode This is quantitative with method cross sectional approach with chi-square test and spearman rank correlation test. Sample in study This of 106 samples with use technique purposive sampling. Tool measure used _ that is instrument for measure influencing factors _ online game addiction in adolescents with use scale likert. Results from study This obtained Factors that significantly influence online game addiction in adolescents are h factor pattern foster parents, _ factor motivation, factor environment Friend peers, and factors economy family. In conclusion is there is significant relationship _ between factor motivation, environment Friend peer, pattern parenting, and the economy family with online game addiction in adolescents. Almost part teenagers at SMP Muhammadiyah 5 East Jakarta have severe online game addiction because supported by the factors that influence it.

Keywords: Teenagers; online game; addiction

INTRODUCTION (12 pt

The phenomenon of playing online games among teenagers is something that must be considered. The emergence of online games has created a new risk for adolescents, namely the risk of online game addiction. Online games have seductive properties, which make individuals feel passionate about playing them, causing addictive behavior. Individuals willingly glued in front of the monitor for hours on end. Moreover, online game play is designed for reinforcement or reinforcement that is 'immediate' as soon as the game succeeds beyond a certain target. So that online games make teenagers more challenged and continue to pursue them and result in teenagers not having a priority scale in carrying out their daily activities (Hawadi, in Emria Fitri, 2018).

Online games have an allure for teenagers because the appearance of online games and their challenges can make teenagers even more motivated to use them. Because this game only requires a simple device such as a smartphone that has internet quota. On the other hand, games in online games are easy and fast for teenagers to use (Mertika and Mariana, 2020) . This causes addiction in adolescents.

Online game addiction is an attitude or behavior that is excessive in online games, where teenagers continuously play online games and they will find it very difficult to stop (Nurdilla, 2018). The online game addiction phase is a condition where it can be very difficult for teenagers to let go or leave the game they are playing. Online game addiction can cause very significant losses (Nurjannah and Santosa, 2022).

Early adolescents aged 12-15 years have a heavier level of online game addiction compared to other ages. The study (Kristiawan and Yunanto, 2021) draws a conclusion that the age that suffers the most from game addiction heavy online is 14 years old, which is 29%.

Adolescents with online game addiction show reduced signs and symptoms time for study and not Want to socialize with Friend his peers. Teenagers will experience a lack of self-confidence in getting along with the social environment, which will impact on personality changes that lead to anti-social attitudes if this happens continuously. As a result, teenagers become selfish and unable to adapt in a social environment. Game addicted teenager online often forget their obligations such as homework, lazy to bathe, lazy to eat, indifferent, and do not care about their obligations as students. Teenager No care with not quite enough he replied or objective must achieve _ achieved because teenager long fought for win game (Nurjannah and Santosa, 2022).

Studies (Surbakti, 2017) said that addicted teenager _ online games also have characteristics that is teenager speak rude as well as the language dirty, neglected activity in the real world. Declining health due to fatigue and irregular eating patterns, school assignments that are not done, and a number of other real-world activities that are not done are the effects that occur when playing online games which tend to bind teenagers' time to complete games played online.

Asleep moment lessons and breaks, often neglect or even ignore tasks given by educators, decreased _ performance teens and teens more choose For play online games, avoid or keep away self from environment (Fazia Wati, 2015).

Online Game Addiction in Teenagers will result impact physique like decline health in adolescents. Addicted teenager _ online game have Power stand weak body _ Because lack of activity physique like not enough exercise, often late eat even No Eat (Novrialdy, 2019). Addicted teenager _ games on line have quality bad sleep and duration _ short sleep _ so that teenager often experience disturbance Sleep or insomnia. The decline sharpness vision often stare screen smartphones or computers. duration duration plays games on line so that cause eye become fatigue so that cause abnormality eye refraction _ (Kusumaningrum, 2021). Addicted teenager _ games on line Already used to with interaction or socialize in cyberspace so that teenager will difficulty for interact or socialize in the real world. Teenager will have attitude antisocial, and not own interest for socialize or mingle with public surrounding (Novrialdy, 2019) According to the Newzoo report (Global Games Market Report) in 2018 the number of online game players was 2.3 billion people and increased to 2.4 billion people in 2019. Then in 2022 it increased to 2.69 billion people and is expected in 2023 will reach 3 billion people (Mais, Rompas and Gannika, 2020)

The high interest of teenagers to play online games from year to year attracts researchers to find answers to problems that attract the attention of researchers, namely by finding and uncovering facts about what factors can affect game addiction online. So, the author's hope is that online game addiction can become a concern for readers, parents and educational institutions.

Based on this description, researchers are interested in carrying out studies on the factors that influence online game addiction in adolescents because if it is not implemented seriously it can lead to more severe addiction because adolescents are the future of the nation. So the author's hope is that online game addiction can become a concern for readers, parents, and educational institutions.

METHOD (12 pt)

The research method used in this research is descriptive correlation where the researcher aims to make an object description and then find out the relationship between one variable and another. The research design used was cross sectional where the data were taken at the same time (Notoatmojo 2010). In this study, researchers wanted to know the factors that influence online game addiction in early adolescents. The population in this study were adolescents in junior high schools in the East Jakarta area, using a simple sampling technique to obtain a total sample of 106 respondents. Bivariate analysis in this study was to uncover facts regarding the relationship between the independent and dependent variables, so a chi-square test analysis was carried out

RESULTS AND DISCUSSION (12pt)

1. Univariate analysis

a. Description Influencing Factors _ addiction Games Online on Teens a

Univariate data show that majority respondent manifold sex male (52.8%), kind games online frequently _ played is fight (67.0%) and (23.6%) have high motivation _ For play online games . Besides high motivation, factor _ environment Friend peers also support For play games online (49.1%) as well as (40.6%) respondents own pattern foster parents _ democratic and supported by factors economy high family (46.2%).

b. Description Factor addiction Games Online in Teens

Table 4. 1 Distribution Factors that influence with addiction Games Online in Teenagers (n=106)

No.	Variable	Category	Frequency (n)	Percent (%)
1.	addiction Games On line	Heavy	51	48.1
		Currently	31	29.3
		Light	24	22.6

Source: Primary data 2023

Is known from Table 4.3 obtained that data majority respondents (48.1%) experienced addiction games on line heavy.

2. Bivariate Analysis

Bivariate data analysis will outline distribution connection between influencing factors _ addiction games online (type gender, motivation, gender online games, environment Friend peer, pattern parenting, economics _ _ family) on behavior addiction online games in teenagers.

Table 1. Distribution Connection Factor Type Sex with addiction Games Online in Adolescents (n=106)

Characteristics	addiction Games On line						total l		P
	Heavy		Currently		Light		n	%	
	n	%	n	%	n	%			
Gender									
Man	27	48.2	17	30.4	12	21.4	56	100	0.938
Woman	24	48.0	14	28.0	12	24.0	50	100	
Types of Online Games									
Fight	32	45.1	23	32.4	16	22.5	71	100	0.564
Adventure	19	54.3	8	22.9	8	22.9	35	100	
Parenting Style									
Authoritarian	4	16.7	7	29.2	13	54.2	24	100	0.000
Permissive	20	51.3	13	33.3	6	15.4	39	100	
Democratic	27	62.8	11	25.6	5	11.6	43	100	

source: Primary data 2023

Table 2. Distribution Connection Factor Motivation with addiction Games Online in Adolescents (n =106)

		Motivation	Game Addiction On line
Motivation	Correlation Coefficient	1,000	.287 **
	Sig. (2-tailed)	.	003
	N	106	106
Game Addiction On line	Correlation Coefficient	.287 **	1,000
	Sig. (2-tailed)	003	.
	N	106	106
		Peer Environment	Game Addiction On line
Peer Environment	Correlation Coefficient	1,000	.271 **
	Sig. (2-tailed)	.	005
	N	106	106
Game Addiction On line	Correlation Coefficient	.271 **	1,000
	Sig. (2-tailed)	005	.
	N	106	106
		Family Economy	Game Addiction On line
Family Economy	Correlation Coefficient	1,000	.294 **
	Sig. (2-tailed)	.	002
	N	106	106
Game Addiction On line	Correlation Coefficient	.294 **	1,000
	Sig. (2-tailed)	002	.
	N	106	106

Source: Primary data 2023

Based on Table 4.5 is known Correlation test results show _ mark coefficient correlation (r count) of 0.287 (> 0.189) with significance (p-value) of 0.003 (< 0.05). those results can interpret that H₀ rejected and H_a accepted.

Coefficient value correlation (r count) 0.287 indicates direction positive meaning _ connection second variable direction and value p-value = 0.003 shows exist significant relationship, _ so that can interpret If teenager own motivation play high online games so addiction teenagers in online games will heavy.

The data in table 4.6 shows mark significance (p-value) 0.564 (> α = 0.05) which means H_a rejected and H₀ accepted. Analysis results the can is known that No There is significant relationship _ between type online games and behavior addiction adolescents in online games at SMP Negeri Jakarta Timur.

Is known from Table 4.7 is obtained Correlation test results show _ mark coefficient correlation (r count) of 0.271 (> 0.189) and value p-value = 0.005 (< 0.05) so can means H₀ rejected and H_a accepted.

Coefficient value correlation 0.271 (r count) stated positive direction _ so that meaning own relationship on both unidirectional variables and values _ p-value = 0.005 stated exists significant relationship, _ so that can is known If teenager own environment Friend supportive peers _ play online game so addiction online game will heavy.

Based on the results in table 4.8 are obtained p-value = 0.000, because obtained p-value = 0.000 (< α = 0.05) so means H₀ rejected and H_a accepted. Can is known that There is significant relationship _ between pattern foster parents _ with addiction teenagers on games online at SMP Negeri Jakarta Timur.

In table 4.9 obtained correlation test results that describe mark coefficient correlation 0.294 (r count). those results shows r count > r table (0.189) and p-value = 0.002 (< 0.05) so that H₀ rejected and H_a accepted.

Coefficient results correlation 0.294 (r count) has meaning that is direction positive so that have unidirectional relationship in both _ variable and obtained mark p -value = 0.002 which states there is significant relationship, _ matter the can interpreted If teenager own economy high family _ so addiction online game will heavy.

Discussion

In this chapter, the researcher presents a discussion of the study results and data analysis that has been described previously by outlining the results of univariate analysis and bivariate analysis, study limitations and nursing implications regarding the study entitled "Factors Influencing Game Addiction Online for Adolescents in Middle Schools in the East Jakarta Region".

Description addiction Games Online in Teens

On study This is known that level addiction games online for teenagers at SMP Muhammadiyah 5, East Jakarta, including in category heavy that is a number of 51 respondents (48.1%) with wasting time for 3 hours or more per day For play games online.

From the results charging questionnaire addiction online games by the most dominant respondents or majority respondent feel No comfortable and not calm If No play online games. this result aligned with studies (Mulyasanti Pande and Marheni. Adijanti, 2015) suffering youth _ addiction games on line are in category tall that is some (30.9%).

According to studies (Fitri, Erwinda and Ifdil, 2018) addicted teenager _ games on line suffer or suffer high dependency and no _ controlled in play online games, which thing That Certain impact negative in sufferers , good from facet physique or psychological

Why are junior high school teenagers very vulnerable to online game addiction? because junior high school youth is a time of change, where the change includes a number of aspects. Aspects that can influence adolescents to game addiction online , namely psychological and emotional aspects (Asywid Nur, 2022) .

Changes in the psychological aspects of adolescents include the desire in adolescents to know themselves, the desire to be considered by society as unique individuals, the desire to find self-identity, namely to be accepted in their environment and the need to be independent (Nurhayati T, 2016) .

Changes in the emotional aspect are that adolescents are more sensitive, such as being easily sad and crying, often feeling anxious, frustrated, and sometimes laughing. Teenagers have critical and abstract thinking in opinion, which all of that is the intelligence that teenagers have (Ministry of Health RI, 2018) .

This is supported by a study (Mais, Rompas and Gannika, 2020) which explains that online game addiction is more vulnerable and often occurs in adolescents, because adolescence is recognized and considered a vulnerable period for online game addiction than adults because adolescence is the period when teenagers are more interested in trying new things to get pleasure.

Connection Type Sex with addiction Online Games in Teenagers

In this study it was found that the majority of respondents with heavy online game addiction were male respondents with a total of 27 respondents (48.2%) and the chi-square test obtained p -values worth $p = 0.938$ with $\alpha = 0.05$ (p -value $> \alpha$), which means H_0 accepted . Which means No There is significant relationship _ between type sex with addiction games online in teenagers.

In accordance with the results of the study (Yuansyah, Rohaeti and Rosita, 2021) who said there was a sample of 54 respondents, who were dominant or majority Respondents who played online games were male , namely 34 people.

Allan Reiss is a researcher from the Stanford university school of medicine. He found that the male and female brains have different effects when playing online games, part responding brain _ pleasure that is mesocorticolimbic controls feelings of pleasure and becomes a feeling of addiction to online games , but in the brain man level liveliness more

tall compared female , so p That become reason Why boys often waste their time playing online games (Mais, Rompas and Gannika, 2020) . this _ supported by studies (Zaelani, Setiawati and Lestari, 2019) boys are more likely to like online games because online games will activate parts of the brain related to feelings of respect and addiction to online games .

On the other hand studies (Mais, Rompas and Gannika, 2020) explained that the gene or the innate nature of parents that is owned by men, where men prefer and are interested in action when compared to women who prefer and are interested in a safe and peaceful atmosphere.

According to the assumptions of adolescent researchers at Muhammadiyah 5 Jakarta Middle School, they waste a lot of their time on play online games 3 hours or more per day to play online games are male.

Connection Motivation with addiction Online Games in Teenagers

In this study it is known Correlation test results show _ mark significance worth 0.003 with $\alpha = 0.05$, which means $0.003 < 0.05$ which means H_1 accepted. Can pulled something conclusion that There is significant relationship _ between motivation with addiction games online in teenagers.

In accordance with the results of the study (Rahayuningrum Christina, 2016) it was found that (66.7%) had high motivation to play games online .

According to the study of Wan & Chiou (2006) in (Rahayuningrum Christina, 2016) who found that motivation is the desire from within adolescents to be able to play games online , namely to entertain oneself and create pleasure and joy in oneself, to stabilize feelings and emotions, to satisfy interpersonal and social needs.

Teenagers who usually have very high motivation like to dream or imagine about online games, which are in line with the character and situation of teenagers, so that teenagers feel interested in seeing and playing online games regularly because online games have fantasy events that leave an impression on their memory and adolescents. feel very challenged and enjoy playing online games , so that teenagers are motivated to play them on an ongoing basis (Irawan and Siska W., 2021) . this _ aligned with studies (Kustiyani, 2021) Teenagers with online gaming addiction will play games online for the sake of victory and also to get the maximum value.

On the other hand, according to a study (Obiyanto-Muhaimin, 2022) explained that adolescents have diversion motives which mean motives related to encouragement or motivation to meet needs in order to escape from pressures in their lives, so that they require the need for entertainment.

According to the assumptions of researchers in this study, adolescents who waste 3 hours or more per day playing online games are influenced by motivational factors or their desire to play games. online because teenagers feel that increasing the level in the game online is so important that it can trigger a desire within oneself to continue playing games online. From the results charging questionnaire motivation play online games by the most dominant respondents or majority respondent interested with challenge or increasing levels of online games increase.

Connection Type Online game with addiction Online Games in Teenagers

In this study it was found that the majority of respondents with heavy online game addiction played online games fight a number of 32 respondents (45.1%) and the chi-square test obtained p-values worth $p = 0.564$ with $\alpha = 0.05$ ($p\text{-value} > \alpha$), which means H_0 accepted . Which means No There is significant relationship _ between type games on line with addiction games online in teenagers.

In accordance with the results of the study (Surbakti, 2017) it was found that adolescents Which play various online games fight some (40 %).

Studies (Surbakti, 2017) also explained that games Online this type of battle takes a setting with military weapons, where the point of view taken in this online game is the first person perspective. So, teenagers will really feel directly involved in online games that are played in harmony with the characters that are played in that online game.

According to a study (Mawardi, 2020) this type of fighting online game is more in demand among teenagers because it is a survival game that allows teenagers to compete with their opponents to be the last player standing and be the winner because teenagers feel superior or become the biggest among others to get recognition from the environment or his friends.

According to the assumptions of researchers in a study on adolescents at SMP Muhammadiyah 5 East Jakarta, the majority of those who play online fighting games are male, on the other hand the majority of those who play online games online adventure types are girls.

Connection Environment Friend Peers with Addiction Online Games in Teenagers

In this study it is known that the results of the correlation test show a significance value of 0.005 with $\alpha = 0.05$, which means $0.005 < 0.05$ which means H_1 is accepted. It can be concluded that there is a significant relationship between the peer environment and online game addiction in adolescents.

In accordance with the results of the study (Kartini, 2016) who found that a number (13.2%) of adolescents were influenced by their peer environment.

The study (Kartini, 2016) also draws a conclusion that teenagers are addicted to games Online is influenced by external factors, namely the peer environment because the behavior and attitudes of adolescents can be changed by peer environmental factors, which if the peer environment is a good environment, then the teenager will have a good personality, and vice versa.

This is supported by studies (Parwati, 2018) that online game addiction can be caused by the peer environment and can result in changes in the attitude and behavior of adolescents, caused by the invitation of peers to continue playing online games .

According to the study (Parwati, 2018) explained that there is a dimension called compliance , namely the dimension in which adolescents behave in accordance with environmental pressures for fear of being criticized or shunned if they do not follow what their peers are doing, even though they personally do not approve of that behavior.

In a study (Nurnainah, Palembang and Jumasnatang, 2021) explained that the environment can make adolescents addicted to online games because the environment is not good or the environment supports playing online games because in the peer environment many people use smartphones to play online games and for the sake of following his friends to play along.

This is in line with the study (Ardanawati Ayu Pitaloka, 2013) that the peer environment of adolescents is one of the factors driving adolescents' addiction to online games because of the role of those closest to them that influence adolescents to play online games .

According to assumption researcher in studies This Teenagers at SMP Muhammadiyah 5 East Jakarta who waste 3 hours or more per day playing online games are influenced by peer environmental factors as evidence of cohesiveness. From the results charging questionnaire environment Friend peers by the most dominant respondent or majority respondent can not leave to play online games, where the respondent is always invited by his friends.

Parenting Parenting Relationship _ _ With addiction Online Games in Teenagers

In this study it is known Correlation test results show _ mark significance worth 0.000 with $\alpha = 0.05$, which means $0.000 < 0.05$ which means H_1 accepted. Can pulled something conclusion that There is significant relationship _ between pattern foster parents _ with addiction games online in teenagers

In accordance with the results of the study (Anastianto, 2022) it was found that a number (42%) of adolescents who are addicted to online games are influenced by parenting styles.

Studies (Anastianto, 2022) also drew a conclusion that teenagers with game addiction Online is heavily influenced by external factors, namely democratic parenting style because democratic parenting factors value freedom and respect children's opinions which causes adolescents to be in disciplined about themselves including playing games . online, also children have a wide space to build relationships as a form of self-expression with new methods in online games namely the relationship that exists in democratic parenting and online game education.

Studies (Nugraheni, 2017) explain that one of many parenting styles which is good for implemented in children is parents with democratic parenting. but if parents are too busy and don't have time to contact and pay attention to their children, then it can cause problems. Undesirable behaviors such as addiction to online games can form if parents do not implement democratic parenting for their children.

This situation can occur because even though the control given by the parents is strong but not quite right. Although efforts to provide control and warmth have been given by parents, it is likely that parents do not know specifically about the use of online games such as the intensity and duration of playing online games. So that there is a lack of adequate information and knowledge regarding what kind of control parents should provide to prevent online game addiction.

According to the assumptions of researchers in this study, adolescents who waste 3 hours or more per day playing online games are influenced by parenting factors because the relationship between parents and adolescents is very important, especially time together because having time together with parents makes adolescents not late to always play online games.

Relationship Economy Family with Addiction Online Games in Teenagers

In this study it is known Correlation test results show r mark significance worth 0.002 with $\alpha = 0.05$, which means $0.002 < 0.05$ which means H_1 accepted. Can pulled something conclusion that There is significant relationship r between economy family with addiction games online in teenagers.

In accordance with the results of the study (Kristiawan and Yunanto, 2021) it was found that a number (22.5%) of adolescents had a high economy.

According to the study (Kristiawan and Yunanto, 2021) concluded that socioeconomic status affects internet connection, computer specifications, and so on. Teenager will feel more relaxed and comfortable in playing online games if supported by a large quota and a good signal so as to expedite the acceleration of online games.

This is in line with the study (Ardanareswari Ayu Pitaloka, 2013) that a high family economy greatly influences adolescents to play online games because playing online games certainly requires costs other than the cost of buying internet quota but there are costs for buying virtual money in the online game industry which commonly referred to as cash where cash is used to buy equipment in the game online is like buying equipment like the best weapons .

It is supported by a study (Asri, Saman and Umar, 2022) which concludes that playing online games requires a lot of money, in addition to buying internet quota, online games also require vouchers that function to buy goods or items that are special in that online game .

Studies (Kristiawan and Yunanto, 2021) also draws a conclusion that high economic status has an effect on heavy online game addiction . Because high economic factors make it easier for teenagers to buy internet quota, high internet specifications make teenagers more comfortable and easier to play.

According to the assumptions of researchers in this study, teenagers at SMP Muhammadiyah 5 East Jakarta who waste 3 hours or more per day playing online games are influenced by family economic factors because high economic factors can make it easier for teenagers to access online games with lots of internet quota so that make it easier for teenagers to access the internet.

CONCLUSION (12pt)

Conclusion

study results in adolescents at SMP Muhammadiyah 5 East Jakarta a conclusion can be drawn, namely:

1. Type sex No influence addiction play online games in teenagers.
2. Factor motivation influence addiction play online games for teenagers, because teenagers feel very challenged and feel fun when playing online games.
3. Factor type online game No influence addiction play online games in teenagers.
4. Factor environment Friend peer influence addiction play online game in adolescents, because the peer environment results in changes in the attitude and behavior of adolescents because of the invitation of peers to continue playing online games.
5. Factor pattern foster parents _ influence addiction play online games in adolescents, due to parenting patterns that are not well established, can affect heavy online game addiction.
6. Factor economy family influence addiction play online games for teenagers, because of the high family economy that supports teenagers to play online games.

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