



# Exploring the Impact of Online Gaming on Students Academic Engagement

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## Abstract

This research is motivated by online games which make students addicted to playing online games, student learning motivation decreases, and students become less disciplined with time, and students do not care about the environment around them only care about friends who are in the virtual world of online games. Based on statistical data and the strong influence of globalization, it shows that school-aged teenagers are addicted to online gameplay. Online games are one of the impacts that affect learning achievement. This study is intended to determine the behavior caused by online game addiction in students. Lack of interest in learning causes a decrease in student achievement so that which can create a lack of human resources due to low interest and motivation in learning. The purpose of this study is to find out how the impact of the influence of online games on student achievement. This type of research is qualitative research. Qualitative research used in this study was carried out using interviews or case studies. Data collection techniques by reading and recording important information contained in various journals related to research and conducting a review of the research object, namely and students who are affected by the influence of online games that are being carried out. Knowing how online games are among students, then this research can find out the causes of why students become addicted to playing online games and describe the impact and influence of online games on students' mentality.

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## INTRODUCTION

Games is one of the entertainment media that is in great demand by various ages, starting from children to adults who play games (Lutfiwati, 2018). Technological developments that are fast and always updated like now really support the development of games to become more creative, practical, innovative, and challenging (Huda, 2020). for example, now people don't need to play traditional games anymore because these traditional games have been adapted to online games that can be played anytime and anywhere using laptops, PCs, and smartphones (Zulkhi & Jannah, 2021).

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Talking about the world of education, there is a term known as the 'Tri Education Online games are currently very rampant among students, and these online games have a lot of negative impacts compared to their positive impacts on students' mentality (Susanti et al., 2016). An online game is a game that is played by many people from all over the world at the same time and is connected via the internet network (Prasetiawan, 2016). Online games are a new way of life for some people in every circle of young people or students (Mais et al., 2020). Nowadays, we encounter many internet cafes in cities or villages and they facilitate online games (Suhendra, 2018). We encounter many types of online games (Cahyana et al., 2020). Starting from online games with the genre of war, racing, sports, etc. Games can be played with certain rules so that someone wins and someone loses, usually in a non-serious context or with the aim of refreshing (Harahap & Ramadan, 2021).

In defining mental health, it is heavily influenced by the culture in which a person lives (Putri et al., 2015). What is permissible in one culture may be strange and abnormal in another and vice versa (Rudianto & Anshori, 2021). Mental health is very important for individuals because it contributes to physical health and overall well-being (Ipaj & Nurwati, 2020). Mental health in students can be influenced by various factors (Kandasamy et al., 2020). These factors include genetic factors, friendships, family, social environment, lifestyle, and others (Sutikno, 2017). And within these factors, there are also things that cause students' mental health, one of which is from games and it is created from environmental factors and friendships, which if the environment and friendships are filled with people who like to play online games and that is very influential on the mentality of a student (Purnamasari & Wakhyudin, 2020). From these problems as explained above, researchers formulate the problems that will be studied as follows: how do we as students have to be good at managing something, one of which is managing our time better well, this has to do with how we manage our time to play games because this is very sensitive which includes self or personality and even the mentality of that person (Nisa et al., 2019). Mental health is a condition in which a person does not experience feelings of guilt towards himself, has a realistic estimate of himself and can accept his weaknesses or weaknesses, has the ability to deal with problems in his life, has satisfaction in his social life, and has happiness in his life (Salji, 2022).

As the author has stated in the background of this article, games that use the internet are called online games (Lutfiwati, 2018). In addition, online games are also games that are played in real-time or at the same time, even though they are played in separate places, but must be tied to an internet network (Kurniawan & Pradatama, 2021). Online games themselves actually have a positive impact when used for entertainment because they can relieve fatigue and reduce stress (Andoyo, 2021). The impact of online game addiction itself according to research (Elindawati, 2020) can reduce student learning motivation as a result student are lazy to study so they neglect assignments given by teachers, which can damage physical such as eyes and nerves. Another impact caused by playing online games is that it can interfere with student learning concentration. Learning outcomes are changes in behavior experienced by a person covering cognitive, affective, and psychomotor aspects (Utami et al., 2020). The change in behavior referred to is of course a change in behavior towards a positive side because the aspects that exist in students must be developed in the learning process (Adri et al., 2020). The growth of learning motivation in students is because of the desire of students to know something and will direct students' learning interests so that they will be serious about learning and will motivate them to achieve good learning achievement. Learning motivation is very influential for students to develop their abilities optimally in improving achievement learning (Matondang, 2018). High learning motivation will get high learning outcomes, meaning that the higher the motivation to learn, the higher and

better the learning outcomes or learning achievement will increase (Budiarawan, 2019).

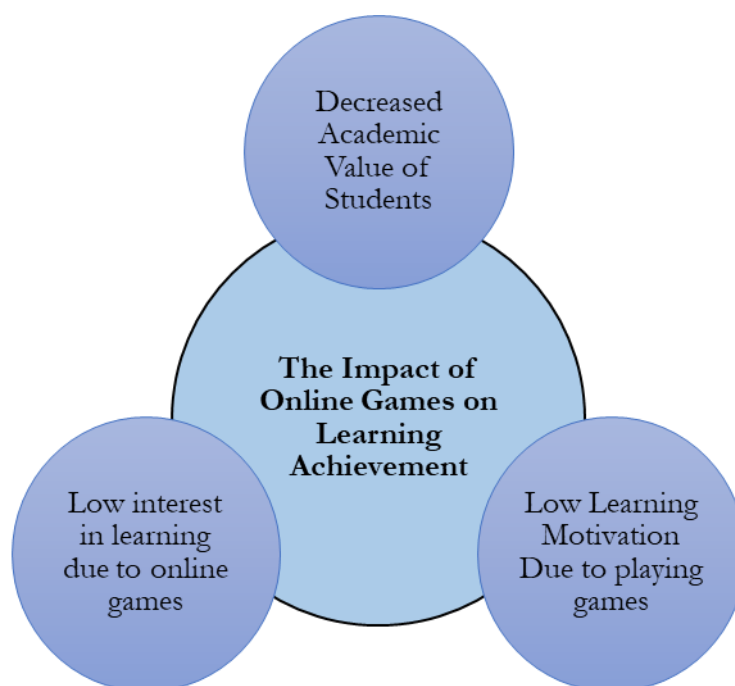
## METHODS

The approach used in this study is a qualitative approach, this type of research is a case study, namely a type of research that describes a particular symptom in detail and depth (Fitria et al., 2022; Febriani et al., 2023). A case study is the collection of data by conducting a review study of books, literature, and records that have something to do with the problem being solved. This study examines the effect of online games on student achievement. The data analysis used in the research was carried out by interviewing, displaying data, and drawing conclusions. So get the conclusion for this research. Data collection techniques by reading and recording important information contained in various related journals are being carried out.

Case studies can provide some of the information needed in a study when researchers have little control over an incident that has a context with the real life of individuals, groups, communities, and organizations. There are several reasons for researchers using this approach. First, because this study aims to obtain an overview of online game addiction behavior. Second, uncovering the factors that influence students to behave addicted to online games. The research process begins with broad exploration and then continues with data collection techniques and data analysis (Asmaldi et al., 2022; Munawaroh et al., 2022).

## RESULT AND DISCUSSION

Based on the results of interviews conducted with eighteen informants, the results of the analysis actually found four themes of the problem of online games on student achievement in class.



**Fig 1. The Impact of Online Games on Learning Achievement**  
**Decreased Academic Value of Students**

Students who cannot regulate or control their learning environment at home, often indulging solely in playing games, inevitably face consequences affecting their academic performance. The impact of excessive engagement with online games on students' learning achievements is significant. When students become addicted to these games and neglect their academic responsibilities, their ability to focus on

studies diminishes. Consequently, their learning achievements suffer as they allocate less time and attention to educational pursuits. Thus, for students grappling with online game addiction, it becomes imperative to address these distractions to prevent further decline in their academic performance.

#### **Low Learning Motivation Due to playing games**

The first factor contributing to low learning motivation among students is the absence of support or encouragement from teachers (Ennis, 2017; Hamari et al., 2016). It is essential for educators to instill motivation in their students by emphasizing the importance of education. By doing so, students become more enthusiastic and driven to excel in their studies. However, when teachers fail to provide adequate motivation, students may turn to online games as a means of escape from their academic responsibilities. This underscores the crucial role teachers play in fostering a conducive learning environment (Harackiewicz et al., 2016).

Another significant factor that leads students to prioritize online gaming over studying is dissatisfaction with the teaching methods employed by their teachers. When teachers utilize uninspiring or ineffective teaching techniques, students may find it challenging to engage with the material. Consequently, they opt for online games as a more appealing alternative to fill their study time. Thus, it is imperative for educators to adapt their teaching strategies to cater to the diverse learning styles and preferences of their students, ensuring that the classroom experience remains engaging and conducive to learning.

#### **Low interest in learning due to online games**

In the digital age, social media holds significant sway over students' inclination towards learning and reading. It functions as a powerful medium, akin to opium, captivating its users with its allure. Consequently, users, including students, must exercise discretion in managing both their time and the content they consume, particularly when it comes to online gaming (Khan et al., 2017; Yu et al., 2021).

The plethora of entertainment options and diverse gaming applications accessible on smartphones has led to a decline in students' interest in academic pursuits. The allure of these games often consumes considerable chunks of time, leaving scant room for dedicated learning activities. Consequently, the time that could have been invested in productive educational endeavors is diverted towards gaming, thereby impeding academic progress. Hence, it becomes imperative for students to strike a balance between leisure activities, such as gaming, and their educational commitments to ensure holistic development and academic success.

## **CONCLUSION**

For character education students it is very necessary to form and develop individuals with character in accordance with the noble values of the ideology of the Indonesian State. The application of character education among students does not only have to be done with formal education but can also be done with informal and non-formal education. This research succeeded in revealing seven important themes that can be carried out in an effort to build the character of students at the guesthouse. The seven themes are house rules, social activities, spiritual activities, togetherness activities, daily worship practices, national day commemorations, and channeling an interest in reading. With the implementation of these seven themes, students are expected to be able to become smart scholars who are characterized by the noble values of the ideology of the Indonesian nation. At least this research can be used as a basis and reference for subsequent researchers to examine this issue in different contexts and issues.

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