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IMPACT ONLINE GAMES FOR TEENS IN WELL GORONTALO CITY
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ABSTRACT
Yasmin Jusuf, Student ID 714 518 001. Impact of Online Game for Adolescent in Villange of Dululowo Timur, Sub-district of Kota Tengah, Gorontalo City. 2020. Journal. Department of Non-Formal Education, graduate program. State University of Gorontalo. Principal supervisor Dr. Abdul Rahmat, S.Sos.I.M.Pd This research aims describe impact of online game for adolescent in the Villange of Dululowo Timur, Sub-district of Kota Tengah, Gorontalo City. This is a qualitative research. Data of the research are collected through observation, documentation and interview. Informants are player of online game, parents and owner of the online game determined by purposive sampling. Data of the research are analyzed through data reduction, presentation and conclusion drawing. Data validity of the research is used persistence of observation, triangulation and relevant references.
Research findings reveals that online game has both positive and negative impacts including aspects of physical, social and psychological. Therefore, the adolescents are expected to be wiser in using their time to play online game. Then, the parents are also expected to be able to supervise and control all behaviors of the children.

KEYWORDS: Online Game, Adolescent

INTRODUCTION
One impact of technological advancements is the internet. Various information can be accessed through the internet freely. Not only information, various entertainment facilities are also presented by the internet. One of them is an online game. In addition, the game carries the meaning of a context, physical or mental, according to certain rules, for entertainment, recreation, or to win a bet.
Offline game is a game made for the lower middle class, because this game does not require so much cost to play it. This is different from online games, where online games already use internet connectivity in playing it. These advantages are used by online game users to be able to continue to update the quality of the game itself and to be able to use these advantages in dealing with other online game users. According to Eddy Liem in Angela (2013: 255) who is the Director of Indonesia Gamer, a lover of games in Indonesia that one of the games that are being loved by teenagers today is online games.
The results of the research are highly expected to help the entire community in general, as well as the youth in Dululowo Timur Subdistrict, Kota Tengah Subdistrict in particular, to provide knowledge about the impact of online gaming itself. Can provide a great contribution to reduce and make young people aware that they are not trapped in the game world that is loved today.

THEORETICAL REVIEW
Online game
Menutut Rini (2011: 2) online games are games that are based on electronics and visuals. Online games have a very big difference with other games, namely game users can not only play with the people next to them, but can also play with some users in other locations, even with users in other parts of the world. Teenagers are considered more vulnerable to using online games than adults.
According to Syahrin (2015: 89) the impact of online gaming is divided into two, namely positive impacts and negative impacts.

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According to Syahrani (2015: 89) the impact of online gaming is divided into two, namely positive impacts and negative impacts.

a. Positive impact

- 1) Adolescent relationships will be more easily supervised by parents
- 2) Can make the brain be more active in thinking
- 3) Think reflexes from adolescents will respond faster
- 4) Emotional adolescents can be overwhelmed by playing games
- 5) Teenagers will be able to think more creatively
- 6) Teenagers can understand and translate English contained in online games

b. Negative impact

- 1) Teenagers who are generally students will be lazy to learn and often use teenagers' time to play playing online games
- 2) Teenagers will steal time studying and working to play online games
- 3) Time to study and help parents after school and college hours will be lost because it is used to play online games
- 4) allowance or tuition fees, tuition will be diverted to play online games
- 5) Forgot time
- 6) Eating patterns will be disrupted
- 7) Emotional teens will also be disturbed because of the effects of this game
- 8) Schedule of worship will sometimes be neglected by teenagers
- 9) Teenagers who are generally students will skip school for the sake of this favorite game.

RESEARCH METHODS

This research was conducted in the Dulalowo Timur Village, Kota Tengah District, Gorontalo City. The reason researchers took this location because the research location is easily accessible and strategic in the study. Making it easier for researchers and can facilitate the implementation of research activities. This research was conducted for three months (3 months) at the research location, which started from February to April 2020.

This research uses a phenomenological approach. According to Wibowo (2014: 153) that phenomenology is the ability to better understand the phenomena of interest of researchers. Phenomenologists are interested in how and why a phenomenon occurs in humans, in a system or a program. The phenomenological approach is a tradition rooted in philosophy and psychology, and focuses on the experience of human life. This research will discuss an object of study by understanding the core experience of a phenomenon. Researchers will examine in depth the central issues of the main structure of the object of study always ask.

This research uses qualitative research. The type of this research is intended to describe the impact of online game dependence on adolescents in Dulalowo Timur Village, Kota Tengah District, Gorontalo City. The path taken in research is to pay attention to phenomena that occur naturally, so that the research focuses more on the process of the results. Information and data are the main aspects in assessing the events that occur during an event process.

As for the sources of data from this study include primary and secondary data sources. Primary data is data obtained directly in the field by researchers as writing objects. The in-depth interview method is used in obtaining data by the interview method with the interviewee. The primary data source in this study were teenagers in Dulalowo Timur Village, Kota Tengah District, Gorontalo City. Secondary data is data that does not directly provide data to researchers, for example research must go through other people or search through documents. According to Kuncoro (2009: 148) secondary data is usually collected by data collection agencies and published to the data user community, in this case, researchers. Secondary data in this study include Dulalowo Timur Urban District, Kota Tengah District, teenage parents and theoretical sources that are related to the problem that will be examined in this study.

RESEARCH RESULTS AND DISCUSSION

a. Physical Impact

From the results of online game research if it is accessed and played excessively it has an impact on the physical aspects of its users. This physical impact can be seen directly from changes in the body / physical shape of its users. The physical impact that was deduced from the online game itself such as the onset of pain

in the eye, the vision becomes less clear, and the eyes will feel tired due to the frequency of staring at the smartphone screen for quite a long time. Not only that excessive use of online games can also have an impact on other physical aspects. Usually the head will feel dizzy and painful like being drunk with a vehicle, the neck feels stiff. In addition, the results of online game interviews also proved to be able to make the body / physical become easily tired due to lack of carrying out activities that are draining and preferring to continue playing online games.

In addition to the negative effects, researchers also obtained information that online games are very useful and have a positive impact on the physical user. The positive impact felt by teenagers is that it can improve motor skills and make eyes sharp, because in online games very much needed attention and sharp eyesight to find out various kinds of problems and pitfalls that exist in online games. This happens because there is one online game that requires a large physical.

As for some of the findings in this study related to the impact of online games on the physical aspects of its users, among others Online gaming turns out to have a huge positive benefit or impact third used wisely. The benefits can be immediately felt by users. One of the benefits is to improve coordination between the eyes and hands. This is possible because in playing online games what is seen in online games is directly responded by the hands. So this habit can improve coordination between eyes and hands.

b. Social Impact

From the results of research researchers can draw conclusions that it turns out online games are very impactful when over-accessed. Besides being able to be seen from the physical aspect, online games can also have an impact on the social aspects of its users. As is the case with some teenage online game users. If online games are used and accessed excessively, it can cause problems related to social aspects. Among them such as time to be with family and friends is very much reduced due to the more time spent playing online games. Besides that also habits like this will conclude a sense of loneliness in its users. This event can usually make online game users more happy to be alone and shut up in a room than to do activities outside the home, and online games can also make someone influenced by what is seen in online games and take it out on their real lives.

In addition to the negative impact of online games can also provide some positive benefits for users, especially on social aspects. Here are some of the benefits of playing online games in terms of social aspects, including being able to easily find and add friends, making relationships with friends closer. Online games can also make someone more well known, especially among gamers when participating in events or tournaments about online games. Besides online games can increase cooperation, as a means of entertainment so as not to feel bored even with online games can train the patience of its users.

As for some of the findings that researchers got in the field from the results of interviews with several informants related to the benefits of online gaming in terms of social aspects include being able to easily find and add friends, make relationships with friends closer, improve cooperation, as a means of entertainment so as not to feel bored, even with online games can train the patience of its users. This is certainly in line with the theory from Nico (2015: 22) which explains that online games can make users easy to get friends, improve social skills and can increase cooperation with others.

c. Psychic Impact

From some of the narratives of teenagers who use online games above, the researchers can draw the conclusion that online games are very influential when over-accessed. Besides being able to be seen from the physical aspect, online games can also have an impact on the social aspects as well as from the psychological aspects of its users, as was the case with the teens above. Psychic impact that will occur on a person when over-accessing the online game will cause feelings that are very disturbing the concentration of these users. This happens because there will always be shadows and thought of the online game that has just been played. In addition, online games can cause feelings of anxiety and fear when not accessing it even for just a day. Online games can also encourage someone to tell lies to their parents and friends to get money to access online games. And the last online game can also provoke someone to take improper actions to be able to meet their needs in accessing these online games.

Aside from having an adverse effect, online games can also benefit users when used regularly. Here are some of the benefits of online games that researchers face in the field including making users able to improve

concentration, besides online games can also be a means of learning in this case is learning and adding English vocabulary. Online games can also train us to dare to make decisions when pressed, but it also can make users aware of the importance of the struggle and unyielding attitude. Finally the positive impact gained from online games is that it can be used as a forum to be able to share with each other.

CONCLUSIONS

This journal as a whole contains about the impact of online games for adolescents in Dulalowo Timur Village, Kota Tengah District, Gorontalo City, where the behavior can be seen from the activities of adolescents who are informants of this research. Starting from the socioeconomic and cultural background, and the process of introducing online games, where to play online games. To be able to get data from teenagers, researchers met face to face with informants and conducted interviews with teens who played online games. In addition, researchers also conducted in-depth observations to get a picture of the life of the informant from this research because this research is qualitative research.

From the research conducted also obtained several factors that influence teenagers interested in accessing online games. Where in the process a teenager is influenced by internal factors (within) adolescents who depart from interest, curiosity, hobbies, and external factors (from outside) themselves as adolescents, peers, internet media, and the availability of facilities that facilitate teenagers in accessing games on line.

Based on the results of research conducted by teenagers in Dulalowo Timur Village, it can be concluded that excessive use of online games can endanger themselves from users.

From the physical aspect of excessive online gaming habits can damage the eyes resulting from exposure to computer screen and smartphone radiation for a long time, and can make the health and endurance of its users can decrease. This is of course caused by the frequent teenagers forgetting their mealtimes and the habit of staying up late every night in order to fulfill their satisfaction in playing online games. If this is not realized it will cause users will feel pain in the eyes, head and neck. Weight loss is also a physical impact resulting from the online game itself. However, when used properly online games will be very beneficial for physical users. Such as improving eye coordination with the hand, training the speed of the hand, making eyesight sharper and can make the physical stronger.

From the social aspects of the impact caused by online games can result in adolescent relationships with others will be tenuous and will make it a closed person. The impact caused by this social aspect, among others, will make the time with the closest people such as family and friends to be a little because it is too busy with online games. In addition, users will feel isolated and lonely because they are far from the surrounding environment. One positive impact of online gaming on the social aspect is that it can increase the number of friends and be a lucrative source of income. Online games can also be useful for teenagers including being able to easily make friends, relationships with friends become close, can improve social skills, can improve collaboration with others so can train the patience of users

The impact of psychological aspects, online games can also cause users to concentrate hard and will always be thought of with online game concessions and will provoke lying, stealing and other criminal acts. Online games can also have a positive impact when used properly, including being able to improve English language skills and can make the brain think actively.

SUGGESTION

1. To Teens

In order to be able to control themselves and their time in playing online games, and can instill and know the main tasks of teenagers or students, and can look for other activities that can be more useful.

2. To Parents

In order to be able to spend more time in controlling and supervising the activities of children inside and outside the home, because the influence from outside is very strong so that children can act outside the limits, and sufficient attention not only in terms of material but also from non material.

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