

# Online Game and Children's Communication Ability

Desiana<sup>1</sup>, Marlina<sup>2</sup>

<sup>1,2</sup>Islamic Communication and Broadcasting SAIN Mandailing Natal, Indonesia

[Desiana@stain-madina.ac.id](mailto:Desiana@stain-madina.ac.id), [marlina@stain.ac.id](mailto:marlina@stain.ac.id)

## Abstract

*After the implementation of distance learning with internet-based media such as Zoom and Google Meet, children are getting closer to their activities with gadgets. Many children are increasingly sticky and difficult to separate from their gadgets, even children often become addicted to gadgets. This study involving 15 children aims to see the effect of playing online games by children on children's ability to communicate, this research was conducted at SMP N 6 Panyabungan. The results of this study found that first, children who have control over the use of gadgets from their parents will have good communication patterns and skyrocket their achievements, second, children who are not controlled by their parents in the use of gadgets then they have a tendency to be aloof and difficult to communicate. Third, children show other symptoms of gadget addiction by playing online games, namely lack of concentration and seem unfocused when spoken to, fourth, children tend to have unstable emotions when angry or use words they often hear when playing online games.*

## Keywords

Online games;  
communication  
skills; children's  
communication



## I. Introduction

Communication is a natural process that every human being likes it or not, because considering humans are social creatures, communication is also an activity that will be carried out continuously and dynamically. Communication itself comes from the Latin, communicate which has the meaning of speaking, conveying a message, transferring information, thoughts, conveying feelings, ideas, and opinions that are carried out continuously by two or more people that have an impact or good effect on daily behavior, attitude or even a knowledge later. Communication activities can also be interpreted as an activity to notify, part in the exchange of information and messages, or speech activities that the speaker asks the listeners for consideration. There are also other terms used for communication activities, namely; Communicate which also means the presence of two or more people who carry out interpersonal communication activities, or systems, act together, hold meetings, be together either individually, or through the help of a certain media (Andi: 2001).

Effective communication is a communication activity that is carried out consciously and from the heart when communication activities are hampered, it will quickly get a solution, because the treatment or activity is carried out by prioritizing a common goal, but if communication activities are carried out to fulfill the will of one party only, there will be many problems. which will arise later. Communication that is carried out intensively and continuously to other people, communication activities will have a very extraordinary effect, not only the need for information that will be obtained, but other needs as well. Social media is an example of a relatively recent development of information technology (Marbun et al, 2020). Communication through social media promises a comfortable state

of communication, where someone who cannot compose words can be someone who is very poetic, with a very relaxed appearance and state, someone can carry out communication activities with others, lecturers, or someone when we communicate with it must take care of all things, appearance and style of language, but communicating through social media do not have to pay attention to it, sit back with a cup of coffee and use casual clothes a person can carry out communication activities (Marlina, 2020).

Talking about communication made with social media is a progress that can be fulfilled by fostering good and sustainable communication relationships. Innovation in communication activities is something that we cannot avoid, now is the era of digital technology, it only takes the touch of a finger so we can enjoy information. Communication activities always have an effect or impact on anyone involved when communication activities take place, in addition, an effect from communication activities also has various impacts, (Joseph A. DeVito: 2007) the impact is also different for each communication actor, some are in line or positive, some are not in line or negative

Today's advances and technological sophistication greatly facilitate work for humans, with technological sophistication, jobs that require more time and energy are completed by using solutions from technological sophistication. Likewise, the need for information, transformation and technological progress is very significant and has a function that really spoils humans as connoisseurs and users. Learning activities can be carried out with technological sophistication, such as the availability of zoom as a face-to-face facility, can also replace direct learning activities, meeting activities, and other activities that were initially carried out directly or face-to-face.

Everyone's communication skills are different, this is caused by many backgrounds, such as level of education and knowledge, experience, the environment around the place of residence as well as daily habits. The habit factor of a person in carrying out daily activities is one of the factors causing their communication skills, currently there are many activities that are limited in scope in direct social contact, this is due to the spread of the covid-19 virus which turned out to have a significant impact on human life and habits in the future. Teaching and learning activities that are usually carried out through face-to-face activities have now been replaced with teaching and learning activities through distance. with the help of gadget media that have an impact on communication activities carried out in the community, especially children. Children are accustomed to interactions such as learning through media such as zoom and google meet, and this has an impact on children's skills in communicating in the community and family.

After carrying out learning activities, children will take their free time a little by playing games on their gadgets, at the very beginning when playing, children will try and experiment, then children will feel happy and end up being addicted. Children who have parental supervision in using gadgets will have more control in using gadgets, an addiction that allows children who use gadgets to be more controlled when compared to children who are given the freedom by their parents, this does not only lead to children's addiction to using gadgets. but the child's ability to communicate will also have an impact later. The explanation above shows the need for this research to be carried out, problems related to gadgets will not only have an impact on the short term, but in the long term it will also have an impact. So that existing problems can be overcome by conducting research, looking at the root of the problem, what factors make these problems occur, and what possibilities can be done in an effort to prevent problems that occur.

## II. Review of Literature

The research, which was conducted at the State Junior High School 6, Mandailing Natal Regency, was carried out within the scope of the emphasis on technological progress (Rahma Ida, 2014) where students use communication technology, namely gadgets in everyday life to interact socially with friends and other people, as well as fulfill information needs for use in teaching and learning process. The approach chosen in this research is a qualitative approach, research related to social activities and the media that supports it is very appropriate to use this approach, besides that research using a qualitative approach is naturalistic research.

Research with the aim of collecting detailed and actual data related to what someone is doing is very appropriate research if done with a qualitative approach (Jalaluddin Rahmat: 2006), the behavior shown by students of SMP N 6 Panyabungan in using gadgets. Research that uses a qualitative approach in the process of data collection and retrieval is often used as natural research, when referring to this research activity, the activity carried out is trying to understand how people perceive the world by examining how they carry out communication activities, but still prioritizing the use of gadgets (Deddy Mulyana: 2003), both when students use gadgets in their function to meet their learning needs,

Qualitative research is also contextual research where research activities make humans as instruments in their research, and are adapted to a reasonable situation in relation to the data collection process which is generally qualitative as well. Qualitative research is also a research procedure that produces data that can be described in written or spoken words from people and the behavior shown can be observed directly, then poured by describing the data in clear words (Lexy J. Moleong: 200). This research, which was conducted at the State Junior High School 6 Mandailing Natal, was chosen considering that the location of SMP N 6 Panyabungan is located in an educational complex, which consists of various schools with various levels. The school level starts from elementary school, namely SDN Pilot 114, SMA Negeri Plus 2 Panyabungan, SMA Negeri 3 Panyabungan, SLB Negeri Panyabungan, and the Islamic State High School of Mandailing Natal. This location certainly makes the development of students especially those of SMP N 6 Panyabungan better and more mature, when viewed ideally.

The method of data collection was carried out in 2 ways, namely the observation method and the interview method. Observations were made on the attitudes and habits of the students of SMP N 6 Panyabungan which had been determined and were part of the research to collect the required data. The second method of data collection is by way of interviews, interviews were conducted with 15 students of SMP N 6 Panyabungan, by asking several questions that support the collection of data that leads to the problems to be studied. The nature of the questions is done openly, so that the students of SMP N 6 Panyabungan can develop the answers they will convey.

## III. Results and Discussion

Children are intelligent and strong social beings; children are also figures that God deliberately created for parents to be raised and educated (Marlina: 2018). Children have natural resistance and high immunity compared to adults, a child can still run around when meeting with peers or playing even though they are sick or have a fever. In contrast to adults who have a fever or cough, an adult will choose to rest compared to doing other

activities outside the home, even outside the room. This shows that children's endurance and energetic children exceed adults.

However, with advances in technology, children almost lose playtime and are called an energetic group and have faster social interactions than adults. The existence of games that are presented in gadgets makes children lose their playing time and social interaction with friends, even though these friends are new people to children, or are not known at all by children.

### 3.1 Functions and Game Development for children

Functions and Game Development for children Games for children actually aim to stimulate children's thinking patterns and sharpness in carrying out their psychomotor movements. Games are also designed and created in such a way by experts to make children more creative and skilled in several fields, children will have broad thinking and high social interaction power. The function of games for children in addition to gross psychomotor movements is also for fine psychomotor learning and other intelligences, counting, reading, recognizing numbers and shapes (Miranda, P. H., Waluyanto, H. D., & Zacky, A: 2018). Traditional games such as hide and seek, catfish peck, congklak, jump rope, galah sin, tug of war and other types of games for children, are currently very rare to find.

Children who play this game are children who have to play outside the home, this has an impact on the growth of children both from the social and physical side of the child. Children will always interact with their friends to win, if the game requires teamwork, but children will understand strategies to fight alone when the game is done by relying on their own strength.

Games for children began to experience development and changes to the electronic type when children were presented with game bots this happened around the 2000s (Khoiriah: 2018). Many types of games are presented, but the main game presented by the tool known as game bots is tetris, tetris is a type of game that arranges blocks and then reaches a perfect arrangement that will be destroyed, which will make players get their own scores (Marlina: 2021). This game relies on its own ability to win, but is aware or not those children have started to learn to limit interaction with the social life that is around them.

The game began to continue to be developed using technological sophistication, both to be able to see the truth, cellphones that do not yet have internet support already have game features in them. Games that exist on cellphones that do not have internet support such as Nokia 3100, 2100, then shift to the type of cellphone with the truetone type, the types of games in it are also growing. This was still in the early 2000s, to be precise in 2005, Nokia re-issued a brand and type that has support for gadget lovers, namely the N-Gage, a type of cellphone that has facilities and features to support the hobby of playing games. Developments increasingly show their support for activities and the world of games so that the electronics industry by making maximum use of existing technology has succeeded in finding games that can be done by interacting with others, this is manifested in the form of games known as play stations (PS). PS started with the Mario bros game then developed and continued to upgrade to the PS4 type and the like and the game models were very diverse as well.

Until now, game play has penetrated into gadget facilities, the games that are presented are also increasingly diverse, the method of playing is also growing, starting with playing via Bluetooth connection, to playing with people we are not familiar with with internet support. This begins to show the true disconnection from the outside world,

children are increasingly trapped in the world of gadgets, gadget friends. The child who is actually an active person then has a high imagination power, turning into a child with a certain thinking environment. Children are also familiar with foreign terms or slang acronyms which only their circles and groups understand. The terms mabar, pro and others were created in the community and agreed upon by all group members.

This is exacerbated by the existence of online gambling, internet-based games that were originally used for the entertainment function are now turning into online gambling venues. There are many types of games that children can use for online gambling activities. The term chip, which some of us may have heard of, is a medium of exchange or transaction in online game play which is a substitute for money in increasing the capacity and capability of the player's character or characters that can be practiced by game players in the features they operate.

The above makes children increasingly close themselves from the external social world, which children should develop themselves, both in terms of self-quality and quantity of making friends with their peers, so that interactions are carried out and increase the growth and development of children and the nature of the child as a group that is known to be energetic, and full of high imagination. This began to fade with the development of technological sophistication.

### **3.2 Communication Pattern of Students of SMP N 6 Panyabungan**

Children have uniqueness which in each child will be different, but children have something in common, namely they both have imagination, and high energy. Children will easily communicate with anyone, including people they have just met. Children only need a maximum of 30 minutes to communicate with new people, then children will be able to play and run around with other children as if they have known them well and for a long time.

What about children who are already in junior high school level, children at this time already know a sense of prestige and are reluctant to say hello first, with shame or reluctance towards people they have just met, this makes children at the junior high school level starting to limit interactions. In their social life, children during this period of education will always need time to try to make communication fluid and more intimate, but the time needed is not as fast as we think, some even take almost 2 hours to start a close conversation, there are also less than that time.

Children will tend to observe the movements of potential friends with whom they will interact, so that children will have other considerations to carry out further and intense interactions or just say hello as a form of small talk from interactions that should continue. SMP N 6 Panyabungan, which is located in Mandailing Natal Regency, has high cultural values and is full of spiritual values, because Mandailing Natal Regency itself is known as a district as the Veranda of Mecca of North Sumatra. This is because there are many great scholars who come from Mandailing Natal district, as well as a culture that upholds respect for parents.

The above does not cover the negative or positive possibilities that will be shown by a child who is looking for their identity. Media in the form of gadgets that are owned by children will have an influence on students' communication patterns, the pattern of communication patterns themselves can be interpreted as a relationship between two or more people with different goals, but there is an equalization of goals and understanding between the two (Syaiful Bahri Djamarah: 2017), so that This relationship will lead to a common perception and an equation of meaning.

In line with the explanation above, the communication pattern of students at SMP N 6 Panyabungan, has a unified meaning which is used as a perception equation through terms or greetings used by students in their daily lives. This communication pattern is increasingly felt when students are in the school environment, because there is still supervision of teachers and employees at school, but this pattern increasingly shows deviations or disturbances when students interact with gadgets, even though the students are gathering with groups that note the benefits. is a group that often interacts intensely in the school environment.

### **3.3 Communication skills and the influence of games on SMP N 6 Payabungan students**

The ability of the students of SMP Negeri 6 Panyabungan in terms of communicating is quite good, because it is done with local wisdom. Students of SMP N 6 Panyabungan communicate well, between peers and teachers at school. The existence of religious and cultural values embedded in the students of SMP N 6 Panyabungan is a situation that is adapted to local conditions in the Mandailing Natal district, but the communication skills of students at SMP N 6 Panyabungan does not mean that they do not have problems that must be a deeper study to obtain an even better situation.

Referring to data in 2016 there were 66 million people out of 262 million people in Indonesia who have smart phones and 35% people, with further details that those who use their smart phone devices intensely in carrying out communication activities or sending short messages through their respective devices. Then the data shown in 2017 there was a fairly rapid increase in data, namely there were as many as 92 million out of 297.1 million people who use smart phones actively, ([wearesocial.org](http://wearesocial.org)) if we look at 2022, we can be sure that the data shown will be more increasing again, this is in line with the increase in the number of smartphone sales and the increasing number of variants of the type of provider that presents the amount of data packets to carry out communication activities with internet support.

The data presented above shows the addition of smartphone users, as well as the impact caused by the number of users. The behavior of users will also show changes. Students of SMP N 6 Panyabungan in this case also feel the impact caused by the use of their smartphones. Smartphones or can also be called gadgets are very often used not to carry out communication activities, or other things that support education. Students of SMP N 6 Panyabungan tend to use their smartphones outside of school as e-intertain media. Online games are one of the activities they often do when the gadget is in their hands.

Online games played by students of SMP N 6 Panyabungan are not currently at the stage of students becoming addicted, but make students of SMP N 6 anyabungan happier to interact with their gadgets to play online games, sometimes students who are in a group who are in the group are friends they know, very little communication takes place. Playing online games when it makes the players complacent to the point of destroying their daily activities is also an action to watch out for (Weinsten, A. M: 2010), they are always lulled by the gadgets they have in their hands, even though they still make their busy playing their gadgets a distraction. a routine daily activity.

This has an impact on their ability to communicate, students often find it difficult to describe their desires and abilities, or even tell in detail what they will do in the right order, this makes students' ability to communicate increasingly undirected. However, everything is still in a reasonable stage because when interacting with other people students still show a positive response, so the effects of online games among students of SMP N 6

Panyabungan can still be overcome. In the research conducted, there are several results obtained, namely when viewed from the responses shown by students, students tend to appear unfocused when interacting, we can find this when they are forced to stop playing games and then invited to communicate.

#### IV. Conclusion

Communication media should always get and keep up with the times so that we as users can meet the need for information that always has to be new and updated. The activity of playing online games is not a mere negative treatment, but there are still many positive activities that can be obtained when we play game activities, for example, the existence of knowledge about language, as well as the active use of technological progress itself. Likewise, online game activities carried out by students of SMP N 6 Panyabungan, also gain new knowledge about technological advances.

There is a negative side as well as a positive side in an activity that everyone does, especially for media users. As a conclusion in this study there are several things, namely first, parents must participate in controlling the use of gadgets from their children so that children still have good communication patterns and skyrocket their achievements, children who have shown other symptoms of gadget addiction by playing online games with their attitudes such as lack of concentration and seem unfocused when spoken to we can do social therapy for them, so that children will return to their world, a world where every junior high school student has the main activity, namely studying well, and establishing friendships with other people.

#### References

Andi Abdul Muis. (2001). Islamic Communication. Bandung: PT. Rosdakarya Teens

Deddy Mulyana, (2003). Qualitative Research Methodology: A New Paradigm of Communication and Other Social Sciences. Bandung: PT. Rosdakarya Teens  
<http://jurnal.uinsu.ac.id/index.php/komunika/article/view/7908>

Jalaluddin Rakhmat, (2006). Qualitative Research Methods. Bandung: Youth Rosdakarya.

Khoiriah, (2018), The Impact of Online Games on Adolescent Behavior in the Implementation of the Five Times Prayer in Rangai Village. Thesis. Raden Intan State Islamic University, Lampung.

Lexy J. Moleong. (2000) Qualitative Research Methodology. Bandung: PT. Rosdakarya Teens

Marbun, D. S., et al. (2020). The Effect of Social Media Culture and Knowledge Transfer on Performance. Budapest International Research and Critics Institute-Journal (BIRCI-Journal), Volume 3, No 3, Page: 2513-2520.

Marlina, (2021). The influence of online games on communication patterns (case study of students of SMP N 10 Binjai City) <https://jurnal.stain-madina.ac.id/index.php/almanaj/article/view/595>

Marlina, et al. (2020). Disclosure of Communication in the Facebook and Impact Social Media on Worship Activities in Dakwah Faculty Students and Science of Communication Media of North Sumatera State University (UINSU). Budapest International Research and Critics Institute-Journal (BIRCI-Journal), Volume 3, No 3, Page: 2142-2148.

Miranda, PH, Waluyanto, HD, & Zacky, A. (2018), Design of Comic Books as Information Media Regarding the Impact of Games on Children's Social Behavior. DKV Adiwarna Journal.

Umar Abdurahim, Marlina, (2018). Messages of Educational Communication in Educating Children, Perspective Review of Islamic Communication).

Weinstein, AM (2010). Computer and Video Game Addiction—A Comparison between Game Users and Non-Game Users. *The American Journal of Drug and Alcohol Abuse*, 36, 268-276.<http://dx.doi.org/10.3109/00952990.2010.491879>