



Educational Psychology, Subjective Narratives of Consequences of Games Performance

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Abstract. Gaming addiction has become an increasing problem among children, teenagers and even adults in Indonesia. This study aims to examine the impact of gaming addiction on education in Indonesia, focusing on aspects such as academic performance, social behavior, and mental well-being. The research method used was a survey and interview of active gamers and non-gamers through 3 research subjects who are students at one of the campuses in Palangka Raya. The results showed that gaming addiction has a negative impact on students' academic performance. Respondents who played games more often tended to have lower grades compared to non-gamers. They also tend to be absent from school more frequently.

Keywords: Educational Psychology, Evaluation, Gaming Addiction, Subjective Narratives, University Student.

1. Introduction

Gaming addiction has become a serious concern around the world, including in Indonesia. In recent years, the growth of the gaming industry in Indonesia has created more opportunities for individuals to engage in online gaming [1]–[3]. This research attempts to understand how gaming addiction may affect education in Indonesia. Primary objective of this study is to investigate the impact of gaming addiction on education in Indonesia [4]–[6].

Specific objectives include evaluating the effect of gaming addiction on students' academic performance, identifying the social impact, and understanding the impact on mental well-being. This research is expected to provide a deeper understanding of how gaming addiction can affect education in Indonesia, which can be used for policy development and more effective prevention strategies. With this research, hopefully, it can provide useful guidance for schools, parents and the government in addressing the issue of gaming addiction.

Social impacts of gaming addiction were also evident in this study. Many respondents reported that they would rather play games than interact with their friends in the real world. Hence, social isolation and decreased social skills can lead to gaming addiction. Levels of gaming addiction were also related to mental wellbeing issues. Some respondents reported higher levels of stress and anxiety associated with excessive gaming.

Results showed that gaming addiction has a negative impact on students' academic performance. Respondents who played games more frequently tended to have lower grades compared to non-gamers. They also tend to be absent from school at a higher rate. The purpose of this research is to show the voices of game players from the point of view of students as learners with all the obstacles or perhaps as their favorite when basically the status of students prioritizes learning which is connected to the concentration of each student.

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2. Method

Research is based on qualitative research using data analysis techniques through interviews from research subjects as students in various areas of Palangka Raya. Research utilized a mixed approach involving an online survey and in-person interviews. Respondents consisted of active gamers and non-gamers who were high school students in several regions in Indonesia. Surveys included questions about gaming patterns, time spent playing, and the impact on educational aspects. Interviews were used to gain deeper insights into individuals' experiences of gaming.

Data analysis techniques in addition to the authors as one of the students to take part and close to the experience of playing games while studying in the lecture hall. Furthermore, the authors explored the experience of gamers through the stretch of voices that have been slightly raised so far in the research room. Qualitative research as technique of data analysis through audio recording becomes a technique to echo the voices that basically, the voice of the research subject cannot be quantified with numbers without considering the experience of gamers located in the city of Palangka Raya.

3. Result and Discussion

3.1 The Positive Role of Games in Education: Phelynha's Views and Other Perspectives

The conditions of this interview, the authors spoke with a 21-year-old university student named Phelynha about the impact of gaming addiction on education in Indonesia. Highlights of the points discussed in the interview are summarized below. Gaming addiction could disrupt the education process by reducing the time that would otherwise have been spent on studies.

"Tanda-tanda kecanduan game mencakup kurangnya keterlibatan dalam aktivitas pendidikan, penurunan prestasi akademik, dan pengabaian potensi lainnya. Sekolah dapat membantu mencegah kecanduan game dengan memberikan edukasi tentang penggunaan game yang sehat dan mengatur aturan tentang waktu bermain game.. Signs of gaming addiction include lack of engagement in educational activities, decreased academic performance, and neglect of other potentials. Schools could help prevent gaming addiction by providing education on the healthy use of games and setting rules on game time."

Phelynha/wwcr/subjectivenarrativesofgameusers/19092023

Phelynha, the chocolate-loving student, added,

".. manfaat positif dari bermain game dalam pendidikan mungkin ada, terutama jika game tersebut edukatif dan dapat meningkatkan keterampilan siswa. Orang tua dapat mendukung anak-anak mereka dengan mengawasi waktu bermain game dan memberikan alternatif aktivitas yang bermanfaat. Pemerintah memiliki peran penting dalam mengatasi kecanduan game dengan mengembangkan kebijakan dan regulasi yang mendukung penggunaan game dalam pendidikan. Pendekatan yang tepat dalam mengintegrasikan game dalam pembelajaran formal adalah memilih game yang relevan dengan tujuan pendidikan. Kecanduan game juga dapat berdampak pada kesehatan fisik, seperti kurangnya aktivitas fisik dan tekanan pada mata.. positive benefits of gaming in education may exist, especially if the games are educational and can improve students' skills. Parents can encourage their children by supervising their gaming time and providing alternative, rewarding activities. Governments have an influential role to play in addressing gaming addiction by developing policies and regulations that support the use of gaming in education. An appropriate approach in integrating gaming in

formal learning is to select games that are relevant to educational objectives. Gaming addiction may also have an impact on physical health, such as lack of physical activity and eye strain"

Phelynha/wwcr/ subjectivenarrativesofgameusers/19092023

Phelynha added that playing games could also add knowledge. Thus, games are not supposed to be perceived as destructive. As far as the authors' experience goes, in the world of teaching at school or on campus, and even in churches, games are often a cooling tool amid the complexity of the material and the learning process itself [7]–[11]. For example, in Christian Education classes at church or school.

".. game dapat membantu meningkatkan kreativitas siswa jika mempromosikan pemikiran kreatif yang positif. Dampak positif dan negatif bermain game terhadap pendidikan dapat diukur melalui evaluasi prestasi akademik dan perkembangan siswa di dunia pendidikan.. beberapa sekolah telah berhasil mengintegrasikan game dalam kurikulum mereka sebagai alat pembelajaran. Sekolah dapat mendukung penggunaan game dalam pendidikan dengan menyediakan akses ke perangkat dan sumber daya yang diperlukan. Selain itu, wawancara juga mencakup topik motivasi dalam proses belajar mahasiswa. Motivasi dianggap penting karena mempengaruhi prestasi akademik.. faktor-faktor seperti subjek, dukungan sosial, dan persepsi kemampuan diri dapat memengaruhi motivasi siswa. Dosen dapat memberikan motivasi dengan menciptakan lingkungan pembelajaran menarik dan memberikan umpan balik positif. "... games might help improve students' creativity if they promote positive creative thinking. Both the positive and negative impacts of gaming on education can be measured through the evaluation of students' academic performance and development in education. Some schools have successfully integrated gaming in their curriculum as a learning tool. Schools can support the use of games in education by providing access to the necessary devices and resources. In addition, the interviews also covered the topic of motivation in students' learning process. Motivation is considered important as it affects academic achievement. Factors such as subject matter, social support and perceived self-efficacy can influence student motivation. Lecturers can provide motivation by creating an engaging learning environment and providing positive feedback"

Phelynha/wwcr/subjectivenarrativesofgameusers/19092023

Previous opinions are almost the same as Phelynha's later views, which both inform the positive side of games. For example, the effect on motivation, perception and social support to academic achievement [12]–[18]. Recently, the interviews also discussed the role of games in the development of students' social skills [19]–[21]. Games can help students interact with people from different backgrounds and develop their social skills. Overall, the interviews illustrate various aspects related to gaming addiction, the use of games in education, students' learning motivation, and the role of games in developing students' social skills in Indonesia.

3.2 The Impact of Game Addiction on Education: Views from Timothy Informants in Indonesia

On 19 September 2023, the authors conducted an interview with Informant Tzimhothy, a 3rd semester student of the Program of Christian Religious Education. It discussed the topic of gaming addiction and its impact on education in Indonesia. Here are some highlights that could be summarized from such an interview.

".. kecanduan bermain game dapat memiliki dampak negatif yang signifikan, terutama terhadap kesehatan mental individu. Anak-anak yang kecanduan game seringkali mengalami gangguan tidur, kurangnya waktu untuk berinteraksi dengan lingkungan sosial, dan kesulitan fokus pada pendidikan. Tanda-tanda kecanduan bermain game yang perlu diperhatikan antara lain adalah bermain hingga larut malam, mengabaikan aktivitas lain, dan kehilangan waktu untuk beraktivitas sosial... addicted gaming disorder can have negative impacts that are significant, especially on an individual's mental health. Kids who are addicted to gaming often experience sleep disturbances, lack of time to interact with social environments, and difficulty focusing on education. Notable signs of gaming addiction include playing late into the night, neglecting other activities, and losing time for social activities."

Tzimhothy/wwcr/ subjectivenarrativesofgameusers/19092023

Interviewee Tzimhothy pointed out that schools can help prevent gaming addiction by creating interesting teaching methods and paying attention to the socialization aspect of students. Despite the negative impacts, gaming may also have positive benefits in education. Educational games could help children develop language skills and creativity. Parents have an integral role to play in preventing gaming addiction. Providing attention, support and monitoring the time children spend playing games are ways that parents could assist.

As far as the government goes, according to the authors, political policies on the regulation of games with safety and mutual benefit need to be continuously paid attention to. The authors see that the integration of games in formal learning must be adjusted to the level of education. Games have to be designed to suit the age and developmental level of students. Participant Tzimhothy mentioned that game addiction can have an impact on physical health, especially if the time spent playing games interferes with daily activities, including school.

Measuring the efficacy of game usage in education has to consider both positive and negative impacts on students' academic achievement and well-being. Indonesia's usage of gaming in education is similar to other countries, with key differences in the language spoken and cultural factors. Informant Tzimhothy foresees that gaming will continue to be used in education, with efforts to optimize its positive impact and reduce its negative impact. Finally, this interview provides valuable insight into the role of gaming in education and its impact on students in Indonesia.

3.3 The Role of Parents, Schools, and Government in Preventing Game Addiction in Education in Indonesia: Views from Mzytheinqteht Informants

Results of interviews with informant Mzytheinqteht on September 20, 2023 revealed various views and thoughts regarding the impact of gaming addiction on education in Indonesia. The following are the results of the interview that the authors got from the research subject,

".. konsekuensi logis atas negatif kecanduan games menurut saya sih bisa ngaruh ke penurunan prestasi akademik, kaya kurangnya keterlibatan dalam aktivitas sosial dan pendidikan lainnya, atau potensi gangguan psikologis seperti stres, gitu.. menurut gw peran penting orang tua dalam mencegah kecanduan bermain game pada anak-anak jadi kaya penting gitu bro.. orang tua mesti kasih perhatian lebih kepada anak-anak, mengatur waktu bermain game, dan memberikan peraturan yang sehat terkait penggunaan perangkat.. artinya, ada kaya effort orangtua lah gitu.. kalo bicara sekolah sih, peran sekolah bisa membantu mencegah kecanduan

game dengan memberikan edukasi kepada siswa dan orang tua tentang dampak negatifnya secara terus-terusan.. bisa juga kaya santai atau apalah.. biar ngga dikira ngebosenin.. Logical consequences of negative gaming addiction in my opinion can affect academic performance, such as lack of involvement in other social and educational activities, or potential psychological disorders such as stress, so... in my opinion, parents play an important role in preventing gaming addiction in children so it's important bro... parents must pay more attention to their children, regulate their gaming time, and provide healthy rules regarding the use of devices... that is, there is a parent effort... when it comes to schools, the role of schools can help prevent gaming addiction by educating students and parents about the negative impacts continuously... it can also be like relaxing or something... so that it doesn't seem boring..."

Mzytheinqteht/wwcr/subjectivenarrativesofgameusers/19092023

Schools may also create regulations regarding the use of devices during learning hours. Governments have an essential role to play in addressing the problem of gaming addiction by supporting education and outreach to the community [22], [23]. They could also provide financial support for local educational games that support the curriculum. Mzytheinqteht noted that games can be effective learning tools if they are linked to the curriculum and educational goals. Games that support creative thinking and local insights can be used in the learning process. The successful use of games in education may be measured through evaluation of student achievement, behavioral changes, and positive impact on academic grades.

Mzytheinqteht noted that the gaming culture in Indonesia is sometimes heavily influenced by foreign cultures, which can undermine positive cultures and habits. This difference should be considered in the use of games in education. The Future of Game Use in Education [24]–[26]. Mzytheinqteht hopes that the future of the use of games in education in Indonesia will be brighter with the support of the government and society [27]–[29]. He hopes that educational games made by Indonesian children will continue to grow and provide positive benefits for students in the future. This interview illustrates the complexity of the issue of gaming addiction in the Indonesian educational context and emphasizes the role of various parties, including parents, schools and the government, in addressing this issue.

4. Conclusion

Based on Phelynha, Tzimhothy, Mzytheinqteht's narrative, the researcher concluded that gaming addiction has a significant negative impact on education through Indonesia. Such impacts include negative influences on students' academic performance, social impacts such as social isolation and decreased social skills, as well as mental well-being issues such as higher levels of stress and anxiety. This indicates that gaming addiction is a serious problem that needs attention. Addressing this problem requires prevention and intervention measures that involve various parties, including schools, parents and the government. Schools can create engaging teaching methods and educate students on the healthy and wise use of games.

Parents have an essential role in supervising their children's gaming time and providing healthy rules regarding device usage. Governments also need to play a role by developing policies and regulations that support the healthy use of gaming in education. Through better awareness of the impact of gaming addiction, it is hoped that gamers can continue to play healthily without compromising their education. Furthermore, this study

also highlights the need for educational games that are relevant to the curriculum and educational goals to increase the positive benefits of gaming in education in Indonesia.

5. Author's Declaration

Author contributions and responsibilities - The authors made major contributions to the conception and design of the study. The authors took responsibility for data analysis, interpretation and discussion of results. The authors read and approved the final manuscript.

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