

## The impact of online games on language aggression behavior of adolescents in warnet

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**ABSTRACT:** This study aimed to determine the impact of online games on language aggression behaviors in adolescents at an internet cafe, using observation of four internet cafes in South Tangerang. The results indicated the main languages and dirty words that are used and appear as mockeries among internet cafe users, including “monkey,” “dog,” “pig,” “turmeric,” and others. This demonstration is known to highly influence the development of adolescent language at school and at home, as it promotes the habit of directing dirty and unethical words both to fellow friends and older people if these characteristics are left unchecked. Thus the family, especially the parents, has a major role to play, through control attempts, while the school as an educational institution should assist the community to instill character and morals in society.

**Keywords:** adolescents, language aggression behavior, online games

### 1 INTRODUCTION

There is an upsurge in the development of information technology, leading to a limitation in the ability to control everything. This is evidenced by the use of mobile phones from an early to older age, as well as the installation of internet cafes in the neighborhood, enabling patrons to surf cyberspace and therefore see anything that is not widely known. In addition, the negative and positive effects resulting from the development of electronic media, encompassing cellphones and internet cafes, ought to be understood, as these tend to be a big concern for teenagers, especially in terms of instability as indicated by the impact on society. Also important in this consideration are online games, which are highly loved by children and adults and very interesting for public consumption, with a strong capacity to lead to addiction. Furthermore, they are also perceived as an interesting form of entertainment during holidays and at school time, as children tend to forget the time needed to pray, eat, and go home. Moreover, the avidness of the consumers for the games represents a soft consumption for businesspeople who are least concerned with moral values, education, and culture. Also, the reduced capacity to provide really educative games is seen in the promotion of violence (physical or verbal), and pornography; thus, a majority of adults, owing to a lack of understanding or care, tend to finally “let” their children play. In addition, there is also a provision of more varied types, through the payment of about Rp. 3,-000–10,000/day, which accords the privilege to a broader access. Meanwhile, an addiction to these games tends to disrupt the nerves and brains of children, leading to a reduction in the will to learn, a quickness to anger, difficulty in managing, and also the use of bad language, which is a major concern for educators and parents.

At the present time, teens have been identified as the objects of the social media world, based on the fact that the internet is an attractive medium for the age group, possessing a great deal of information. This is perceived as an interesting thing, and

playing an online game, unfortunately, is conducive to the emergence of impolite and unpleasant language. In addition, the internet cafe environment tends to promote this demeanor and has also become accustomed to mention of such words; thus, aggression is developed as a habit that is usually conveyed into the environment outside the cafe. This particular characteristic involves the act of a creature attacking and hurting others, and for humans, this trait is exhibited verbally, although attention is focused on the physical/nonverbal form. According to Zakiah Darajat (1990: 23), adolescence is a transitional period between childhood and adulthood, during which the child experiences growth and physical and psychological development. Thus, based on physical features, thoughts, and behaviors, adolescents are referred to neither as children nor as mature adults. Further, the obstacles experienced by older people today are enormous, especially with the advent of technology, encompassing online games, as adolescent language development greatly influences daily behavior, both at home and within the environment. These characteristics prompted an interest to study the problem of language aggression in adolescents at internet cafes after playing online games.

## 2 AGGRESSION AS A RESPONSE AND AS AN EMOTIONAL REACTION

The study of aggression is possibly obtained through observation and imitation, which is increased by an enhancement in reinforcement. This behavior tends to be a dysfunction at extreme points, and Bandura (in Fiest, 2009) reported that it is adopted through the observation of others, alongside a direct experience with negative and positive reinforcement, practice or instruction, and abstract beliefs.

Five reasons have been identified for initiation of aggression: (1) pleasure in hurting victims (positive reinforcement); (2) the unintended consequences of aggression by others in response to avoidance or fighting (negative reinforcement); (3) becoming hurt or receiving an injury in order not to commit aggressive behavior (punishment); (4) setting the behavior as a personal standard for one's actions (self-reinforcement); and (5) seeing others receive rewards for aggressive actions or penalties for nonaggressive behavior.

Bandura (in Feist, 2009) believes these actions have the ability to result in the continuity of aggressiveness, proven by the statement that children observing the behavior of others show a higher tendency to act likewise than those in the control group that is not exposed to such demeanor.

According to Ana Paula et al. (2013), these traits affect the psychosocial needs caused by low education, reduced income, lack of information regarding prevention and promotion of health, and difficulties within the family and society. The subjects in this investigation included teenage girls and nurses at Campo Grande Mato Hospital Grosso do Sul state, Brazil. Ruphina Anyaegbu et al. (2012) explained that "games are often used for motivational or fun purposes." This statement, therefore, reinforces the fact that games are rarely applied to motivate or achieve goals.

Aggression, according to Freud (in Atkinson, 2000), is a basic instinct and is encouraged by frustration (particularly assumed to be the obstacles in an individual's efforts toward achieving a goal). These aggressive impulses are the dominant response that motivates the behavior designed to hurt people or objects that are responsible for frustration, although possible reactions, including emotion, always require punishment. Furthermore, the psychoanalytic theory proposed by Freud (in Atkinson, 2000) views aggression as the impetus, which is interpreted as a learned response according to social learning theory. In addition, it has been explained as encompassing behaviors that are intentionally aimed at hurting others (physically and verbally) or destroying property, involving the following as an emotional reaction.

### 2.1 *Aggression as an impulse*

According to Freud's psychoanalytic theory, numerous actions are determined by instincts, especially those that are sexually associated, thus raising the drive in instances in which the expression is not satisfied (frustration). In addition, experts extend the hypothesis with the following statement: Blocking an individual's effort to achieve a goal triggers the generation of an aggressive impulse, which motivates the behavior to break down causative barriers (people or things) (Atkinson, 2000).

### 2.2 *Aggression and social information processing*

What makes children behave aggressively? One of the reasons is related to the pattern with which social information is processed, influenced by the characteristics of the environment, and the means through which feelings are interpreted (Erick and Dodge, 1994, 1995).

Teenagers who play online games in internet cafes follow and imitate the environment, including spoken language. The perception of their new environment provides satisfaction, subsequently encouraging the incidence of aggressiveness, alongside the behavior of continuously using dirty words when at home.

Therefore, it is possible to interpret aggression as the behavior resulting from observations and direct experiences, with the aim of hurting others. This occurrence has been attributed to a low level of education, minimal income, lack of awareness of information, family difficulties, and also the nature of the social environment. There is also negative and positive reinforcement from others associated with the acceptance of these aggressive expressions. This study therefore establishes the existence of a high environmental impact on teenagers playing online games in internet cafes. This location is known to be a center for entertainment, especially for those who don't receive enough attention or interaction with friends, and also individuals who are bored with the unattractive conditions at home, which prompts the visit and subsequent invitation of peers to the café, followed by addiction. Meanwhile, the center of attention in this investigation is the amount of abusive and unfavorable language practiced by the participating individuals, also known as language aggression. This has been identified to confer a negative impact in environments outside the cafe through the use of abusive words, including "monkey," "dog," "idiot," "stupid," "asu," etc., which ought to be studied deeper.

The language raised by adolescents at the internet cafe was terrible, as seen in the aforementioned example. Thus, expert opinion on language and its acquisition, especially in adolescents, stipulates the need to focus on the attention felt directly on the behavior and the relationship between stimulus and the child's response, creating the expectation of behavior each time there is a trigger. In addition, adolescent languages tend to change after frequent hangouts in places like the internet cafes, which is a very prominent environment for teens' development, especially for those who do not obtain sufficient parental attention. This is, however, a very bad atmosphere for language growth, and also teenagers who recurrently visit to play online games tend to develop an addiction. In addition, offering online gaming facilities demands the presence of other teens, which fosters comfort, subsequently promoting the tendency to forget duties and responsibilities. This is a distinctive concern for parents with teenage children; hence, there is a need for special attention because adolescence is a period during which an individual seeks an identity and is also in need of assistance from parents, teachers, and the community in order to initiate a successful life.

The results obtained, using observations in four internet cafes located in South Tangerang, show the alarming impact of online games on aggression behavior in terms of language, especially dirty words, in adolescents, which is very worrisome. A proposed solution involves controlling the adolescents, especially with regard to dirty utterances, through the assistance of the family and school.

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