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THE IMPACT OF ONLINE GAMES ON LANGUAGE AGGRESSION BEHAVIOR OF ADOLESCENTS IN WARNET

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ABSTRACT

This study aims to determine the impact of online games on language aggression behaviours in adolescents at an Internet cafe, using an observation of 4 internet cafes in South Tangerang. Therefore, the results indicated the use of mainly languages and dirty words that appear and become a mockery on internet cafe users, encompassing 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 throwing dirty and unethical words both to fellow friends and older people if this characteristics is left unchecked. Thus the family, especially the parent has a major role to play, through control attempts, while the school as an educational institution oughts to assist the community to instill character and morals in society.

Keywords: online games, language aggression behavior, adolescents

Background

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 old age, which possesses these objects, as well as the erection of internet cafes in the neighborhood, enabling patronizers to surf with cyberspace and, therefore, see anything that is not widely known. In addition, the negative and positive aspects ought to be understood as this tends to be a big concern for teenagers, especially in terms of instability, indicated by their social impact in society, as a result of the development of electronic media, encompassing cellphones and internet cafes. This also includes *online games*, which is highly loved by children and adults, based on the fact that they are very interesting for public consumption, with the primary capacity to lead into addiction. Furthermore, it is also perceived as an interesting form of entertainment during holidays and at school time, as children tend to forget time needed to pray, eat and go home. Moreover, their avidness is a soft consumption for business people that 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 the society, either due to lack of understanding or care, tend to finally 'let' their children play. In addition, there is also a provision for more varied types, through the payment of about Rp. 3,000 - 10,000, - / day, which endowns the privilege to a broader access. Meanwhile, an addiction to these games tends to disrupt the nerves and brain of children, leading to a reduction in the will to learn, prompting the ease to anger, difficulty to manage, and also the appearance of bad language, which is a major concern for educators and parents.

Contemporarily, 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 lot of information. This is perceived as an interesting thing, and playing online game unfortunately

confers an impact on the emergence of languages that are not polite and unpleasant to hear. In addition, the internet cafe environment tends to promote this demeanor, and has also become accustomed to their mention, 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 / non-verbal form. According to Zakiah Darajat (1990: 23) adolescence is a transitional period between childhood and adulthood, where the child experiences growth, physical and psychological development. Thus, they are not referred to as children, based on body shape or way of thinking or acting, and not mature adults either. Meanwhile, the obstacles experienced by old 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 the interest to study the problem of language aggression in adolescents at internet cafes after playing *online games*.

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 the tendency of reinforcement. This behavior tends to be a dysfunction at extreme points, and Bandura (in Feist, 2009) reported that it is obtained through the observation of others, alongside a direct experience with negative and positive reinforcement, practice or instruction, and abstract beliefs.

There are five reasons identified to initiate aggression: (1) The person enjoy hurting victims (positive reinforcement); (2) when they avoid or fight the unintended consequences of aggression by others (negative reinforcement); (3) The attribute of obtaining an injury or to be hurt, in order not to commit aggressive behavior (punishment); (4) Setting the behavior as a personal standards for their actions (self reinforcement); and (5) the act of seeing others receive rewards for aggressive actions or penalties for non-aggressive behavior.

Bandura (in Feist, 2009) believes in the ability for these actions 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 are not exposed to such demeanor.

According to Ana Paula, *et al* (2013) these traits affect psychosocial needs of low education, reduced income, lack of information regarding prevention and promotion of health, and difficulties within the family and society. Furthermore, the subject in this investigation include 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 they are rarely applied to motivate or achieve goals.

Aggression according to Freud (in Atkinson, 2010) is a basic instinct, and is encouraged by frustration (particularly assumed to be the obstacles of an individuals efforts towards achieving a goal). These aggressive impulse 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 impetus, which is interpreted as a learned response, according to the social-learning theory. In addition, it has explained to

encompass behaviors that are intentionally aimed at hurting others (physically and verbally) or destroy 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 on instances where the expression is not satisfied (frustrated). 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. Aggression and social information processing

What makes children behave aggressively? One of the reason 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 that play *online games* in internet cafes follow and imitate the environment, including the aspect of spoken language. In earnest, the perception of their new environment provides satisfaction, subsequently encouraging the incidence of aggressiveness, alongside the behavior of continuously saying and applying dirty words when at home.

Therefore, it is possible to interpret aggression as the behavior resulting from observations, and direct experiences, with the aims of hurting others. This occurrence has been attributed to low level of education, minimal income, ignorance of information, difficulties in the family and also the nature of the social environment. In addition, there are also negative and positive reinforcement from others, affiliated 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 centre for entertainment, especially to those that don't obtain enough attention, or interaction with friends, and also individuals that are bored of the unattractive conditions at home, which prompts the visit and subsequent invitation of peers / peers to the café, followed by addiction. Meanwhile, the center of attention in this investigation is the amount of abusive and unfavorable languages 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, dog, idiot, stupid, stupid, asu*" etc., which ought to be studied deeper.

The language raised by adolescents at the internet cafe was terrible, as seen in the example above. Thus, expert opinion on language and its acquisition, especially in adolescents, stipulate 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 a behavior each time there is a trigger. In addition, adolescent languages tend to change after frequent hang outs in places like the internet cafes, which is a very prominent environment for the teens' development, especially for those that do not obtain sufficient parental attention. This is, however a very bad atmosphere for language growth, and also, teenagers that recurrently visit starnets and play *online games* tend to develop 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 where an individual

seeks 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 4 internet cafes located in South Tangerang, show the alarming impact of online games on the aggression behavior in terms of language in adolescents. This was evidenced by the data obtained from 4 internet cafes that served as locations for observation, in the form of commonly used language, especially dirty words, which is very bad for teenagers. Furthermore, a proposed solution involves controlling the adolescents, especially in the aspect of dirty utterances, through the assistance of the family and school.

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