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DIFFERENCES IN THE LEVEL OF ONLINE GAME ADDICTION IN SCIENCE AND IPS HIGH SCHOOL STUDENTS IN THE SOUTH COASTAL AREA OF MUKOMUKO

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ABSTRACT:
The World Health Organization will determine addiction to playing games as a mental disorder. The purpose of this study was to fine the results of differences in the level of online game addiction among high school student majoring in science and social sciences. The research method was used quantitative-comparative methods with the t test. The results showed that there were differences in the level of addiction among student majoring in science and social sciences with indicators, namely; salience and tolerance can be seen at the sig (2-tailed) valued of 0,005 < 0,05 and 0,007 < 0,05, then based on the results of the second t test showed that there was no difference in the level of online game addiction among students majoring in science and social sciences, indicators namely; mood modification, relapse, withdrawal, conflict and problem were seen at sig (2-taield) valued of 0,425 > 0,05, 0,744 > 0,05, 0,857 > 0,05, 0,106 > 0,05 and 0,368 > 0,05. This study can be concluded that the difference in the level of online game addiction in students can be intervened gradually and consistently, so that it can influence students' attitudes and behaviour significantly and is right on target.

Keywords: Addiction, online game, majoring, science, social science.

INTRODUCTION:

In the times and advances in information technology have led to major changes in various aspects of human life. This condition encourages all educational scientists to follow these developments and advances, in other words the competition in the world of education will be tighter. This problem has led to paradigm shifts in the high school environment. The influence on advances in information technology has an impact on the nation's generation who are unable to deal with addiction to information systems such as online games. This is a big homework for the government, parents and educators to deliver a generation of people with Pancasila character and spirit.

The World Health Organization (WHO) will determine addiction to playing games as a mental disorder. Based on the 11th international disease classification document (International Classified Disease / ICD) issued by WHO, this disorder is called gaming disorder. Gaming disorder by WHO is described as the behavior of playing games persistently and repeatedly, thus putting aside other life interests (Kompas: 2018).

Based on the survey the researchers saw the phenomenon that occurred in internet

cafes and hangout places for young people located in the village of Medan Jaya and the coastal tourism area of Pasar Ipuh Mukomuko village, there were school-age children who were enjoying playing online games or using gadgets after school. by wearing a uniform for the duration of the visit or playing games every day. From the survey results, it can be concluded that these students experience addiction to online games. The characteristics of someone experiencing addiction to online games according to (Lemmens, Valkenburg, & Gentile, 2015) that the criteria for game addiction include: salience (players think about playing games all day long), tolerance (players spend increasing time playing games) , mood modification (players playing games until they forget other activities), relapse (the tendency for players to play games again after not playing for a long time), withdrawals (players feel bad or feel bad when they don't play games), conflicts (players fight with other people because players play games excessively and problems (players ignore other important activities that eventually cause problems) Previous research has examined various methods to overcome game addiction, one of which is by using Bupropian which was tested on 19 men who experienced game addiction and the results could be lowering the game addiction rate but the success rate The method depends on each individual (Han, Hwang, & Renshaw, 2010) he continued, hypnotherapy-based interpersonal communication methods can reduce the level of online game addiction in students with moderate and high levels of addiction (Rachayu & Banat, 2020), then family therapy interference can also reduce the level of addiction. games in adolescents (Han, Kim, Lee, & Renshaw, 2012). From several studies that have been conducted, there has been no research that examines the difference in the level of online game addiction of students majoring in Science and Social Sciences and observes the level of addiction so that it can be intervened according to the target.

Given the negative impact of online game addiction, researchers are interested in conducting research with the aim of knowing the differences in levels of online game addiction among students majoring in Science and Social Sciences at SMAN 02 Mukomuko. The level of urgency in this research is the high number of online game addiction in the younger generation, which will have an impact on mental character and health damage, so that it can have a long-term impact on decreasing the quality and productivity of the active, creative and innovative young generation For this reason, there is a need for prompt, easy, fast and precise handling so that students who experience online game addiction can be intervened early and integrated.

METHOD:

This research uses a quantitative approach with a comparative method. According to (Sugiyono, 2017) the comparative method aims to compare the existence of a variable or more in two or more different samples, or at different times. The comparative method was used to determine the difference in the level of addiction of students majoring in Science and Social Sciences at SMAN 2 Pesisir Selatan Mukomuko. The population in this study were all students majoring in science and social studies class XII SMA Negeri 2 Pesisir Selatan Mukomuko with a simple random sampling technique consisting of 59 students majoring in science and 59 students majoring in social studies. Researchers make written questions that are submitted and distributed to the sample in the form of a questionnaire containing indicators on the predetermined research object. The questionnaire used was a closed questionnaire and was used to obtain data about the differences in the level of learning addiction among students majoring in

Science and Social Sciences. The tool used in this study is a questionnaire which refers to the client addiction criteria scale proposed by (Lemmens, Valkenburg, & Peter, 2009). As for what is included in the criteria for online game addiction, including salience (clients think about playing games all day), tolerance (clients spend more time playing games), mood modification (clients play games until they forget other activities), relapse (clients tend to play games). the game returns after a long period of not playing), withdrawals (the client feels bad or feels bad when he can't play the game), conflicts (the client quarrels with other people because the client plays excessively) and problems (the client ignores other important activities that end up in new problems). This questionnaire has been validated by a team of field observers who work as senior hypnotherapists (certified hypnotherapist). The data analysis technique of this research is the T test using SPSS statistic 21.

RESULTS AND DISCUSSION:

RESULT:

Based on the results of hypothesis testing using the T test. The criterion is if sig> 0.05 then Ho is accepted, and vice versa if sig <0.05 then Ho is rejected. The following are the results of hypothesis testing which are presented as follows;

Table 1 Results of the hypothesis testing output from SPSS 21 with the salience indicator.

dF	Uji F_Sig	Asymp.sig (2 tailed)	Information
118	0,284	0,005	1. The variance similarity test 2. Test difference in average

Based on the results of the calculation of the Independent sample t test using SPSS 21 shows that Ho is rejected with a sig (2-tailed) value of 0.005 <0.05, it can be concluded that there is a difference in the level of addiction with the salience indicator in the Science and Social Sciences majors at SMAN 2 Pesisir South of Mukomuko. Based on the results of the calculation of the Independent sample t test using SPSS 21 shows that Ho is rejected with a sig (2-tailed) value of 0.005 <0.05, it can be concluded that there is a difference in the level of addiction with the salience indicator in the Science and Social Sciences majors at SMAN 2 Pesisir South of Mukomuko.

Table 2 Results of hypothesis testing output from SPSS 21 with tolerance indicator

dF	Uji F_Sig	Asymp.sig (2 tailed)	Information
116	0,402	0,007	1. The variance similarity test 2. Test difference in average

Based on the results of the calculation of the Independent sample t test using SPSS 21, it shows that Ho is rejected with a sig (2-tailed) value of 0.007 <0.05, it can be concluded that there is a difference in the level of addiction with tolerance indicators in the Science and Social Sciences majors at SMAN 2 Pesisir. South of Mukomuko.

Table 3 Results of hypothesis testing from SPSS 21 with indicator of mood modification.

dF	Uji F_Sig	Asymp.sig (2 tailed)	Information
116	0,009	0,425	1. The variance similarity test 2. Test difference in average

Based on the results of the calculation of the Independent sample t test using SPSS 21, it shows that Ho is accepted with a sig (2-tailed) value of 0.425> 0.05, it can be concluded that

there is no difference in the level of addiction with the salience indicator in the Science and Social Sciences majors at SMAN 2. Mukomuko's South Coast.

Table 4 Results of the hypothesis testing output from SPSS 21 with the relapse indicator.

dF	Uji F_Sig	Asymp.sig (2 tailed)	Information
116	0,728	0,744	. The variance similarity test . Test difference in average

Based on the results of the calculation of the Independent sample t test using SPSS 21, it shows that Ho is accepted with a sig (2-tailed) value of 0.744> 0.05, it can be concluded that there is no difference in the level of addiction with the salience indicator in the Science and Social Sciences majors at SMAN 2. Mukomuko's South Coast.

Table 5 Results of hypothesis testing output from SPSS 21 with withdrawal indicators.

dF	Uji F_Sig	Asymp.sig (2 tailed)	Information
116	0,376	0,857	1. The variance similarity test 2. Test difference in average

Based on the results of the calculation of the Independent sample t test using SPSS 21, it shows that Ho is accepted with a sig (2-tailed) value of 0.857> 0.05, it can be concluded that there is no difference in the level of addiction with withdrawal indicators in the Science and Social Sciences majors at SMAN 2. Mukomuko's South Coast.

Table 6 Output results of hypothesis testing from SPSS 21 with conflict indicators.

dF	Uji F_Sig	Asymp.sig (2 tailed)	Information
116	0,100	0,106	1. The variance similarity test 2. Test difference in average

Based on the results of the calculation of the Independent sample t test using SPSS 21, it shows that Ho is accepted with a sig (2-tailed) value of 0.106> 0.05, it can be concluded that there is no difference in the level of addiction with the conflict indicator in the Science and Social Sciences majors at SMAN 2. Mukomuko's South Coast.

Table 7 Output results of hypothesis testing from SPSS 21 with indicator problems.

dF	**Uji F_Sig**	**Asymp.sig (2 tailed)**	**Information**
116	0,181	0,368	1. The variance similarity test 2. Test difference in average

Based on the results of the calculation of the Independent sample t test using SPSS 21, it shows that Ho is accepted with a sig (2-tailed) value of 0.368> 0.05, it can be concluded that there is no difference in the level of addiction with problem indicators in the Science and Social Sciences majors at SMAN 2. Mukomuko's South Coast.

DISCUSSION:

Based on the results of the research and hypothesis testing, the researcher can describe it more systematically and in detail, then the hypothesis test results that there are differences in the level of addiction in students majoring in Science and Social Sciences with indicators, namely; salience and tolerance, these two indicators show their liking for online games, the duration they play is more than or ≥ 2 hours every day, they really understand the ins and outs of the game, students are willing to queue and set aside their allowance, high student curiosity level when unable to finish levels in online game play, students are nervous about not having

money to buy their favorite quota of games, game play duration> 2 hours, and they memorize the characters they play. The results of the T test showed that there was no difference in the level of addiction among students majoring in Science and Social Sciences which was seen in the indicators, namely; mood modification, relapse, withdrawal, conflict and problem. This shows that, mood modification is stated in collecting school assignments not on time, the lack of intensity of students visiting their siblings' house, students are willing to skip their meal hours, and relapse is stated in statements about them idolizing characters in online games, they repeat the type of game. the same even though they have never completed it, they are driven to complete a job so that they can immediately play online games, they feel bored if 3 days of not playing games, they miss online games when they are sick, withdrawals are stated in the statement about students' disappointment if they lose the game, they get angry when they are disturbed when playing online games, they express frustration when schoolwork interferes with the schedule for playing online games, they are more like to make friends with friends who also like online games, conflict stated in statements about students being sleepy or falling asleep in class because they play games late at night until dawn, they are willing to fight with their parents or siblings if they forbid them to play online games, they are willing lying with teachers or parents in order to play online games, problems stated in statements about students being called by BP teachers because of problems in class attendance, test scores below competency standards, they are ignored or scolded by their parents for not being able to leave online game play, research results This is in line with what was stated (Lemmens & Hendriks, 2016) regarding dependence on online and offline games which has an effect on human pathological damage, as well as the relationship between game play disorders and 2,720 games played by children aged 13 years to 40 years (N = 2.442).

CONCLUSION:

Based on the results of research and discussion, it can be concluded that there is a difference in the level of addiction of students majoring in Science and Social Sciences on indicators of salience and tolerance, and there is no difference in levels of addiction among students majoring in Science and Social Studies on indicators of mood modification, withdrawal, relapse, conflict and problems. The results of this study can be intervened with various methods of decreasing the level of addiction gradually and consistently, so that it can significantly influence student attitudes and behavior and are right on target.

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