

THE IMPACT OF ONLINE GAMES AND ATTITUDE CHANGES IN GRADE V STUDENTS AT MI NURUL ISLAM SEKARBELA

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ABSTRACTS	ARTICLE INFO
<p>This research is motivated by the widespread use of online games by students, which can have both negative and positive impacts on student attitudes. This study aims to determine the impact of online game use and attitude changes in grade V students at MI Nurul Islam Sekarbela. This study is a qualitative study using a descriptive approach to gather information related to the impact of online game use and attitude changes in grade V students at MI Nurul Islam Sekarbela. Data collection techniques used were observation, interviews, and documentation. The data analysis technique used was the Miles and Huberman model: Data Condensation, Data Display, and Conclusion Drawing/Verification. The results indicate that online game use has both positive and negative impacts on students. The positive impacts of online games include improving English language skills, while the negative impacts include addiction. Online games also impact students' attitudes. These changes in students' attitudes due to online games include improving cooperation skills, negativism, aggression, and fighting.</p>	<p>Article History: <i>Received: May 15th 2026</i> <i>Revised: May 28th 2026</i> <i>Published: May 2026</i></p> <p>Keywords: <i>Online Games, Attitude Change</i></p>

INTRODUCTION

Many other researchers have conducted research on online games. For example, Dana Arif Lukmana's study, "Changes in the Behavior of Elementary School Students in Tidore Islands City Who Are Addicted to Online Games and Its Impact on Learning Achievement," found that online games affect learning focus but do not significantly impact learning outcomes. That study focused on examining the impact of online games on learning achievement, unlike this study, which specifically addresses the impact of online gaming on student behavior changes.

Based on initial observations conducted by researchers at MI Nurul Islam Sekarbela on April 23, 2024, the majority of fifth-grade students owned gadgets and used online games and social media. Researchers observed that during school breaks, students gathered in groups and discussed the online games they were playing. The students then arranged to play online games together after school. An interview with Mrs. Hj. Rauhul Aini, S.Pd., the fifth-grade teacher, also provided her opinion on students' use of gadgets for online games. According to him, the use of online games requires supervision and restrictions, as they can have negative impacts, particularly on learning. During class, some students were found to be

unfocused and often drowsy, often staying up all night playing online games. This was also discovered through the class WhatsApp group, where several students sent messages about planning to play online games together, which then led to students staying up all night playing. Therefore, the teacher urged parents to limit and supervise students' gadget use.

Based on an interview with a fifth-grade student, M. Akbar, researchers also found that his parents did not limit, supervise, or prohibit his gadget use. He freely accessed gadgets and online games at any time. He also stated that he preferred playing gadgets or online games at home rather than going out and playing with his peers. This indicates a change in social behavior due to the use of online games. Therefore, limiting and supervising gadget use is crucial, as it inevitably has a negative impact, particularly on students' social behavior. Based on this background, the researcher is interested in conducting further research on the impact of online games and changes in student attitudes, from the impact of online game use to behavioral changes due to online games among fifth-grade students at MI Nurul Islam Sekarbela in the 2023/2024 academic year.

RESEARCH METHOD

This research aims to describe the impact of online game use and the behavioral changes that occur in students as online game users. Therefore, in this study, the researcher will use a qualitative research approach with a descriptive qualitative approach. Qualitative research is a research method that studies the behavior of individuals and groups and social events using a descriptive approach to obtain data in the form of words rather than numbers. In qualitative research, the researcher is the primary instrument used to examine a topic or subject. Therefore, in this study, the researcher will use descriptive qualitative research to obtain detailed information from students and teachers regarding the impact of online game use and changes in student attitudes due to online games.

RESEARCH FINDINGS AND DISCUSSION

Along with the rapid development of technology in the era of globalization, one of the technological advancements that is currently popular among the public, especially the younger generation and even elementary school-aged children, is the use of online games. Online games can have both positive and negative impacts on players. Online games also impact the attitudes of users, as is the case with MI Nurul Islam students who play online games.

Attitude is a feeling that responds to an object or situation, whether positive or negative, by supporting or siding with a particular condition. It is the result of the interaction between cognitive, affective, and conative components that interact to understand, feel, and behave. Behavior can be defined as activities in relationships with others, whether with peers, teachers, parents, or siblings. Everyone has different social behaviors. The use of online games can change students' social behavior. Based on observations and interviews at MI Nurul Islam, researchers found that there were changes in attitudes resulting from online game use by grade 6 students. These changes include online games that can improve cooperation skills, negativity, aggression, and conflict.

1. Teamwork

Teamwork is an activity or effort carried out together to achieve a goal. Online games certainly require coordination and cooperation between teams to win.

Based on this explanation, online games can foster teamwork and cooperation to win. Developing joint strategies through the features available in these games proves that online games have a positive impact, fostering cooperation among players. Researchers also conducted observations regarding student cooperation in the classroom. Based on these observations, researchers found that students in class VA work well together in class. This was evident when the teacher gave students group assignments, with each group member completing their respective tasks. These observations were reinforced by an interview the researchers conducted with Mrs. Hj. Rauhul Aini, the class VA teacher. She stated, "Thank God, all the students work well together in class. No one is picky about their group mates; everyone works together to complete their respective tasks as members of the group."

Based on the explanation above, it can be concluded that playing online games can help children improve their teamwork skills, because in online games, each team that plays must be able to work well with their team in order to win the game. In line with Haris Susanto's opinion, playing online games can train children's cooperation because when children play online games, they will get used to working together with a group in playing the game being played. This will help children improve their cooperative skills in everyday life, both at school and in the environment around the house. In playing online games, children will get used to working well together in solving problems they face, they will discuss with each other, and help each other when they encounter difficulties in order to achieve common goals together with their team. So it can be said that when children work together in the online games they usually play, it will become a habit and children will do it continuously in their lives.

2. Negativism (Defiance)

Negativism is a behavior or attitude displayed by children by rejecting or defying the rules or orders of their parents or teachers. Negativism can take the form of refusing to do something required or defying an order. Negativism can also be considered defiant behavior. Playing online games can shape children's social behavior, one example of which is defiance. Children who habitually focus on playing online games can disrupt their real-world lives, for example, by ignoring their surroundings.

Based on this description, it can be said that disobedient behavior is one of the negative impacts of online game use. Being too focused on playing games causes students to ignore their surroundings. In line with this, Rahmad Dede Suderman argues that certain children become addicted to online games, leading to disorientation (losing track of time), neglecting studies, forgetting to pray or worship, disobeying parents' orders, and so on.

3. Aggression (Usage of Abuse)

Aggression is a behavior displayed by children through violence or force in interactions with others. Aggression can include physical, verbal, or psychological violence toward others. One form of aggressive social behavior is swearing. Harsh words directed at others are usually caused by someone expressing their frustration with something. However,

this can become a bad habit for those who engage in it. Some online game users often feel frustrated and emotional when they can't master the game.

It can be concluded that some students exhibit aggressive social behavior in the form of foul language, stemming from frustration or emotion over losing a game. This foul language behavior is also caused by environmental factors, where their friends or opponents engage in similar behavior, leading students or online game users to imitate this behavior.

Based on this description, it can be concluded that children who play online games will become accustomed to swearing when angry during the game if they continue to use swear words to vent their emotions when losing. This behavior is also caused by environmental factors, such as the child seeing, hearing, or even receiving such words from others or their environment. As B.F. Skinner's theory states, social behavior is observable and determined by the environment. Social behavior is a reciprocal relationship between two or more individuals resulting from environmental stimuli or influences, leading to behavior in accordance with environmental expectations. This involves cognitive factors to determine whether the individual accepts or rejects environmental influences.

4. Disagreements or Quarrels

Quarrels are behaviors displayed by children by showing differences of opinion or disagreements with others. Quarrels can take the form of expressing disagreements during discussions or showing disagreements in interactions with others. Disagreements or quarrels in children often occur primarily over minor issues. Quarrels usually begin with mischievous behavior by one child, which can irritate a friend, leading to a fight.

Based on this, it can be concluded that this fighting behavior is caused by insulting and disturbing others. Students who feel upset and angry because they feel insulted or disturbed can lead to fights.

Based on this description, it can be said that fighting behavior over online games can be caused by disturbing and insulting others. Elementary school-aged children generally cannot control their emotions well. In line with this, Cahyana believes that fights are usually caused by previous annoying and insulting behavior. This makes someone feel upset and releases their emotions through fighting.

CONCLUSION

Based on research on online gaming activity The results of the 2023/2024 academic year of fifth-grade students at MI Nurul Islam Sekarbela can be summarized as follows. Online games have both positive and negative impacts on students as users. The positive impacts of online games include improving English language skills, while the negative impacts include the potential for addiction. Online games also impact students' attitudes. These behavioral changes, which are impacted by online games, include improving cooperation skills and reducing negativism, aggression, and fighting.

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