The Negative Impact of Free-Fire Online Game Addiction in Elementary School

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Dampak Negatif Kecanduan Permainan *Online Fire Fire* di Sekolah Dasar

ARTICLE HISTORY	ABSTRACT
	Online game addiction is one attitude that will harm its users. The negative impact that will arise from playing online games can be seen from several aspects such as health, psychological, academic, social, and financial aspects. This research aims to describe the negative impacts that arise as a result of the excessive use of free-fire online games and to describe the efforts of teachers to overcome this addictive attitude. This research uses a case study approach and a type of qualitative research. The case study is research that is used to explore a particular phenomenon (case) at one time and collect in-depth information with various procedures. The method of data collection is done utilizing observation, interviews, and documentation. The validity of the data uses the triangulation technique and the research data analysis used is the Miles and Huberman interactive model. The research results show that on the ground playing free-fire online games without excessive control will cause several negative impacts including cause addiction, speaking rudely and dirty, neglecting real-world activities, and inability to socialize. Meanwhile, the efforts made by teachers to overcome addiction to free-fire online games are to provide advice and build good communication with parents.
	Keywords: negative impact, online games, free fire, elementary school
	Kecanduan game online merupakan salah satu sikap yang akan merugikan penggunanya. Dampak negatif yang akan timbul akibat bermain game online dapat dilihat dari beberapa aspek seperti aspek kesehatan, psikologis, akademik, sosial, dan finansial. Penelitian ini bertujuan untuk mendeskripsikan dampak negatif yang timbul akibat penggunaan game online free-fire secara berlebihan dan mendeskripsikan upaya guru dalam mengatasi hal tersebut. Penelitian ini dilakukan di SDN 177 Pekanbaru dengan menggunakan pendekatan studi kasus dan jenis penelitian kualitatif. Metode pengumpulan data dilakukan dengan menggunakan observasi, wawancara, dan dokumentasi. Keabsahan data penelitian menggunakan teknik triangulasi dan analisis data penelitian yang digunakan adalah model interaktif Miles dan Huberman. Hasil penelitian menunjukkan bahwa pada kenyataannya di lapangan bahwa bermain game online free fire tanpa kontrol dan berlebihan akan menimbulkan beberapa dampak negatif antara lain sikap ketagihan, berkata kasar dan kotor, mengabaikan aktivitas dunia nyata, dan ketidakmampuan bersosialisasi. Sedangkan upaya yang dilakukan guru untuk mengatasi kecanduan game online free fire adalah dengan memberikan nasehat dan menjalin komunikasi yang baik dengan orang tua. Berdasarkan hasil tersebut dapat disimpulkan bahwa bermain game online free fire secara berlebihan akan merugikan pelajar.
	Kata kunci: dampak negatif, game online, free fire, sekolah dasar

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INTRODUCTION

The growth of science and technology has played an important role in the history of human civilization. Technology is rapidly evolving in today's society and can have a great influence on the development of children. The consequences of the development of science and technology do not only affect aspects in the field of science, but also affect all aspects of life, including aspects in the field of electronic technology creation. As a result, digital social media applications that we usually use and online game applications have begun to emerge.

According to (Adiningtiyas, 2017) Online games are games that can be played over the internet via a computer network, and are usually played simultaneously by multiple players on a PC or standard game console. Meanwhile, according to (Surbakti, 2017) an online game is a video game connected to a computer via the internet or called a video game. Some people consider playing games as an activity to entertain themselves from boredom. Elementary school is a stage of childhood that spends time playing with peers. In line with the theory from Piaget (in Indrawati, 2019) that "play is an activity that is carried out repeatedly to obtain pleasure". The theory asserts that children are happier when they fill their free time with games and one of the games is online gaming. Online game users no longer look at age ranging from adults to teenagers, even students who are still in elementary school (SD). Therefore, it is not uncommon for elementary school students to be seen busy playing online games through cellphones or gadgets. One of the online games favored by elementary school students is Free Fire.

Based on the results of preliminary interviews with the head teacher on March 6, 2023, the number of students in class IVA SDN 151 Pekanbaru who are addicted to playing Free Fire online games is 4 people. All four students have poor learning outcomes at school. These four students became lazy and less interested in learning, often sleepy when participating in learning, difficult to collect assignments given by the teacher, and often said impolite words at school. Based on the results of a meeting with student guardians, it is known that the four students are very addicted to playing free fire online games. They can play the game for hours until they neglect other activities at home. Their preference to play games is greater than doing other activities so they become difficult to control.

The above problems are in accordance with the problems raised by (Amirah, 2017), he said that students who are addicted to playing free fire online games can have negative impacts such as lack of interest in learning, laziness in doing assignments, and difficulty understanding learning. Furthermore, the problems found by (Hamudani, 2022) he said that children who are addicted to free fire online games have several unfavorable impacts such as neglecting other activities such as studying, eating and reciting the Koran to using harsh language to communicate. So it can be concluded that playing free fire online games excessively and uncontrollably can have an adverse impact on student development, especially at the level of elementary school students. Based on the problems found, the purpose of this study is to describe the negative impact of addiction to Free Fire online games in elementary schools and describe the efforts made by teachers to overcome the negative impact of addiction to Free Fire online games in elementary schools.

LITERATURE REVIEW

Generally, someone thinks that playing games is an activity that can keep himself entertained. This is in accordance with Barata's opinion (in Novrialdy et al, 2020: 114) that: "in fact, online games should be used for entertainment". Whereas playing online games excessively will have a negative impact

on oneself and one's environment which ultimately becomes addicted to the game being played.

Online games are a type of individual or group game played using a computer or cellphone with an internet connection. According to (Pebrianti, 2021) online games are defined as a type of game that is connected via an internet network and can be played on a computer (PC), laptop, smartphone or other device. Many people can play online games on the internet, and they come in various types of games, from text-based to graphics-based. Online gaming will have an impact on its users, the impact caused can be in the form of negative impacts and positive impacts. The negative and positive impacts of online games arise according to the use of the game user if the game is played continuously without stopping, it will certainly make an unfavorable impact on its users such as addiction or addiction.

Addiction or addiction according to Grispon and Bakular (in Anhar, 2014: 9) is a physical and psychological state that interacts with each other on a drug to be used continuously and is characterized by uncomfortable behavior when the use of a drug is stopped. Chaplin in Adiningtyas (2017:31) defines addiction as "a state of physical dependence on a drug". Addiction does not only refer to cases of drug abuse, but also includes a pattern of behavior that is termed an intoxicant (Rohman, 2018: 161). Zukav (2006: 142) explains that addiction is a variety of desires that arise from the soul of a human being that requires healing. Aspects of addiction can be addiction to food, drugs, anger, and so on.

Online gaming addiction is an individual condition that cannot be separated from the activity to play games. This condition is characterized by an individual's state of playing the same game continuously over a long period of time. According to Grant (in Ifdil et al., 2018) the definition of online game addiction or addiction means that a player plays the game in an excessive way as if there is nothing to do and considers this game to be his life, and has a bad influence on the player. Individuals who have an addiction to online games will cause an attitude or characteristics that mark the symptoms of addiction. Yee (in Wiguna & Herdiyanto, 2018) describes the characteristics of online game addiction as follows:

1. Anxiety, frustration and anger when losing a game.
2. Feeling guilty when not playing games.
3. Continuing to play even though they don't enjoy it anymore.
4. The onset of financial problems.

Free fire game is the top accessible mobile survival shooting game. Free Fire is a multiplayer war game that can be played alone, with a partner, or in squads of up to four players. According to Fanizat (in Murjana, 2022) free fire game is a battle royale game that combines complexity with action and adventure. Players can choose their preferred character, weapon, and setting depending on their skill level, and since everything is connected to the internet network, they can play the game simultaneously.

The free fire game has a gameplay to survive the enemy. This game is a survival game where each player will try to be the winner by attacking and defending himself from the enemy. According to (Yamin & Ramadhani, 2021) free fire online game is a game with survival shooter gameplay that is played by gathering 50 players on one large map. Each player must buy from the others and the winner is the only one who survives. There are three game modes: solo, where you play alone to achieve perfection, duo, where you play with one or two other people. In addition, squad mode is a tactic performed in groups of no more than four people. Free fire game play is often a favorite for teenagers and elementary school students are no exception. This free fire game if not controlled or limited will cause addiction in students so that it can have a negative impact on the students themselves.

The impact of online game addiction according to Reymond et al., (2020: 232) the impact caused by online game addiction is divided into 2 aspects, namely positive and negative impacts. The positive

impact of online game addiction is that children will be smart in English because generally in online games the language feature is English. Furthermore, children will be proficient in playing computers and add to their knowledge. Meanwhile, the negative impacts are children's declining health, lack of learning concentration, absence of social interaction and declining academic achievement. Online game addiction will have an unfavorable impact on and can harm yourself. Meanwhile, according to (Novrialdy, 2019) online game addiction can have a negative impact or danger for individuals who experience it. According to him, the impact that will arise consists of 5 aspects, namely health aspects, psychological aspects, academic aspects, social aspects and financial aspects.

RESEARCH METHOD

In this study, the authors used a case study approach and qualitative research type. Case study is research used to explore a particular phenomenon (case) at one time and collect in-depth information with various procedures. Qualitative research is the study of phenomena related to the subject's experience, such as behavior, perception, motivation, behavior, etc., as a whole through descriptions in verbal and linguistic form in a particular context.

This research took place at SDN 151 Pekanbaru which is located at Jl.Wonosari, Tangkerang Tengah, Kec.Marpoyan Damai. The research will be carried out on June 11 - July 11, 2023 calculated for 1 month. The reason for choosing this research place is because of the discovery of problems and at this location similar research has never been carried out. Research data processing involves the process of data analysis, the process of collecting and systematically organizing data, such as interviews and summarizing them in a way that is easy to understand. The data collection instruments used are observation guidelines, interview guidelines and research documentation. In collecting data for this research, the method used is the triangulation method in order to obtain the required data that can be tested. The triangulation used is source triangulation which emphasizes research data from a variety of different sources, triangulation techniques, namely how to test data with several different techniques such as observation, interviews, documentation and time triangulation, namely testing the validity of data in different conditions or situations.

The data sources in this study are divided into two, namely primary and secondary. Primary sources are sources that directly provide data to researchers. In this study, there were 4 students of class IV A SDN 151 Pekanbaru and 1 teacher, namely the head of class IVA. Four students as primary sources were selected based on the criteria, namely the excessive level of addiction to free fire games. While secondary data sources are data that are documentation studies in the form of reviewing documents and references that can support research. Secondary data sources in this study come from supporting books and journal references. The procedure in this research starts from the problem identification stage, conducting a literature review, determining research objectives, collecting data, analyzing data and finally the reporting stage. To analyze the research data using the Miles and Huberman interactive model which has the following stages:
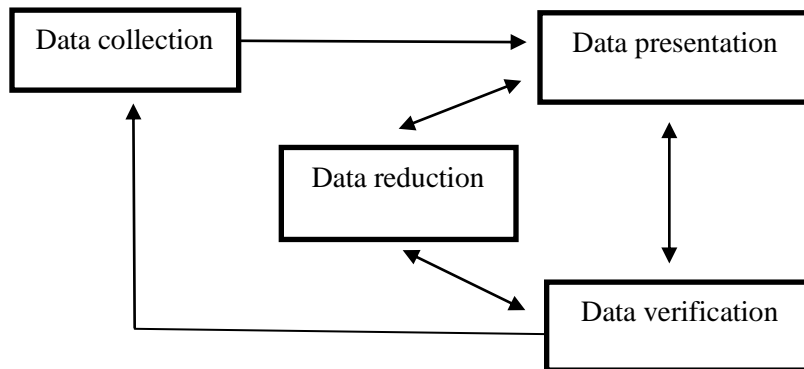
Figure 1. Stages of data analysis Miles and Huberman in (Wanto, 2017)

RESULTS AND DISCUSSION
The results of the research analyzing the negative impact of free fire online games include the negative impact caused by the game and the teacher's efforts to overcome students who are addicted to playing free fire games. Based on the results of research obtained from observations, interviews and documentation to class IV students of SDN 151 Pekanbaru and their guardians, it is known that there are indeed 4 students who are addicted to playing free fire games, namely SY, F, AD, and DS. The research results can be described as follows:

Research Results

1. Negative impact of free fire online game

a. Addictive
Based on the results of the research conducted, it is known that free fire online games can cause addictive attitudes in students. This is evidenced by the results of interviews that have been conducted with 4 students, namely SY, F, AD, and DS. They stated that they play the free fire game for more than 3 hours a day, they also said that when they don't play games for half a day they will feel anxiety so that the need to play this free fire game continues to increase. One student named DS said that the free fire game is a fun game and when he feels stressed this free fire game is what keeps him entertained. From this statement it can be concluded that free fire games that are played uncontrollably and excessively will lead to an addictive attitude so that people who play this game will feel bound and have a desire to always want to play it and make free fire games their main priority compared to other activities.

b. Speaking rudely and foully
Students think that games can challenge their ability to play the game and complete the mission in the game. This assumption makes students obsessed so that students feel the atmosphere of the battle as if it is a real event. When students fail to win the game, it will lead to peak emotions that will trigger the pronunciation of words that are less polite in language ethics. This free fire online game also connects people from different regional environments so that the use of coarse language that is not good can also be caused by this. From the results of interviews with the fourth grade teacher named Mrs. HM, she said

that indeed the 3 students out of 4 who were addicted to playing free fire games often used impolite language when interacting with their friends in class, such as mocking, cursing and making fun of others. This is an incident that often occurs so that Mrs. HM as the homeroom teacher must be responsive in handling the behavior of these students so that it does not become a habit. This was also seen during observations made by researchers where students SY and DS used harsh words when communicating in class with their friends.

c. Documentation of real-world activities

Based on the results of observations and interviews that have been conducted, it is known that students who are addicted to playing free fire online games tend to neglect their activities in real life and only focus on playing free fire games. Mrs. HM said that the four students SY, F, AD, and DS did have scores that tended to be low during the learning process compared to their classmates, they also often neglected the work that had been given. Of course this will have a negative impact on students' academic achievement. Mrs. HM also said that she had communicated with the students' parents and indeed one of the factors causing this was that students were more concerned with playing games than learning and completing the assignments given. This was also proven and supported by data during observations where the four students were often unfocused and in a lazy sitting position when listening to explanations from the teacher, they also did not complete the exercises given by the teacher.

d. Inability to socialize

One of the other negative impacts when students are addicted to playing free fire online games is the lack of ability to socialize. Students who are addicted will prefer to play games rather than interact with friends their age. Of course this will make students a person who prefers to be alone, introverted, and unable to get along. At the age of elementary school students should be the age level to be able to develop, make friends and express their ideas and ideas. Meanwhile, students who are already addicted will prefer to be alone, closed and consider the game as their friend. Based on the results of interviews conducted with SY, F, AD, and DS, it is known that they prefer to play games rather than play with their friends. They said that it was more fun to play games than to play outside and interact with friends. Of course this is a negative impact caused by addiction.

2. Teachers' efforts to overcome addiction to free fire online games.

Based on the results of the study, there are several efforts made by teachers to be able to reduce students' addiction to playing free fire online games which are described as follows:

a. Provide advice and motivation

Giving advice and motivation to students who are addicted to games is an effort made by teachers so that students can reduce their time playing games. Teachers provide views to students so that students know that their actions are not good and can harm themselves. Some of the tips that teachers use include warning students to play cellphones according to a schedule agreed with parents and giving challange to students not to play cellphones for 1 day. Teachers are also always ready to warn if students have often committed violations, misbehaved and neglected the assignments that have been given. When there are students who violate the teacher will impose sanctions if student behavior has occurred repeatedly. This is done so that students have the awareness to be able to reduce their addiction to playing cellphones and playing online games, especially this free fire online game.

b. Good communication with parents

Education will run smoothly if there is good communication from the school and parents. Students who are already addicted to playing free fire online games certainly need more supervision from the school and family environment. Teachers and parents must communicate well to monitor the child's development process. Parents must also contribute and be firm if they want to reduce children's addiction to playing this online game. Teachers must try to always provide information to parents on how the child's development and condition when studying at school and vice versa with parents who must provide information about the child's development at home.

Discussion

Based on the research results presented above, it is known that free fire online games can indeed have several negative impacts. The first is addiction. When users cannot control playing the game where this is seen when not playing the game in half a day they will feel anxiety. In line with this, according to (Rafiqi & Muhith, 2020) who said that free fire online games can cause addiction (addiction) when individuals are unable to control themselves and limit playing the game. Someone who has been addicted will always play games and forget about daily activities and will have a bad impact on themselves. Meanwhile, (Azhar, 2021) said that one of the negative impacts caused by playing free fire online games is causing an addictive attitude. From the explanation above, it can be concluded that the attitude of addiction (addiction) is a negative impact that will be caused when students play free fire online games excessively and unlimitedly.

Furthermore, in addition to causing addiction, the negative impact is the use of coarse and foul language, this is because this game allows players to communicate with friends who are from outside their area and even abroad who have a variety of different traits, attitudes, and morals. According to (Khairunisa., et al, 2022) free fire games can cause children and adolescents to speak harshly and dirty, this is because this game allows players to communicate with friends from outside their area and even abroad who have a variety of different traits, attitudes, and morals. So if someone cannot filter the words of each person, they can imitate and apply them in real life. Meanwhile, (Amirah, 2021) said that one of the negative impacts of addiction to free fire online games is the use of coarse and foul language. The main cause of students saying harsh and dirty words is the loss of self-control when playing games so that this form of frustration is vented by saying harsh words or saying things that are not appropriate. Based on this, it can be concluded that the free fire online game can trigger students to use coarse and foul language in their daily lives, this is caused by unstable emotions due to experiencing defeat in the game and being influenced by the communication established with their opponents in the game.

The third negative impact is the neglect of real-world activities. This is because when children are addicted to playing, it will cause the habit of spending their time only playing games and leaving their real world activities. According to (Hidayat & Azis, 2022) playing online games excessively will cause players to get caught up in negative habits so that they plunge and spend their time playing games alone. Time that should be ideal for studying school subjects is more often used to complete level after level in the game. Furthermore, according to (Ismi & Akmal, 2020) online games can have a negative impact on students, one of which is making players forget about time. Online games make players have sensations and challenges so that they forget time to study and cannot control themselves in playing so that a lot of time is missed just for the sake of playing games.

Furthermore, the last negative impact is the inability to socialize. Of course this is a negative

impact caused by the attitude of addiction (addiction), students already have an attitude of not wanting to socialize which attitude will certainly harm themselves. this is also evidenced by observation data where these students during recess prefer to stay in class rather than interact with their friends, they are also seen chatting frequently only discussing free fire games. According to (Sidqi et al., 2022) When students are addicted to playing online games, it will have a negative impact on themselves, one of which is the inability to socialize. This is because students prefer to play games rather than interact with their friends so that later it will make students unable to socialize with others.

To overcome the negative impact caused by this free fire online game addiction, there are several efforts that can be made as a teacher. The first is to provide advice and motivation. This can be done by the teacher so that students get better direction so that they can reduce their addictive attitude in playing games and can fill their spare time with more useful and positive things. According to (Azhar, 2022) one of the efforts that teachers can make to overcome addiction to free fire online games is two things, namely the teacher always provides direction and supervises the development of children to instill a strong religious foundation. Furthermore, what teachers can do is to always maintain good communication with parents. This is done so that communication is well established between the school and the family so that maximum steps can be determined to overcome children's addiction to playing free fire online games. According to (Kardina, 2020) the role of parents can also minimize children's addiction to playing online games, namely by supervising children, communicating with schools, limiting playing time and avoiding games with high levels of addiction.

CONCLUSIONS AND RECOMMENDATIONS
Based on the results of the description of the research results and discussion above, it can be concluded that the negative impact of addiction to free fire online games in elementary schools includes: causing an addictive attitude (addiction), speaking harshly and dirty, neglecting real world activities and the inability to socialize with the surrounding environment. Furthermore, efforts that can be made by teachers to overcome addiction to free fire online games in elementary schools are to provide advice and motivation and establish good communication with parents to see student development both in the school environment and the family environment so that they can determine the right steps to minimize student addiction to playing free fire online games. Some suggestions that the author can give are as follows:
1. For students, they should minimize the use of cellphones, especially for playing online games. Because if you already have an addictive attitude, it will have many negative impacts on yourself.
2. For teachers, they should continue to provide more supervision and provide technology-based learning so that students can be interested in the learning provided.
3. For parents, they should be more assertive in providing rules for the use of cellphones in children.

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