



Analysis Online Games on Students' Learning Motivation In Upper Grades Elementary School

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Keywords:	Abstract
online game, learning motivation, students	<p>Background: This study aims to: 1) describe the factors of online games on the motivation of students studying at SD IT Nur Hidayah Surakarta; 2) describe the right and appropriate efforts in anticipating the decrease in student motivation; 3) describe the types of online games played by upper class students 4) describe the impact received from playing online games on student motivation.</p> <p>Method: This type of research used in this research is descriptive qualitative research that describes the characteristics or characteristics of individuals, circumstances, symptoms or certain groups. Data collection techniques by interview, observation, and documentation. Research sources are students, teachers and principals. Technical analysis of data uses an Interactive analysis model. While the validity of the data uses triangulation of sources and techniques.</p> <p>Result: The results showed: 1). Factors that influence learning motivation, namely: There is a desire from within students to reach their desires such as being given gifts, rewards, monitoring children's activities from the environment around student learning 2). Efforts to improve student learning, namely: The existence of interesting and fun activities in learning, The existence of rewards in learning, Encouraging students to move in class, Creating competition and cooperation between students in learning, Providing comments and appreciation for student work 3). types of online games among elementary school students, namely: games of the type FPS, RPG and console 4). Impact of online games, namely: The positive impact of online games on learning motivation, the negative impact of online games on player health.</p>

INTRODUCTION

Elementary school is the most basic level of formal education in Indonesia which has a role in the ongoing process of further education. This is in accordance with the Regulation of the Minister of National Education No. 23 of 2006 which states that "Elementary education aims to lay the foundation of intelligence, knowledge, personality, noble morals and skills to live independently and follow further education". Basically, education is

something fundamental and foundational in forming individual morals and behavior which begins its formation from basic formal education, namely in Elementary School.

In relation to education, Nurkholis (2013) stated that the basis for character building or known as character planting which will form the child's character attached to the child until reaching adulthood. Character education in children must be a real treatment so that children will easily understand so that it can be absorbed in the child which will later be implemented in society. If the child has been attached to a gadget will also have an impact on their social soul which is decreasing because they consider virtual world interactions to be more interesting and enjoyable compared to the real world, if this continues it will reduce the enthusiasm for learning and will reduce the growth and development of children. The role of parents here is the main figure in shaping the character of children, in guiding children and directing them to positive things from gadgets.

Abdillah in Aunurrahman (2010:35) concluded that learning is a conscious effort made by individuals to change behavior through training and experience that involves cognitive, affective and psychomotor to achieve certain goals. Thus it can be said that learning will bring changes to the individual who learns, both in terms of knowledge, skills, attitudes, interests, character and also self-adjustment. In relation to learning bringing changes to the individual who learns, there must be several factors that encourage children to motivate themselves to continue to develop.

Wina Sanjaya (2010:249) said that the motivational learning process is one of the very important dynamic aspects. Which in improving student learning achievement can be ensured there is a drive or motivation in their learning, whether a reward that students will get in their learning achievements and so on. So thus, learning motivation is a process of encouragement from within or from outside a person to achieve improvements in student learning.

In motivating themselves, each individual has their own appeal that will increase their enthusiasm for learning, one of which is online games. Online games themselves are very popular among children and teenagers because they have their own impression and appeal. Online games of the FPS, RPG and Console types are types of games that are widely loved by children and teenagers today, which were proven by the author when conducting research. And in fact, these games make children and teenagers dependent, the result is that activities or homework are neglected, which are victims, especially the impacts received are health problems such as: dizziness, fatigue, tired eyes, etc.

Actually there are efforts that can be made to overcome the decline in student learning motivation. According to Wina Sanjaya (2010: 261-263) there are several things that can be done including Creating a pleasant atmosphere in learning, Giving reasonable praise for every student's success, Giving assessments, Giving comments on student work results, Creating competition and cooperation. Among these efforts, many have been carried out in several elementary schools, especially at SD IT Nur Hidayah Surakarta, with these efforts making the class feel alive and active during learning activities. So that it triggers students to be more enthusiastic in learning. With the increasing motivation and enthusiasm for learning of students in schools, the learning outcomes and achievements of students also increase.

In relation to learning motivation, the author's research results also show that what motivates students to learn outside of school is their activities and entertainment, one of which is online games. According to Wulandari and Sukirman (2017) Online games may not be foreign to us teenagers, parents and children with the term. In today's millennial era online games it has become familiar to the ears, especially among teenagers and children, because it is not just for entertainment but also a place to channel talent through the world. on line. Because many of the young generation of this country have won many national and international tournaments, such as games for example. PUBG Indonesia

contributed trophies in prestigious international tournaments from the BTR.INDO team and gamespoint blankIndonesia won PBIC 2018 last year from the RRQ team.

Thus, many people think that online games are something that has a bad impact on children and teenagers. But that view is not always true, in fact there are also children and teenagers who excel in the gaming world. However, the attitude of parents is really needed here to control the growth and development of children so that their intelligence development can be monitored. It is hoped that online games will have a positive impact on teenagers and change the perception and negative views of online games, it would be better if online games were to encourage children and teenagers to motivate themselves to improve the quality of their learning, especially followed by their learning achievements.

Helda Jolanda (2017) the ability of teachers who always develop learning materials and are able to create an interesting and calm atmosphere and can modify lessons and creativity in learning is able to create an ideal and comfortable classroom. And in the context of character building, it is also able to make students motivate themselves from within so that a sense of independence for problem solving will grow by itself. Thus, children and adolescents are expected to be able to process the good and bad online games consumed which are in fact a tool to motivate themselves to improve their learning achievement. Based on the description above, researchers are interested in conducting research on the analysis of online games on the learning motivation of upper-class students at SD IT Nur Hidayah Surakarta. The purpose of this study is to analyze the impact of online games on upper-class students at SD IT Nur Hidayah Surakarta.

METHOD

In this study the author uses descriptive research, where descriptive research is research that describes the characteristics or characters of individuals, conditions, symptoms or certain groups. According to Moleong (2010) Descriptive research studies problems in society, as well as procedures that apply in society and situations, including relationships, activities, attitudes, views, and ongoing processes and their influence on a phenomenon. This research was conducted at SD IT Nur Hidayah, Surakarta City. Data collection techniques using interviews, observations, and documentation. The research sources were students, teachers and principals. Data analysis techniques using the Interactive analysis model. While the validity of the data uses source triangulation, namely checking data through several sources and technical triangulation, namely to check data through different techniques (Winarsih 2009).

RESULT

The following are findings in the field and discussions regarding the analysis of online games on the learning motivation of upper-class students at SD IT Nur Hidayah Surakarta.

Based on the results of the field survey, the following conclusions can be drawn.

Table 1. the results of the field survey

No	Aspect	Findings
1	Factors that Influence motivation to learn	The factors found in the research are that a clean, comfortable and tidy classroom atmosphere is an ideal atmosphere for teaching and learning activities. Monitoring of students is carried out by having POMG and SOMG to find out about student activities through meetings between parents and teachers or homeroom teachers.
2	Effort Improvement student learning	With the existence of small groups from each parallel teacher at SD IT Nur Hidayah, creative ideas were created from the teachers to make the class feel active and comfortable with the presence of <i>feedback</i> or reciprocity between students and teachers
3	Types of games online at students elementary school	From the opinions of students of Nur Hidayah IT Elementary School, the games they play tend to be FPS, RPG, and console types, and that is because people around them play them and as a result, they are the ones who follow developments in their surroundings.
4	Impact of games on line	The impacts experienced are quite diverse, the positive impact received is that students feel happy and are enthusiastic again in doing other activities. The negative impact received by students is health problems and it seems that homework is often disturbed.

DISCUSSION

Factors that influence learning motivation

Based on the findings in the field, the school does not set a model, strategy, and teaching style, but purely the teacher's creativity and depends on the situation of the students in the class. It depends on how the teacher processes the class to be more comfortable and peaceful in the situation of student learning activities. So that students automatically have an interest from within themselves. It can be said that the influencing factors are within the students themselves, the condition of the students, the condition of the classroom and school environment and the efforts of the teachers.

The findings are in line with Darsono's opinion (2010: 65) who stated that the factors that influence learning motivation include: Student ideals/aspirations, Student abilities, Student conditions and the environment, Elements dynamic in learning, Teachers' efforts in teaching students. The success of students' learning in the learning process is greatly influenced by their motivation. One indicator of learning quality is the high motivation of students. Students who have high learning motivation towards learning will be moved or inspired to have the desire to do something that can obtain certain results or goals. From the explanation above, it can be concluded that the main factors obtained are the individual, the surrounding environment, the condition of the environment, friends and family.

Efforts to improve student learning

Based on the findings in the field, there are many efforts by teachers to enliven the class, one of which is by having creative ideas, namely by...ice breaker. Where the activity is not only used to lighten the atmosphere, ice breaker can be used to restore students' enthusiasm in learning in class. There are actually many efforts that can be found in SD IT Nur Hidayah Surakarta such as providing separate research from student work results, giving praise, and others.

The findings are in line with Sanjaya's opinion (2010: 261-263) To achieve optimal learning outcomes, teacher creativity is required in raising students' learning motivation. Teachers must be creative and innovative in carrying out learning tasks. So that the desired target is achieved properly and improves student learning achievement. Which will later be a source of pride for teachers if the ideal is achieved. From the explanation above, it can be concluded that a teacher's creative ideas do have a big influence on whether or not they live in the teaching and learning environment in the classroom.

Types of online games among elementary school students

From the opinions of students of SD IT Nur Hidayah, the games they play tend to be FPS, RPG, Console types, and that is because people around them play them and as a result, they are the ones who follow developments in their surroundings. Indeed, the influence of the family environment, friends and environment. So it is hoped that the role of parents is able to organize their children in a better direction.

The findings are in line with Surbakti's opinion, (2017) Online games are a type of computer game that utilizes computer network media, either LAN or internet. Usually online games are provided as additional services from online service providers, or can be accessed directly through the system provided by the company that provides the game. Online games have many types, ranging from simple text-based games to games that use graphics. Among them are Massively Multiplayer Online Firstperson shooter games (MMOFPS), Massively Multiplayer Online Roleplaying games (MMORPG), Cross-platform online play. From the explanation above, it can be concluded that the games played by children and teenagers are FPS, RPG, and Console types.

Impact of online games

The impacts experienced are quite diverse, the positive impact received is that students feel happy and are enthusiastic again in doing other activities. The negative impact received by students is health problems and it seems that homework is often disturbed. There are actually many impacts received by online game players, but in general, it is as described above.

The findings are in line with the opinion of (Surbakti, 2017) Online Games actually have a big impact on the players. Students who often play an Online Game will become addicted. Students who often play Online Games will experience dependence on game activities, and reduce study time, this is what can affect learning outcomes. From the explanation above, it can be concluded that the positive impact is that students become enthusiastic in carrying out other tasks, the negative impact is that health problems often occur.

CONCLUSION

Based on the explanation above, it can be concluded that online games are a common activity for children and teenagers, where there is an impact received from online game users on students' learning motivation. Types The games played are FPS, RPG, Console, teachers and parents play an important role in shaping children's character accompanied by the development of their intelligence.

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