

SOCIAL INTERACTION SKILLS AMONG ADOLESCENTS IN UJOH BILANG, MAHAKAM ULU: IS IT RELATED TO ONLINE GAME ADDICTION?

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Enter : 20-09-2023, revision: 02-10-2023, accepted for publication : 01-02-2024

ABSTRACT

In the era of globalization marked by rapid technological advancements, online games have become an integral part of daily life, especially among adolescents. Online games provide a platform for virtual interaction and the formation of online communities that influence the development of players. However, online game addiction can have positive and negative consequences for adolescents, particularly concerning their social interaction skills in the village of Ujoh Bilang, East Kalimantan, Indonesia. This research aims to reveal the relationship between online game addiction and social interaction skills among adolescents in the Ujoh Bilang area. The research method employed is quantitative, with data collection conducted through the distribution of questionnaires to participants, who are junior and senior high school adolescents in Ujoh Bilang, Mahakam Ulu. The collected data will be analyzed using statistical software such as SPSS and JASP. The findings of this study are expected to uncover the impact of online game addiction on the social interaction skills of adolescents in the remote village of Ujoh Bilang, which is located at a considerable distance (452.7 Km) from major cities. This research aims to provide a better understanding of the role of online games in the lives of adolescents in the Ujoh Bilang Village, Mahakam Ulu, and how online game addiction can influence their social interactions, with the hope of promoting wiser usage. The study found that there is a correlation between Online Game Addiction and social interaction among friends. However, there is no correlation between Online Game Addiction and social interaction in the school environment. Furthermore, a significant positive correlation was observed between social interaction with friends and social interaction in the school environment.

Keywords: Online game addiction, social interaction, adolescents, ujuh bilang, Mahakam Ulu

1. PREFACE

In the era of globalization marked by rapid technological advancements, online games have become an integral part of daily life, especially among adolescents. According to Kheradmand et al. (2012) research, Students addicted to computer games had lower social skills compared to those who don't play. Online games are a form of electronic games connected to the internet and played through various devices such as computers, smartphones, gaming consoles, laptops, and other gaming devices. These multiplayer games allow multiple users to play simultaneously (Firdaus et al., 2018). Online games come in several types, such as (a) Massively Multiplayer Online First Person Shooter Games (MMOFPSG); (b) Massively Multiplayer Online Role Playing Games (MMORPG); (c) Cross-Platform Online Play; (d) Massively Multiplayer Online Browser; and (e) Massively Multiplayer Online Games (MMOG) (Surbakti, 2017). According to a survey conducted by the Indonesian Internet Service Providers Association (APJII), one of the entertainment content choices preferred by the Indonesian population is online games, accounting for 23,29% (APJII, 2023). The popularity of online games in Indonesia can be easily recognized through events organized by gaming companies or internet cafes. Even renowned institutions like the Indonesian Museum of World Records (MURI), which holds unique records

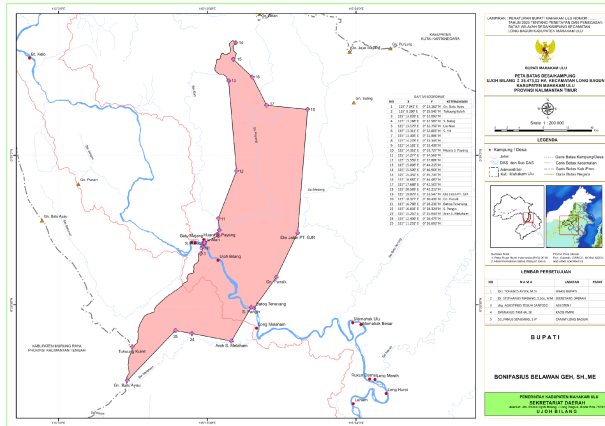
of specific activities or achievements in Indonesia, host events involving hundreds of participants attempting to break previous records by playing games for up to 150 hours, with the majority being online games. Most online gamers in Indonesia play with their friends at internet cafes. The popularity of Internet cafes as venues for playing online games is widespread, both in urban and rural areas (Jap et al., 2013). Online games are mostly played by individuals, including children, teenagers, and adults, with an average age range of 6-30 years old.

Playing online games can have positive effects on users. Online games are inclined to produce diverse positive impacts on an individual's social, psychological, physiological, professional, and emotional well-being, alongside certain negative effects (Sahi & Bhagat, 2019). However, game addiction can negatively impact an individual's cognitive, psychological, and social well-being (Kanat, 2019). It can help enhance social skills through player interactions, improve motor skills, develop English language proficiency, and serve as a means to alleviate boredom and monotony. Social skills are a collection of competencies that allow individuals to interact efficiently and amicably with others (William & William, 2023). Additionally, online games can provide a fun and engaging way to connect with others and develop valuable skills. Online games provide a platform for virtual interaction and the formation of online communities that influence the development of players. However, online game addiction can have positive and negative consequences for adolescents. Online gaming addiction is an addiction to obsessively playing online games, which can lead to social and psychological disorders in individuals (Ates et al., 2018; Batmaz & Celik, 2021; Kaya et al., 2023). According to Indriyani's research (2021), social skills are necessary for achieving good relationships when interacting with others, such as helping others, cooperating, making decisions, communicating, preserving the environment, entrepreneurship, and participating in the community. Socialization is a process by which an individual's norms, skills, motivations, attitudes, and behaviors are developed to recognize their role in society, both present and future (Sadeghi, 2019). This process involves acquiring and utilizing social skills, as well as learning how to communicate and interact effectively with others. Particularly in children and adolescents, social development is largely dependent on these components (Kheradmand et al., 2012). Online games are one of the features that are highly favored by most people when using gadgets (APJII, 2023).

Mahakam Ulu is one of the places where the majority of online game users are teenagers. This research is located in East Kalimantan, specifically at Ujoh Bilang, Mahakam Ulu. Mahakam Ulu is a regency located on the border between Indonesia and Sarawak, Malaysia. Generally, the population of Mahakam Ulu consists of the Dayak ethnic group, along with some other immigrant ethnic groups from various regions in Indonesia. The commonly spoken languages are Indonesian and Dayak. The region of Mahakam Ulu is located along the Mahakam River, which makes water transport the main mode of transportation. As a result, most of the people living in the Ujoh Bilang area are engaged in fishing and farming to sustain their livelihoods. However, since it was designated as the capital of Mahakam Ulu Regency, many residents have also secured employment in the government or ventured into trading. The social life of the community can also be seen through the presence of various social, traditional, religious, and other activities. The previous research (Yang et al., 2022) mentioned that teenagers who are highly addicted to smartphones and social media tend to have more face-to-face interactions with their friends, while those addicted to online games have fewer such interactions. On the other hand, teenagers addicted to smartphones, social media, and online games tend to have more interactions with their friends online. Some gamers spend excessive amounts of time playing games as a means of avoiding face-to-face interactions and relationships. Conversely, gamers who seek social connections within a game environment may struggle to form relationships in

the real world. Massively multiplayer online games (MMOGs) can facilitate group interaction, which can lead to the formation of meaningful friendships (Uz & Cagiltay, 2015).

Figure 1
Ujoh Bilang Map



2. RESEARCH METHODS

This research aims to reveal the relationship between online game addiction and social interaction skills among adolescents in the Ujoh Bilang area, also research aims to provide a better understanding of the role of online games in the lives of adolescents in the Ujoh Bilang Village, Mahakam Ulu and how online game addiction can influence their social interactions with the hope of promoting wiser usage.

The research methodology employed is quantitative correlational, with data collection conducted through the distribution of questionnaires to participants from junior high school and high schools in Ujoh Bilang, Mahakam Ulu. There are a total of 245 participants, with 193 high school students and 52 junior high school students. Out of the samples, 77 (31.4%) were male and 166 (68.5%) were female. Most of those who play online games are aged 12-18 years old, and the largest number of players are 17 years old, with a total of 68 students. It can be seen in the table below.

Table 1
Participants' Gender Statistics

Category	Frequency	Percent	Valid Percent	Cumulative Percent
Male	77	31.42	31.42	31.42
Female	168	68.57	68.57	100.00
Total	245	100.00		

Table 2
Frequencies for Age

Age	Frequency	Percentage (%)	Valid Percent	Cumulative Percent
11	2	0.81	0.81	0.81
12	16	6.53	6.53	7.34
13	24	9.79	9.79	17.14
14	14	5.71	5.71	22.85
15	52	21.22	21.22	44.08
16	34	13.87	13.87	57.95
17	38	27.75	27.75	85.71
18	31	12.65	12.65	98.36
19	4	1.63	1.63	100.00
Total	245	100.00		

The study employs a 49-question Likert scale to measure online game addiction from Jap et al., (2013), social interaction among friends, and social interaction in the school environment from Rachmawati (2022). Likert Scale aligns with the commonly accepted understanding. It is indeed a method used to measure the attitudes, opinions, and perceptions of individuals or groups regarding various social phenomena. This scale is widely used in social research to quantify and analyze people’s subjective responses to statements or questions (Sugiyono, 2017). Out of the 49 questions, 7 are designed to assess online game addiction using a 5-point Likert Scale such as (1) Never; (2) Rarely; (3) Sometimes; (4) Often; and (5) Very Often. 28 questions are aimed at assessing social interaction among friends using a 4-point Likert Scale, and the remaining 14 questions evaluate social interaction in the school environment, also using a 4-point Likert Scale such as (1) Never; (2) Rarely; (3) Often; and (4) Always.

Prior to commencing research, a literature review is conducted to identify similar studies. Subsequently, the researcher develops measurement tools to be distributed among the participants. In addition, the researcher seeks permission from the school authorities and administers questionnaires to high school students and junior high school students. Before the data can be processed further, some cleaning up has to be done. We recoded negative items from the Social Interaction Among Friends Scale (SIF) and the Social Interaction in School Environment Scale (SIS). After that, the missing data was replaced with the mean of the item where the missing data was located. Since we didn’t adapt any of the scales that were used, there was no need to test their reliability and validity again, so the next step is to correlate the collected data.

3. RESULT AND DISCUSSION

This study aimed to see if there was a correlation between online game addiction and social interaction skills among adolescents in Ujoh Bilang, Mahakam Ulu. The collected data will be analyzed using statistical software such as SPSS and JASP. We found that adolescents play online games for entertainment (72%), leisure (39%), and stress relief (26.5%). It can be seen in the table below.

Table 3
Online Game Usage Reason Frequency Table

Reason	Frequency	Percent
Entertainment	98	72%
Leisure	53	39%
Relief	36	26.5%

Our findings showed that there is a negative correlation between Online Game Addiction and SIF ($r = -0.147$, $p\text{-value} < 0.05$) but no correlation between Online Game Addiction and SIS ($r = -0.100$, $p\text{-value} > 0.05$). We also found a significant positive correlation between SIF and SIS ($r = 0.407$, $p\text{-value} < 0.001$). It can be seen in the table below.

Table 4

Pearson's Correlation between Online Game Addiction, SIF, and SIS

Variable		Online Game Addiction	SIF	SIS
Online Game Addiction	Pearson's r	-		
	p-value	-		
SIF	Pearson's r	-0.147	-	
	p-value	0.022	-	
SIS	Pearson's r	-0.100	0.407	-
	p-value	0.188	<.001	-

Based on the research, it has been found that junior high school students tend to play online games more frequently than high school students. The primary reason behind this difference is that a significant number of high school students have part-time jobs, which take up a considerable amount of their time and leave them with less time to engage in playing online games. This is also because the Ujoh Bilang area is a village where the main livelihoods, apart from government jobs, primarily involve farming, fishing, or labor. Additionally, network constraints at times serve as a trigger for teenagers to seek other activities besides playing online games.

4. CONCLUSIONS AND RECOMMENDATIONS

From the result, the study found that there is a negative correlation between Online Game Addiction and SIF ($r = -0.147$, $\text{sig.} = 0.022$). However, there is no correlation between Online Game Addiction and SIS ($r = -0.100$, $\text{sig.} = 0.188$). Furthermore, a significant positive correlation was observed between SIF and SIS ($r = 0.407$, $\text{sig.} < .001$).

This research is expected to provide insights for future studies and serve as a reference for further developments, particularly in Indonesia's education field. Future researchers are advised to employ stricter control methods on their research samples to ensure more accurate results. Factors such as gender, education, motivation, and any other variables that may influence research outcomes and affect the dependent variable should be taken into account. This will help improve the reliability and validity of the research findings.

Acknowledgment

I would like to express my sincere appreciation to my supervising lecturer for their invaluable guidance throughout the research process. I am also grateful to my friends who provided assistance and support during this project. Additionally, I would like to thank the school for their collaboration and all other contributors who helped make this research possible, even if they cannot be mentioned explicitly.

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