The Impact of Mobile Legends Games on Student Learning Motivation: The Role of Parents and Teachers

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Abstract

The advancement of technology is accelerating. Beginning with telecommunications technology, the internet, and intelligent computer-based technology. Until the first cell phones were used to fulfill communication needs, cellphones could only be used to do a few things, such as easily finding any information all over the world, playing online games from anywhere, and so on. Mobile Legends games are extremely popular. Not only do teenage boys enjoy playing these online games, but so do many girls. The goal of this study was to determine the impact of Mobile Legends game addiction on students' learning motivation, as well as the role of parents and teachers. This is a type of library research. The data used in the study was analyzed using data reduction, data display, and drawing conclusions. Reading and recording important information contained in various journals related to the research being conducted are data collection techniques. It is expected that the results of this study can be used as insights, references, and basic and consideration for future researchers in order to become other research areas whose topics are relevant to this study.

Keywords: *Mobile Legends; student motivation; parents; teachers*

Dampak Game Mobile Legends Terhadap Motivasi Belajar Siswa: Peran Orang Tua dan Guru

Abstrak

Perkembangan teknologi semakin pesat. Mulai dari teknologi telekomunikasi, internet, maupun teknologi yang berbasis komputer pintar. Hingga yang semula ponsel digunakan untuk memenuhi kebutuhan komunikasi saja, kini ponsel bisa digunakan untuk melakukan banyak hal, seperti digunakan untuk mencari informasi apa pun yang ada di belahan dunia dengan sangat mudah, bermain game online dimana saja dan lain sebagainya.Game Mobile Legends sangat diminati bukan saja oleh remaja laki-laki saja kini remaja perempuan pun sudah banyak yang gemar bermain game online tersebut. Tujuan dari penelitian ini adalah mengetahui dampak kecanduan *Game Mobile Legends* terhadap motivasi belajar siswa dan juga peran orang tua dan guru. Jenis penelitian ini adalah penelitian pustaka. Analisis data yang digunakan dalam penelitian yaitu dilakukan dengan cara reduksi data, display data, dan gambaran kesimpulan. Teknik pengumpulan data dengan cara membaca dan mencatat informasi -informasi penting yang terdapat di berbagai jurnal yang terkait dengan penelitian yang sedang dilakukan. Diharapkan dari hasil penelitian ini dapat digunakan sebagai wawasan,

referensi, maupun dasar dan pertimbangan bagi peneliti selanjutnya agar dapat menjadi area penelitian lain yang topiknya relevan dengan penelitian ini.

Kata kunci: Mobile Legends; Motivasi Belajar; Orang Tua; Guru

1. Introduction

Technology is rapidly evolving, and it is now a requirement for people to have technological tools that can assist them in their daily lives. According to the Random House Dictionary, technology is an object as well as objects, as well as materials and forms that differ from ordinary humans, which Naisbit (2002) cites. Miarso [1] expresses another viewpoint on the concept of technology, revealing that technology is a type of process that increases added value. The running process can use or produce specific products, with the resulting product not being distinguished from other existing products. It was also stated that technology is an essential component of a specific system.[2]

The development of increasingly sophisticated information technology and the creation of new products to facilitate community activities. These products include televisions, computers, laptops, mobile phones, and the internet. One of the most influential information technology products for students is to get information, namely the internet. The internet also provides a lot of entertainment on offer, one of which is online games.

Online Games are games that are played over a network (both LAN and the Internet). These games are typically played in real time with an unlimited number of players. Online games, according to Januar and Turmudzi (2006), are computer games that can be played in multiplayer mode over the internet. According to Samuel (2010:7), an online game is a networked game in which one person interacts with another to achieve goals, carry out missions, and achieve the highest score in the virtual world. Online games have a positive impact on students' intellectual and fantasy abilities as well as their physical skills.The negative impact of online games for students is that activities or homework will be neglected, using free time to play games and decreasing motivation to learn.[3]

The Mobile Legends game is one of the online games that is the embodiment of technological developments. Playing online games can be done on a computer or cell phone device, which was originally only used for communication needs. Now it can be used for many things, including playing games. In general, games can be divided into two types. The first is offline games that can be played on computer devices or mobile phone devices without having to be connected to the internet network. The second is an online game that can only be played on a computer or mobile phone device connected to the internet.

Students of all ages, including elementary, middle, and high school students, college students, and even adults, dominate Mobile Legend game players. Students who frequently play Mobile Legend games risk becoming addicted. Addiction to the Mobile Legend game will have a negative impact, particularly on academic performance. The Mobile Legend game also has an impact on children's development, including their motivation to learn.[4]

According to Sembiring (2007), students who play online games have worse learning achievement since their study time is consumed by playing online games. Learning motivation, according to the findings of Kertamuda's (2008) study, can impact a person's capacity to increase accomplishment. This is confirmed by Prasetiyo's (2007) research, which

discovered that the stronger one's drive to learn, the better one's academic success, and the lower one's motivation to learn, the lower one's academic achievement (Detria, 2013:5).[5]

In previous research, it mentioned 3 categories based on the intensity of playing the Mobile Legends game, namely the occasional time intensity category, the frequent time intensity category and the always time intensity category (Istiqomah, 2016). [6] From this data, it is clearer to provide an overview of the negative effects of playing online games, including Mobile Legends Games. With the emergence of symptoms of online game addiction on students, it is necessary for parents and teachers to play a role in encouraging the preparation of guidance and counseling assistance for students at school, as well as the role of parents to participate in monitoring the intensity of children playing games at home. This is done to reduce addiction to online games, which have a negative impact on physical and psychological conditions. If addiction to online games is allowed, it will be a problem for students because it has a negative impact on the students concerned.

2. Research Methode

This research uses library research methods. According to Nazir (1988:111) literature study is a data collection technique by conducting a review study of books, literatures, notes that have to do with the problem being solved. This study examines the effect of online games on students' learning motivation. Analysis of the data used in the study was done by means of data reduction, data display, and drawing conclusions. So that it can be concluded for this research. Data collection techniques by reading and recording important information contained in various journals related to the research being conducted.

3. Motivation to Learn

The phrase "motivation" comes from the word "motive," which is defined as an effort, factor, or technique that motivates someone to participate in an activity. According to Sardiman (2006), motivation is "the driving force or self-driving force in carrying out actions to achieve the desired goals." According to Kompri (2016:232), learning motivation is a developing psychological factor that is impacted by physiological circumstances and students' psychological development.[7] Sudarwan (2002:2) defines motivation as a force, drive, desire, excitement, pressure, or psychological process that inspires an individual or group of individuals to achieve certain goals. Motivation, according to Hakim (2007:26), is a deliberate drive that causes a person to execute an act in order to achieve certain goals. [8]

Several factors impact learning motivation, including:

a. Ambitions and aspirations of students. The principles will increase students' intrinsic and extrinsic desire to learn.
b. Student Capabilities a child's desire must be accompanied by the capacity and talent to realize that want.
c. Student Circumstances, which encompass both physical and spiritual conditions. A sick pupil will make it difficult for him or her to learn.

    d.   Environmental Factors Affecting Students. The natural environment, the living environment, peer association, and social life are all examples of student environments.

Learning motivation is a driving force that exists and emerges from pupils in order for them to study or enhance their knowledge (Yamin, 2007; Hamalik, 2008; Sardiman 2012). Learning motivation is critical for attaining learning performance or accomplishment. Students' learning accomplishment and cognitive features might be regarded as a result of the assumptions gained in learning motivation. The lifestyle of each individual student demonstrates awareness of student learning motivation. Technological advancements should assist drive student study, yet online games can demotivate students.[9]

4. Mobile Legends Game

Moonton created and released Mobile Legends, an online multiplayer mobile gaming arena. On July 14, 2016, the game was published worldwide for Android, and on November 9, 2016, it was released for iOS. Mobile Legends: Bang Bang is a mobile phone-based online multiplayer fighting game. The two opposing teams battle it out to reach and destroy the enemy's base while protecting their own. The three "lanes" are known as the "top," "middle," and "bottom" that connect the bases.[10]

Each team consists of five players, each of whom controls an avatar known as a "hero" from their own device. Weaker computer-controlled characters known as "minions" start at the team's base and travel three ways to the other team's base, fighting opponents and towers along the way. There are audio, visual, and chat elements in this game that allow users to effortlessly communicate with other players. It's no surprise that, with some of these added features, this game is becoming more popular in a variety of settings, especially among school children.[4]

3.1 Impact of Mobile Legends Game

Playing games has positive and negative impacts that can be experienced by players. The positive and negative impacts of playing online games are as follows:

3.1.1 Positive Impact of Playing Games

Some of the benefits or positive impacts of playing games are:

    a.   Increase concentration. A gamer playing online games requires high concentration. The more difficult the game, the higher the concentration required. With increasing concentration on playing games, it will also increase concentration on other things.

    b.   Improving one's ability to think or reason. As a player plays online games, their problem-solving, scenario analysis, and arithmetic skills increase. They are also taught to make rapid judgments.

c. Improve your command of the English language. The majority of players in online games speak English. By being accustomed to speaking English while playing online games, players will be indirectly trained to speak English.

d. Entertaining, distracting, and reducing stress. Basically, online games, like all other types of games, are made to entertain and as a refreshing medium.

e. Make new friends by playing online games with a lot of gamers from various regions or countries. Sometimes, there are gamers who get to know each other and make an agreement to play again at another time.[9]

3.1.2 Negative Impacts of Playing Games

a. Making excessive addiction and forgetting everything. In playing online games, a gamer can become addicted because he is required to play continuously so as not to be left behind. When gamers are addicted to online games, it takes up gamers' time.

b. Lowering body fitness. When playing online games automatically, a gamer does not move his body, so there will be a lack of activity.

c. It is difficult to concentrate during the teaching and learning process. When the learning process of an addicted gamer thinks more about the game, concentration in learning will be disturbed.

d. Decreased motivation to learn. A gamer will be lazy about studying or doing schoolwork.

e. Harmful to the eyes and nerves. Excessive gaming causes the eye lenses to deteriorate.

f. Inadequate socialization. A gamer who is overly preoccupied with his game will lose track of his surroundings, resulting in a lack of interaction with his surroundings.

g. Saying rude and derogatory things as a result of being influenced by other players in the game while playing.[9]

5. Impact of Mobile Legends Game on Student Learning Motivation

Mobile Legends games have different levels of addiction according to the intensity of playing time. According to this study, the time intensity category sometimes has a total playing time of less than one hour, with the impact having a decrease in learning motivation. The time intensity category always has a total playing time of more than 2 hours. The impact has a very significant decrease in motivation in the form of not wanting to learn, being indifferent to lessons, and decreasing the value of subjects at school. The implications of this research include being a discourse for students and teachers to start limiting their students from playing online games.[6]

Online games have a negative impact on students' learning motivation. A child who is addicted to online games will affect his motivation for learning, and if his learning motivation is disturbed, it will also affect his learning achievement. Someone who is addicted to online games requires special handling[9].There is an influence of the intensity of playing

the Mobile Legends online game on students' learning motivation(Indriyanto, 2018).The impact of online game addiction on student achievement is that students become lazy about doing assignments, have low report cards, and are less enthusiastic when they wake up in the morning, and sometimes emotionally unstable. Their enthusiasm for learning is low[11] Rudiansyah in his research results show the influence of Mobile Legends Online Game on Students' learning motivation[12]. In research conducted by Fahmi mentioned that the intensity of playing mobile legend game has an impact on elementary school students' learning motivation. Teachers and parents should take this issue as relevant concern to guide their children achive better academic result[6] In line with that, Gilbert in his research mentioned that the game or game becomes very influential, when only used unilaterally. This means that it is not balanced by valuable activities, so it only has a negative impact, typically by students. Students have high competence in education, but if the game defeats the main activity, then this of course has an adverse effect on motivation to learn[13]

6. Roles of Parents

The family atmosphere is heavily influenced by parents. The function of parents as filters for what children learn is essential in ensuring that what the kid learns is relevant to his or her requirements. Online games are one of the things that parents must filter since they may have a negative influence on children and should be avoided to prepare them for the future. One of the most popular modern games among Indonesian youth, particularly students, is online gaming.

The results of previous studies show that: (1) Parents of students who are addicted to online games have been aware of online games since college and of their children who often play them. Parents initially thought that online games were normal, but over time, the negative effects caused by addiction to online games were increasingly felt. As an indication that children lose track of time, children often say dirty words and can interfere with body health, especially in the eyes and back. (2) As the person who feels most responsible for the child's future. Parents of students who are addicted to online games try to overcome the negative effects of online games. Efforts are being made to provide advice not to always play online games, to keep busy with house cleaning tasks, to be involved in positive activities such as extracurricular activities, to invite recreation, and some parents even reduce their children's pocket money. (3) All parents of students who are addicted to online games use democratic parenting because it runs in a relaxed atmosphere and has a tendency to generate productivity. [14]

7. Roles of Teachers

Teachers are parents at school for students, so that their role is more or less the same as the role of parents at home. For children, the teacher is considered the main figure who is often imitated after the parent figure. For this reason, teachers are expected to actively participate in monitoring children's development so that they do not become addicted to playing online games.

6.1 Steps that teachers can take:

Rini (2011:61) there are several things that teachers can do to overcome children's addiction to playing online games, namely:

a. Give understanding

When explaining a student's work to students, the teacher can insert a message about the dangers or bad effects of playing online games.

b. Conduct raids
Once in a while, the teacher or school can carry out raids on objects that are not related to the school, especially cellphones.

c. Cooperation with children's parents
To prevent children from becoming more addicted to online games, teachers should work together with children's parents about the efforts that will be made to supervise the children.

d. Giving homework
The teacher can give homework, group assignments so that children can interact with friends, and distract them from online games.

6.2 Guidance Counseling by Teacher

If the impact of playing Mobile Legends games has significantly disrupted student learning activities and motivation, schools can provide guidance and counseling to provide special treatment for students who are addicted to online games, including prevention, understanding, alleviation, and supervision (advocacy) functions. Only BK instructors and school employees deal with these kids in the preventive, comprehension, and relief functions.[5]

8. Conclusion

Based on the research that has been done and the support of data obtained from various previous studies, it was concluded that mobile legends games affect students' learning motivation. Parents and teachers play a role in handling students so that students are not addicted to mobile legends games and can limit the intensity of the game so as not to interfere with the motivation of students to learn. So it will not adversely affect students in the future. Advice for researchers in the future in order to conduct further research on the impact of mobile legends games on students' learning motivation with deeper studies in order to obtain more accurate results.

Acknowledgement

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