The Impact of Playing Games and Parents' Role in Controlling Students' Behaviour in Online Learning from Teachers' Perspective Amid Pandemic Covid-19

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Abstrak

Wabah virus covid-19 menyebabkan perubahan kepada pembelajaran pada sekolah menjadi pembelajaran secara online dan menggunakan peralatan elektronik. Tujuan penelitian ini menemukan dampak positif dan negatif pembelajaran online kepada perilaku siswa untuk bermain game. Sekaligus untuk menemukan metode terbaik bagi siswa agar tidak menghabiskan waktu untuk bermain game dan peran orang tua untuk mengontrol perilaku siswa. Metode penelitian yang digunakan yaitu kualitatif deskriptif dan metode pengambilan sampel dengan teknik purposive. Sementara metode pengambilan sampel menggunakan observasi, interview dan dokumentasi. Hasil penelitian menunjukkan bahwa ketika pembelajaran online maka siswa akan ikut bermain game sehingga menyebabkan siswa malas belajar, tidak disiplin, kelat masuk ruang online, dan perilaku siswa menjadi agresif menuju negatif karena kalah bermain game. Game juga berdampak positif sebagai hiburan bagi siswa dan bejalar strategi dalam pemecahan masalah serta mencerdaskan otak. Temuan lain dimana pembelajaran online menyebabkan penyakit obesitas dan penyakit mata kepada siswa karena terkena radiasi. Orang tua berperan aktif untuk mengontrol perilaku dengan cara mengalihkan anak untuk menemukan hal positif seperti anak disuruh untuk mencari les bahasa secara online sehingga waktu dihabiswa untuk belajar dibandingkan dengan bermain game dan media sosial. Orang tua sebainya menjadi teman bagi anak dan mendengarkan anak sehingga anak dekat dengan orang tua.

Kata Kunci: Gadget, Dampak Positif Game, Dampak Negatif Game, Covid-19, peran orang tua

Abstract

The purpose of this study was to find the positive and negative impacts of online learning on students' behavior in playing games. At the same time to find the best method for students not to spend time playing games and the role of parents to control student behavior. The research method used is descriptive qualitative and sampling method with purposive technique. Meanwhile, the sampling method used observation, interviews, and documentation. The results show that when learning online, students will participate in playing games, causing students to be lazy to study, undisciplined, enter online classes, and students' behavior becomes aggressive towards negative because they lose playing games. Games also have a positive impact as entertainment for students and learn strategies in problem-solving and educate the brain. Another finding is that online learning causes obesity and eye disease in students due to radiation exposure. Parents play an active role in controlling behavior by diverting children to find positive things such as children being told to look for language lessons online so that time is spent studying compared to playing games and social media. Parents should be friends with children and listen to children so that children are close to their parents.

Keywords: *Electronic device, game advantage, game detrimental, parent, covid-19*

INTRODUCTION

The Coronavirus Disease 2019 (COVID-19) pandemic causes a change in the learning process, in which schools must implement distance learning to prevent the spreading of the virus. In distance learning, the use of the internet will increase both for learning and recreation. This situation could turn internet addiction into one of the negative impacts of distance learning during the COVID-19 pandemic (Ratulangi et al., 2021). Religiously, the Covid-19 disaster is a test that comes from God. Humans must not complain about the test and humans must be patient in dealing with the covid-19 outbreak (Bahagia, Habibah, et al., 2021). Teachers and parents face hurdles when the pandemic strikes the school. Teachers have to transform the manual method like face-to-face learning into an online system. Technology plays a role as a medium in making interactions between educators and students in the implementation of online learning. This caused students and teachers to be banned face to face for a while, therefore minister education changes the learning system to be online. Thus system learning has now turned into the 4.0 era where teachers should be ready to implement assessments differently than offline (Nisa et al., 2020). The use of smartphones has become a much-needed tool as a learning medium online (Herlambang, 2021).

In addition, technology also plays a role in facilitating educators to deliver learning material so that learning continues even though it is not done face to face (Hanifah Salsabila et al., 2020). The impact is the parents receive a burden because they face obstacles to adjusting the student's behavior at home. Even some parents don't literate in online technology like operating online and some technology programs (Bahagia, Wibowo, et al., 2021). There were several difficulties in online learning ranging from limitations to buying credit for parents, network constraints due to remote areas, and parents experiencing economic difficulties. Parents also cannot buy online learning facilities such as cell phones (Bahagia1 et al., 2022). Even it has another drawback including With application of an online learning system that centered on the use of gadgets will impact language development and children's social intelligence (Rihlah et al., 2021). Another disadvantage is using a smartphone is that it can cause the child's behavior is not good if in its use there is no proper supervision from parents. Children who often use smartphones excessively then will have a bad influence on children (Ramadhani et al., 2020). It is boosted by another finding to said gadgets can make children disturbed by their social development due to spending too much time in front of the gadget screen (Abdulatif & Lestari, 2021). As the user wields an overuse of gadgets, it results to disturb the eyesight of the student (Abdu et al., 2021).

Excessive use of gadgets in children will have a negative impact because it can reduce concentration power and increase children's dependence on can do things that they should be able to do on their own (Wijaya & Nehru Nugroho, 2021). Even students' physical health is disturbed due to the duration of use the medium is too long. At the same time, surveillance that is not adequate by parents also affects the psychological health of students because all information spreads very quickly without any filter quality (Adib, 2021). It must be underpinned to convey that the negative impacts on students include interaction and declining social skills, namely the lack of courtesy of students towards the surrounding environment, increasing indifference students towards the activities around them, and raising the character of high egoism (Islamy, 2021). Furthermore, the effect that mostly shows in the students who often use gadgets is easy to be angry, bossy, and introverted (Nurliana & Aini, 2021). Conversely, Gadgets also not only have a negative impact, but also have an impact positive, for example, does not only have a positive impact on children's mindsets, namely: help children in regulating the speed of their play, processing strategies in games, and helps improve right-brain abilities (Rizky Nafaida et al., 2020).

The gadget has advanced features and attractive applications so that students can access information related to online learning materials given by the teacher so that students' learning knowledge can increase (Latifah Deviana1, 2021). To reduce gadget addiction in children, especially during this covid-19 pandemic,

there are several things that parents can do, for example by inviting their children to play outside or in the surrounding environment where there is a place to play and their peers (Tamsil, 2021). Strategi yang dilakukan diantaranya membangun emosi positif dan spritualisme serta menyelesaikan masalah secara rasional (Sukiyah et al., 2021). Therefore, one of the efforts that can what the teacher does to the negative side caused by gadgets is professionalism in learning, there is a prohibition on using gadgets during activities teaching and learning in the classroom, as well as assistance with parental supervision. No less important awareness of each student of the benefits of the use of gadgets and the effects of using gadgets that can support student learning achievement (Sya'diyah et al., 2021). Based on the research above, online learning using electronic tools has an impact on students, both negative and positive impacts.

The negative impact can have an impact on student health because students who play with gadgets have an impact on health so students are prone to getting sick if they use gadgets too much. However, there is a good impact because by using internet-based online media, students will be creative to use it. After all, there is pressure where students do have to follow developments. The COVID-19 pandemic has changed all life, both at school and on campus, so we have to adapt to difficult conditions. If parents can control their children well, starting by giving advice, managing the time when to use gadgets and when not to use them, the children will be able to manage their time well. However, if parents play a lesser role in supervising, school children can open anything on the internet whether it is age-appropriate or not. It can even open sites that are not useful for their growth and learning development. For this reason, this study intends to find out more about the impact of using electronic devices in learning through internet channels. There is a difference because this research will focus on the impact of online learning using gadgets and laptops on student behavior in playing online games and social media. In this regard, researchers will find the impact of using gadgets on student behavior to play games. In this case, there are bad and good impacts of playing games on student learning during the covid-19 period. Plus to find the role of parents to control the behavior of children if they are addicted to open games and social media. At the same time to find the bad impact of online learning on student health.

METHOD

This research was conducted on teachers who teach at the senior high school of Darul Falah, Bogor, West Java. The research used a qualitative approach method. The qualitative methodologies presented in this text share important themes, including the view that reality is complicated and socially constructed and that qualitative research designs must be open to change during an investigation (Stephen D. Lapan Et Al., 2012). Qualitative researchers rely on their judgment, experience, history, social contexts, and constructions of reality to generate new or enhance existing perceptions of events and conditions in the real world (Cooper & White, 2012). Meanwhile, in taking the sample, a purposive sampling approach was used. The sample collection technique in this study uses the purposive sampling technique. Purposive sampling is a sampling technique with certain considerations (P, Honey., Santoso, & Girahani, 2018). The sample used is one of the teachers, namely Hamzah at the Darul Falah high school, Bogor. Meanwhile, data collection was carried out in various ways including conducting in-dept-interviews, observations, and documentation. In-depth interviews were conducted directly through online media, namely video calling what app and direct interviews using complete health protocols.

The complete health protocol is to use a face shield and mask. The goal is to prevent the spread of the Covid-19 virus. There were several questions during in-depth interviews with school teachers, including the impact of online learning using electronic devices via the internet, both in terms of the goodness of games for students. The question relates to what are the benefits of games for the brain development of schoolchildren and whether gameplay can affect students' ability to solve problems and increase students' abilities to make strategies for life. In addition, ask the teacher about the bad impact of playing games due to the frequent use of gadgets.

The bad impact of games can be related to students being lazy to study, not doing assignments, and not being disciplined. The question was also related to whether playing games made children more aggressive, causing negative behavior toward their classmates. In this case, the teacher will ask whether students who lose in-game matches have an impact on the behavior of students' lives, especially when they are at school, or do not have a bad effect. Other questions were also asked related to how parents or the best method to change the behavior of children who like games to a more positive direction.

When the question is asked to the teacher, the researcher will ask about whether diverting the attention of both male and female students towards positive things can eliminate children's behavior so that they no longer play games. In-depth interviews are not enough if they are not supported by data collection through existing documents or documentation. Document studies are carried out by searching for articles that have been published in indexed journals. This article search is intended to support the findings obtained through interviews. Once the data collection is complete, it is combined or what is called triangulation. Data source triangulation involves the collection of data from different types of people, including individuals, groups, families, and communities, to gain multiple perspectives and validation of data (Carter et al., 2014). In this study, the combination of various methods of data collection was carried out to ensure quality data.

RESULT AND DISCUSSION

During the Covid-19 pandemic, the use of electronic devices as a vehicle for learning was unavoidable so high school students such as Darul Falah High School were unavoidable. There are several electronic devices used, including cellphones and laptops. The use of electronic media in children triggers children to become addicted to electronic devices so it is difficult to adapt to face-to-face learning someday. Electronic devices and the internet cannot be separated to adapt to the COVID-19 outbreak. The usage of the gadget is the mitigation to deal with pandemic covid-19 because the learning still can continue despite there is the limitation. In general, technology (gadgets) have become an inseparable part of one's life, efforts are needed to increase awareness, knowledge, and skills to continue to use the internet through smart gadgets (Lestari et al., 2015). This is in line with the findings that the spread of the covid-19 virus causes humans to need information technology and solutions to solve problems caused by the covid-19 outbreak (Ilyas & Bahagia, 2021). The use of electronic devices also triggers various negative impacts on school children, including children who do not focus on learning but play games. If school children have advanced in playing certain games, then one day they will open the game again. Playing games is not a behavior that is classified as wrong, but if you are addicted to playing games, you will forget the main task, namely learning and receiving lessons from the teacher. When the child is at home and cannot leave the house, the child will find time to play games again on laptops and cellphones when parents are not watching. Games are like poison in that they are addictive to schoolchildren. It is even more dangerous to open a game site that invites violence, for example, a game that fights and shoots. Even though it looks like it doesn't have an impact, children can practice the game according to what they see. At least children can imitate the behavior of game characters and make these behaviors in everyday life.

This condition is dangerous when the Covid-19 pandemic ends, it can be done to friends at school. The root of the emergence of inappropriate behavior is none other than watching inappropriate games. There was an incident at school where a suspected child was exposed to a game that contained violence, so he invited his friends to fight. The child brings his two friends to beat his friend's opponent. In the incident where the child who was the opponent was grabbed by two students while another person beat the schoolboy who was being held. These incidents include frequent playing violent games. Besides that, if the game is not controlled by the parents at home, the child can spend time playing games. Each game has various levels ranging from the lowest level to the highest level. When the child has played at a low level of the game, it will continue at a higher level. If it continues then you can play the game for one full day. Problems like this are very common in school

children if there is no parental supervision. Meanwhile, when parents give advice they can't because the child will fight back. One of the effects of playing games if you can't control it in terms of time has a serious impact on learning achievement. School children who are exposed to games will be lazy to go to school, will not do the assignments given by the teacher, and will not come to the zoom room when learning has started. Even children will not be able to take lessons because they feel tired when studying because they spend a lot of time playing games.

It is even more laborious when the child has to be expelled from school as a result of lack of attendance. Such a child will be handled by a counseling guidance teacher involving parents, students, and the school. At the same time monitoring of students, behavior is carried out whether students can change or not. The counseling guidance teacher calls the child, then he or she will be asked the reason for doing the wrong thing. Schoolchildren who are called usually admit all when confronted by a counseling teacher at school. There was once an incident where when a child was called by a counseling teacher, the child told him why he was lazy to go to school and just play games and didn't go to school because his parents didn't buy him a motorbike. When he found out the reason his parents didn't buy him a motorbike was because they were worried that he would have an accident on the highway. Even though the old man could afford to buy a motorbike. However, to avoid further behavior from the child, the parents bought the motorbike. At the same time monitor whether there are changes or not before and after buying a motorbike. Another impact is that children can open games that have to pay first so that there is a bill. This situation can be painful for the parents because the parents have to pay the game bills made by the children. For online games are usually played by male schoolchildren. Girls prefer to open Facebook or social media. Both are not good if you can't manage your time well. For girls who like social media for too long, it can also be like boys who like to play games where they will forget their main tasks, namely studying, receiving lessons, looking for learning materials, and doing all the tasks given by the teacher.

However, playing games is fun. School children who like to play games, the child's mood will be happy because it is under what he wants. Even get the thrill of winning in the game. When children become winners, it is associated with an increase in the happiness hormone. This happiness hormone increases, it will increase the sense of pleasure so it is not easy to get sick (Bahagia, Rahmadanti, et al., 2021). One of the hormones that experience an increase is the hormone endorphins. There are even games that are educative in which this game can also educate children. However, it is still better to be supervised by parents than for children to be left alone. Plus there are also games or games that can be used to hone children's strategy skills because playing games requires a strategy to be a winner so that it drains the mind so as not to lose. Based on this, the game is part of the way to solve problems and educate children's brains. It's just that children can become more aggressive if they continue to play games. If it is too aggressive for schoolchildren, it will have a bad impact on them, including if the child loses a game, the tone of voice can be high because of the emotion of losing the game. When friends with other friends want to argue and argue. Or for example, you can damage the belongings of a friend. The factor that makes children naughty has to do with the role of parents at home. When children are busy playing games on the internet, the role of parents is not spared. Children should be used as friends and parents should explore children according to their age. The way parents have to be close to the child at home so that the child will always tell what he likes and what he **wants**.

The role of parents should not go and do not want to listen to children tell stories. Being a listening parent can improve a child's behavior because if the parent is close to the child, the child will tell all of his heart. When a daughter tells a story to her mother at home, she must listen carefully. When the role of the mother is not at home, the child has the potential to find an outlet to pour his heart out to others outside the family so that the child becomes problematic. Especially if you pour out your complaints in life to a teenage boy or just go to tell other people. So the child does not consider parents as their place to tell stories. This condition can trigger children to behave inappropriately. On the other side, children are also free to open any site they can do during

the covid-19 pandemic because parents can also be careless about the situation. While the internet world is not all good for children. There is a negative side because all positive things also exist in the internet world and bad things also exist on the internet. It is more dangerous to open a site that is classified as pornography so that they can be exposed since they are in school. Though this is not good for school children. When children are bored with activities at home, children can open certain sites such as adult sites where the site is inappropriate for school children. When open and outside of parental control can have an impact on children's attitudes to what is seen on the internet. However, when parents can provide a good understanding to students, children can understand which ones should be opened and which should not be opened. It's just that parents can monitor continuously without stopping because the pandemic outbreak is also not necessarily finished quickly. When children use the internet as a means to learn, children will get a lot of knowledge. All school materials related to learning delivered by teachers are on the internet.

Creative children will look for more material and can even be ahead of the teacher at school because today's children are better at finding information than teachers. Moreover, high school students do not have much thought and activity so they can focus more on learning. If only the internet was used for positive things, children would gain a lot of knowledge because on the internet there are not only books that can be downloaded but also other digital materials from Youtube and TikTok. Nowadays, teachers are also very creative by using the internet as a means of learning. Even material can be obtained from other schools in different regions because the internet connects someone without the time and place limits so that the material shared by other teachers on the internet can be compared with material obtained from the teacher himself. Even the internet can also provide lessons such as learning to create emails and communicating with friends via email. Plus it trains students to learn to communicate and stay in touch with friends via the internet because they can get along with many people before meeting face-to-face. Face to face and playing with classmates is the dream of every schoolchild, especially school children who are teenagers. But they are learning to communicate through online media including WhatsApp.

In the end, it can help students to understand that the COVID-19 outbreak has an impact on changing the way one communicates with others. This method includes mitigating the covid-19 outbreak where the use of electronic devices through internet software is a way to overcome the covid-19 outbreak. It also teaches that friends don't have to be face-to-face during a pandemic, but just meet online. Although there is much confusion in learning by using electronic tools, there are also many benefits that can be obtained. In terms of time, students do not need to spend time on the road to go to school because they do not need to meet face to face. Learning with electronic devices can reduce congestion on the highway because if there is no Covid-19 outbreak, the highway around Bogor, West Java, will be jammed. One of the causes of traffic jams is that many school children go to school in the morning and many people work in the morning. The Covid-19 outbreak has at least reduced the number of motorists on the highway because work and school can only be done from home. Students have the view that the Covid-19 outbreak has taught humans to be friendly to the climate and environment because the Covid-19 has caused students and lecturers not to come to campus. This method is classified as reducing glass emissions as a cause of climate change (Bahagia, Mangunjaya, et al., 2021). From the social side, online learning has a huge impact on student delinquency. Student delinquency such as bullying and brawls as well as juvenile delinquency outside the control of the school and parents can be avoided because children are not allowed to leave the house. They are only in the house and around the house and go from outside the house only for certain purposes.

Even with the internet, parents can give more positive directions to children as children are directed according to hobbies. For example, children at home are directed to open English, Arabic, and Japanese learning sites. Parents who are good at diverting children to positive things will trigger children to want to learn according to what they like but not against values. When the child likes to learn a language, the child will be busy with

the matters that have been decided. He will make a schedule to learn the language and meet people in Zoom to learn the language. At the same time will arrange a time for school activities. A couple with this way, there is digital parenting to deal with these issues. Digital parenting for children to prevent gadget addiction in children. The digital parenting pattern used varies. One of the methods used is to agree with the child about the schedule of gadget use (Sisbintari & Setiawati, 2021). Parents as child figures must be able to provide limits on the use of gadgets for children seen from the time limit for their development, by controlling the limits of hours that are allowed to hold gadgets in children, disciplinary behavior will run in balance (Sopiah, 2021). Students no longer have time to spend on things that are not useful.

Although there are benefits, the use of electronic devices on students has an impact on their lives, especially on eye health. Many students have to use thick minus glasses because the more they use electronic devices, the higher the minus of students' eyes. The reality seen today is that many students wear glasses. The use of electronic devices ranging from cellphones and laptops is correlated with improving eye health. There is even another impact where online learning during the COVID-19 pandemic, where school children sit in chairs more than physical movement causes children to become obese. This incident happened to children who like to eat and drink while studying online. while obesity has a negative impact on health. There is another type of school child who does not like to eat so it can trigger new diseases for the child, namely where they will be exposed to gastric diseases such as ulcers. There are bad impacts for children who have these types during the covid-19 pandemic.

CONCLUSION

Online learning is a way to overcome the covid-19 outbreak so students have to study from home via the internet. When students use the internet, game problems become the main problem in learning. Students exposed to games cause problems ranging from children being aggressive so that they behave in a negative way such as being friendly and behaving in a way that damages the belongings of their classmates. This incident is the result of playing games and at the same time causing students to easily fight and practice what they see in the game. Students also spend time playing games so they forget to study, classes come to school, and don't do what the teacher tells them to do. Even students are threatened with expulsion. On the other hand, there is a negative impact, starting from students being able to entertain themselves by playing games so that they feel happy. At the same time, it makes students able to solve problems because some games stimulate children to be able to solve problems and educate students' brains. In addition, online learning has an impact on the health of students, especially students who are diligent in eating and drinking but moving a little so that they increase their weight. On the contrary, students who do not like to eat are prone to ulcer disease. For this reason, parents must play a role in making students work-intensive, such as directing students to use the internet in search of useful things such as teaching English and Japanese or other foreign languages. Students who are directed will spend more time on tutoring as opposed to playing games and social media. After that, parents must become friends with children, listen to what children complain about and be good listeners and become advisors so that children and parents are not far from children. This condition makes it easy for children to be advised because they are close to their parents.

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