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THE INFLUENCE OF ONLINE GAMES TO STUDENTS ENGLISH ACHIEVEMENTS IN SMA PGRI 4 PADANG

PENGARUH GAME ONLINE TERHADAP PRESTASI BAHASA INGGRIS SISWA DI SMA PGRI 4 PADANG

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Abstract

This study aims to analyze the influence of online games to students English achievement in SMA PGRI 4 Padang. This research is motivated by the existence of problems that make students unable to divide their study time well. This type of research is a descriptive study with a qualitative approach. This study used questionnaires, interviews and student grade documents as instruments. Researchers used a questionnaire as an instrument as many as 54 students filled out a questionnaire, and 10 students were interviewed as data in this study. From the results of the questionnaire, the researcher found 2 influence based on indicators of playing online games, namely time distortion and obsession with online world games with the proportion of students who have problems with time distortion (17%) and obsessed with online games (12%). Meanwhile, based on the results of the interview, the researchers found several problems including students who were not wise in dividing the time between the learning process in class and playing online games and the time frequency in playing online games which was quite long from 1 hour a day, and obsessed with online games because it can benefit them financially and to gain popularity. Finally, to support the data that has been analyzed, in the results of the data analysis, the researcher found that only 5 students had a fairly good progress on the English scores for mid-semester 1. So, it can be concluded that the results of this study online games can have a negative influence on students English learning achievement at SMA PGRI 4 Padang.

Keywords: Influence, Online game, Achievements.

Abstract

Penelitian ini bertujuan untuk menganalisa Pengaruh Permainan Game Online Terhadap Pencapaian Nilai Bahasa Inggris Siswa SMA PGRI 4 Padang. Penelitian ini dilatar belakangi oleh adanya masalah-masalah yang membuat siswa tidak bisa membagi waktu belajar dengan baik. Jenis penelitian ini adalah penelitian deskriptif dengan pendekatan kualitatif. Penelitian ini menggunakan angket, wawancara dan dokumen nilai siswa sebagai instrument. Peneliti menggunakan angket sebagai instrument sebanyak 54 siswa mengisi angket, dan 10 orang siswa diwawancarai sebagai data di penelitian ini. Dari hasil angket, peneliti menemukan 2 efek berdasarkan indikator bermain game online yaitu distorsi waktu dan terobsesi pada dunia game online dengan persentase siswa yang memiliki masalah dalam distorsi waktu (17%) dan terobsesi akan game online (12%). Sedangkan berdasarkan hasil wawancara, peneliti menemukan beberapa permasalahan diantaranya siswa kurang bijak dalam membagi waktu antara saat proses belajar dikelas dengan bermain game online dan frekuensi waktu dalam bermain game online yang cukup lama lebih dari 1 jam sehari, serta terobsesi dengan game online karena bisa menguntungkan mereka secara finansial dan untuk mendapatkan kepopuleran. Terakhir, untuk mendukung data yang telah dianalisis, dalam hasil analisis data, peneliti menemukan hanya 5 siswa yang memiliki progress yang cukup baik pada nilai bahasa inggris untuk mid-semester 1. Jadi, bisa disimpulkan hasil dari penelitian ini game online dapat memberikan pengaruh negatif terhadap prestasi belajar bahasa Inggris siswa di SMA PGRI 4 Padang.

Kata kunci : Pengaruh, Permainan online, Pencapaian

1. INTRODUCTION

Technology is a system, tool, machine to provide convenience in human activity, which is increasing everytime. Technology is also very closely related to the internet. A smartphone that can take people to the outside world, getting information from various parts of the world easily and quickly. All people can access it from toddlers, children, teenagers, adults to the elderly. Including the internet, humans can access information, knowledge, and others by using smartphone easily. Next, as a students must be smart when use gadget in the school. A lot of knowledge that can be obtained and other information to support the teaching learning process. On the other hand, there are still many students who can not use it well.

Moreover, the students have many activities in the school for instance; learning, exercise, reading, ekstrakurikuler, and course (tutoring). They spend their time for those activities, so they reason, after the activity they can play smartphone to online, social media, and playing game online. It is a good way, after finishing the activity at school, they must relax their mind and body with that. Conversely, many students can not utilize smartphone well. Then, it can give the bad impact of their life. In the end, many of the students could not manage the time between studying at home during this pandemic and playing online games.

The game is dominated by English and the audio is also played in English. Students who like to play online games are used to listening and reading with English language. Therefore, the researcher wants to analyze the influence of playing online games on students achievement of English scores. Students who cannot be disciplined to divide their time, including the obligation to study and play, can be very disturbing to the result of their achievement in the English subject. Therefore, In fact researcher found a lot of phenomena during her teaching practice in SMA PGRI 4 Padang. First, most of students are focused and enjoy themselves with online games on their smartphones. The students when during teaching learning process in the class, researcher explain some material. Several male students who sat in the middle and back bowed their heads downwards were enjoying playing online games with their smartphones. Second, students when the process of teaching learning in the class, they still play online games without fear to the teacher. Researcher as their teacher when reminds these students to keep their smartphones and focus on the lesson are ignored. Several times warns students only save for a moment then play it

back. Last, when their teacher asked to do something such as; do the exercise, taking notes or show their skill in front of the class it is very difficult.

Next, Specifically the language, English is an international language used to communicate from between various countries. Students who is in the learning process will see and measure his results with an achievement. First, English achievement is the result during the process of learning English where the achievement can be achieved with a motivation. Conversely, the achievement of English can be negative or get a low grade because of an anxiety and attitude to the learning situation (Jodai, Mahda, Zafarghandi, & Tous, 2013). Based on the expert above, it can be concluded that English achievement is a result of action and is taken seriously, diligently and focused. Supported by the existence of motivation in a student to want to pursue and understand English.

Furthermore, A gaming application they also provide features that are always upgraded to improve quality and satisfaction for the players. (Chappell & Sc, 2003) explain that an online game update where someone or a group of people play together, communicate with each other even equipped with voice and camera videos. Based on the expert above, it can be concluded that online game is a game the latest model from the traditional game. Online game is an activity that is used by users for entertainment when busy.

Likewise, There are three kinds of online game. First, Stand Alone Games is a kind of single game for finding opponents with a computer (single player vs computer). Second, local and wide network (LAWN) game is a game that connects players to support a tournament. Involve a tactical game, example of a *counter strike*. Their characters are similar to army troops or terrorist groups. The mission of the game is to kill and destroy the opponent. Third, Massively Multiplayer Online Role Playing Game (MMORPG) is the latest kind of online game that is designed with advanced features and enjoys a virtual world through characters. Offers a three-dimensional world inhabited by wealthy players. This game was developed with an advanced and detailed world of both visual and auditory (Chappell & Sc, 2003). Based on the expert above, it can be concluded there are several kinds of online games such as : Stand Alone Games, Local and wide Network (LAWN) game, RPG (Role Playing Game), Massively Multiplayer Online Role Playing Game (MMORPG), and MMO (Massively Multiplayer Online).

Furthermore, According to (DSM-5, 2013 as cited in World & Man, 2015), internet gaming disorder is where a person is very obsessed with one object, resulting in an addiction that has a negative impact. The disruption that will be affected is the weakening of social relations in real life, sleep, education and work. The influence are also such as inattention to the environment, aggression and hostility, stress, low academic achievements, problem with verbal memory, feeling unhappy and always feeling alone. Someone who is playing a game that is a group game and must compete to win. Make them have to settle in front of a computer or smartphone to play the game continuously for a long period of time.

Based on the theory above, the researchers took some opinion from expert to be used as indicator. One of them from (Weng et al., 2013). The reason why researchers do not take just one opinion. Because, one opinion of the experts is still in sufficient as an indicator. Thus, there are six indicators that the researchers combined to later be lowered into sub-indicators. Next, The existence of influence has several indicators, and below is the opinion of some experts. The influence of playing online games is that it affects the development of adolescents than tv, the influence is more significant (Durkin, 2006 as cited in Publishers, 2013).

2. METHODS

In conducting this research, the researcher used descriptive research. Because, the researcher wanted to analyze influence of online game to students English achievement. “The goal of descriptive research is to describe a phenomenon and its characteristics. This research is more concerned with what rather than how or why something has happened” (Nassaji, 2015). It can be said, the researcher described the phenomena obtained and seen, therefore the researcher described the influence of online games on students English scores.

In choosing a sample, the researcher used purposive sampling. Because, in this sampling method the researcher only selected targets according to criteria related to the research question. As for the criteria related to the research of the researcher. “In this type of sampling, according to the purpose of the study, the members for a sample were selected. It is also called deliberate sampling and judgmental sampling (Bhardwaj, 2019)”. It can be said purposive sampling as a method that used based on research to be studied, namely the researcher wanted to examine the influence of playing online games to English achievements so that researcher only chooses 54 students who are active and like playing online games to be participants in this study.

3. RESULTS AND DISCUSSION

The purpose of this research was to find out and described about influence of online game to students English achievement in SMA PGRI 4 Padang. The participants in this research were eleventh grade. They were XI IPA, XI IPS 1 and XI IPS 2. As stated in chapter III the researcher took the student used purposive sampling. In this research, the researcher focused on students who like and play online game.

In analysis data, firstly the researcher managed the data that was obtained from two instruments : questionnaire and interview. The researcher collected the result of questionnaire that had been filled by students and checked for it completeness. Then, the researcher noted the result of interviews to support the data from questionnaire. Moreover, the researcher read the data in order to be able to provide the descriptions of the data from the questionnaire and interview

The researcher took 54 students as participants based on students who like online games, from three classes of researchers took 54 students who like online games. The questionnaire divided 6 indicators that included twenty two items. In this questionnaire, the researcher calculated the total of participants answer. As a result of this study, researchers found answers to research questions that had been stated previously. Influence of online game to students English achievement. influence of online game are divided into several items; time distortion, lack of attention, emotions, lazy, obsessed, feeling unhappy and alone. The result all of questionnaire constructed with indicator the influence of online game:

No.	Indicator	Result
1	Time distortion	17%
2	Lack of attention	7%
3	Emotions	8%
4	Lazy	7%
5	Obsessed	12%

6. Feeling unhappy and alone	10%
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Table 4.2 The Result All of Questionnaire

Based on the table above, it can be seen that the influence indicator in answering the questionnaire and interview is time distortion with total percentages answered strongly agree is 17% of total percentage 100%. It can be said that, many participants answered strongly agree that time distortion as influence of online game. Next, obsessed indicator with the total percentage answered strongly agree is 12% of the total percentage 100%. It means, many participants answered strongly agree the obsessed with game as a influence of online game. Because, this indicator is to find out how students are obsessed or really like online game.

In conclusion, by researcher from interviews based on indicators that is students have and often play online games during the process of learning English in the class. They do not know the hours of studying and playing games. Moreover, when studying online students do the same. Among the nine respondents said the English vocabulary they know in online games such as : wait, kick, fall, open, push, defeat, store, score, invite, knock, headshot, victory, welcome, back, save.

Finally, seen based on data on daily scores and mid-semester test result, there are only 5 out of 54 students who have good grade progress. The results of the researchers assume that the influence online game to students English achievement are time distortion and obsessed. So, the result is online game can provide negative influence to students English achievement in SMA PGRI 4 Padang.

4. CONCLUSION

This research describe about an analysis of influence online game to students English achievement in SMA PGRI 4 Padang. Influence of online game is dividing learning time by playing games at school or at home and obsessed with several types of online game play and the frequency of playing online games make students know and remember the English vocabulary that often exists in these games of the three class.

Based on the research theory used, there are the influence of online game such as : 1. time distortion, 2. lack of attention, 3. emotions, 4. lazy, 5. obsessed, 6. feeling unhappy and alone. There were six indicators it can help have an influence on students. In this research, the researcher wants to find the research question is “What are the influence online games to students English achievement? Answering the questionnaire and nterview all of indicators that used by an analysis of influence online game to students English achievement in SMA PGRI 4 Padang.

In addition, researchers used purposive sampling in three clas of XI IPA, XI IPS 1 and XI IPS 2 in selecting a total sample of 108 participants taken purposive. The researcher took 108 participants then a total sample of 54 participants and researcher choose class XI as a participant. In obtaining data, researchers used questionnaire and interviews. From the data the researchers conluded that influence of online game is time distortion and obsessed. Based on data obtained during the study, researchers can conlude that the influence of time distortion with total percentage (17%), lack of attention (7%), emotions (8%), lazy (7%), obsessed (12%), feeling unhappy and alone (10%).

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