



ANALYSIS OF THE IMPACT OF THE MOBILE LEGENDS GAME ON CHILDREN'S SOCIAL SKILLS

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Abstract

This study aims to examine the impact of the Mobile Legends game on the social skills of junior high school students. The research used a descriptive quantitative approach with a social skills questionnaire covering aspects such as cooperation, communication, and empathy. A total of 29 seventh-grade students were selected purposively from a population of 73 students at SMP PGRI 1 Cimahi. The findings revealed that Mobile Legends has both positive and negative effects on children's social skills. Positive effects include enhanced teamwork and verbal communication among players. However, negative effects were also observed, such as decreased direct interaction with peers, reduced emotional control, and lower academic motivation. Most students were categorized as having fairly good social skills, with a small portion achieving higher levels. These results indicate that Mobile Legends significantly influences children's social development, depending on their playing frequency and the presence of guidance and supervision from parents and teachers.

Keywords: Mobile Legends Game, Social Skills.

INTRODUCTION

The use of the internet in society today is increasing, it is because internet users have expanded from young people to adults. Internet is a medium as proof of the rapid development of technology, especially in Indonesia. The internet has become an indispensable tool because it is used in many fields such as accessing information, providing communication opportunities, shopping, and entertainment (Indah Permata Sari & Nurwahyuni, 2022). For now, the internet has become a primary need for society, because there are so many benefits, including for sources of information, current trends, entertainment, business references, fashion, songs, movies, and as a means of communication. Because of this, humans are increasingly helped in meeting the needs of life. Not only the primary needs of the internet, but also many entertainment facilities that are very diverse, one of which is online games (Alfatimah, 2022).

Online games in the last 2 years have been very popular among young people, during the covid-19 period when all activities were carried out from home, this online game was widely enjoyed because it was entertainment when at home. A report from Wijman in newzoo.com in 2018 found that there are 2.8 billion active gamers in the world, a very fantastic number including Mobile Legends (Dananjaya & Kusumastuti, 2019). According to Moonton Indonesia's

Operations Manager, there are 170 million active Mobile Legends users per month around the world and Indonesia is among the most users in the world, namely 50 million users. These most popular online video games focus on competitions in which individual players face opposing players, collaborations in which multiple players face the same opponent, or a combination of the two in which teams of players compete against each other to achieve a goal (Hasan et al., 2021). Online games also strengthen and make new friends in different areas because online games are connected all over the country, so online games can make new friends. In playing this online game, there are distinctive characteristics, namely the language used by the player of this game is an abbreviation or decapitation of laksem when the game is in progress according to (Amalia & Aunillah Naya, 2023).

This research takes an online game object that is widely used by the public, namely mobile legend games of the MOBA type. This game offers several heroes that can be used, "players run one character from two opposing teams with the goal of destroying the opponent's base. Each character played has a role with its own strengths and weaknesses so it requires cooperation with team members to win the game" (Chen et al., 2018). In addition to the excitement of playing this game, there is something that catches our attention, namely the use of a new language when these gamers play (Hasnah, Shasliani, 2023). This mobile legend game is generally done in the same way or commonly called mabar, from the interaction of the process of the players, many new languages emerge. This language does not only apply to Indonesian gamers on the border as well as across countries, this language exists because of the study of morphology, which is a derivative process of foreign or regional languages in the process of abbreviation and affixation (Hasan et al., 2021).

Mobile Legend also has a negative impact on children, because this game has many children who are less mobile and only focus on cellphones. The duration of the game is quite long, about 30-40 minutes, making the child's health also disturbed from the eyes, and it is difficult to focus on other activities. Lack of exercise and mixing in outside play makes children become lazy faster, tired and less social. Children at the age of 7-15 years old cannot distinguish between good and bad things (Mustamiin, 2019). Children at this age will be better at instilling positive habits and avoiding bad habits for children. Because according to (Utami & Puspitasari, 2022) it can affect social and emotional development in children and then affect children's attitudes. This anticipates the rise of online game addiction cases among early childhood which will be detrimental to the child (Santos*, 2020). Lazy attitude to move, eat, study, concentration, improper sleep hours, passive, selfish, grumpy and easily grumpy, the severe case found is that the child is obese and cannot walk on his own. This is the attitude of cases of children found to be addicted to online games (Yunadi, 2024) to anticipate this, there needs to be support from

teachers, schools, friends, and a good environment to control children so that they do not become addicted to online games (Ningsih et al., 2023).

The role of parents is very important as a supervisor and guide children in their daily activities. So that the daily activities carried out are considered good, adequate, not excessive or appropriate. In this case, parents also need to give advice, it can also be deep talk and provide motivations (Ummah, 2019) Parents also need to give reprimands for children who exceed the limit in accordance with the agreement that has been explained previously to the child so that the child learns that every action must have consequences. A good attitude will give birth to good results, as well as bad will get bad sanctions as well as provide direction about the impact that online games cause. In this day and age, parents must establish good communication with children so that children feel comfortable telling their parents and are open to anything.

This phenomenon is also seen at SMP PGRI 1 Cimahi, where many grade VII students are active in playing Mobile Legends almost every day. Based on observations, various symptoms appear that indicate a decrease in social skills, such as lack of participation in group activities, low interest in interacting directly with peers, and increased dependence on gadgets. This condition encourages the need for a more in-depth study to understand the extent to which Mobile Legends games affect the social skills of students at the school.

This research is important to find out whether Mobile Legends games have a positive impact on improving cooperation and communication between students, or hinder the development of their social skills. This study also aims to provide an empirical picture that can be used as a basis for parents, teachers, and schools in regulating the use of online games among students.

By understanding the impact of the Mobile Legends game on social skills, it is hoped that parties involved in children's education can make the right strategies to take advantage of the positive side of the game and minimize its negative impact. This study specifically aims to: (1) find out whether there is an influence between the intensity of playing Mobile Legends and children's social skills, and (2) analyze the magnitude of this influence based on predetermined indicators.

METHODS

Types of Research

Research methods are scientific ways to obtain data with specific purposes and uses" (Albert, 2020). Therefore, in a study, a method is needed that can make it easier for researchers to conduct a research. In this study, the researcher used a quantitative descriptive research method.

Quantitative descriptive research includes data collection using questionnaires to test hypotheses in order to answer questions about the latest status of the research subject

Descriptive analysis methods are statistics used to analyze data by describing or describing the data that has been collected as it is without intending to make conclusions that apply to generality or generalization. Quantitative research methods can be interpreted as research methods based on samples of positivism philosophy, used to research on certain populations or samples, data collection using research instruments, quantitative or statistical data analysis, with the aim of testing hypotheses that have been established (Rimbani, 2020)

From the above understanding, it can be concluded that the descriptive method with a quantitative approach is a method that aims to describe systematically and factually the facts and relationships between the variables investigated by collecting data, processing, analyzing, and interpreting data in testing statistical hypotheses.

Population and Sample

The population in this study is all students of grade VII of SMP PGRI 1 Cimahi, which consists of two classes, namely classes VII A and VII B, with a total of 73 students. The sampling technique used is purposive sampling, which is selecting research subjects based on certain criteria. In this case, the sample consisted of 29 students who were known to be actively playing Mobile Legends games, had mobile phones, had quotas or packages, and had mobile legends accounts.

Data Collection Techniques

The data collection technique in this study uses a closed questionnaire as the main instrument. The questionnaire was compiled based on social skills indicators such as: behavior towards the environment, interpersonal behavior, behavior towards oneself, and behavior towards tasks. Each indicator is developed into several statements that students must respond to using the Likert scale. In addition to questionnaires, data was also obtained through indirect observation and documentation as supporting data.

Research Instruments

The instrument used in this study is a questionnaire that has been tested for validity and reliability before being disseminated. Validity tests were performed using the Product Moment formula, while reliability was tested using the Alpha Cronbach formula. The test results showed that the 36 statements in the questionnaire were valid and reliable for use in the main data collection.

Data Analysis Techniques

The data obtained from the questionnaire was analyzed using descriptive statistics. The steps in data analysis include calculating the number of scores for each indicator, converting it to

percentage form, and categorizing the results into social skills classifications based on specific score ranges (excellent, good, adequate, low, and very low). The results of the analysis are then displayed in the form of tables and bar charts for easy interpretation.

RESULTS AND DISCUSSION

This study aims to find out the impact of the Mobile Legends game on children's social skills and how much the impact of the Mobile Legends game on children's social skills at SMP PGRI 1 Cimahi. Based on the results of the questionnaire distributed to 29 students, it showed that the majority of students were in the social skills categories of "quite good" (86%) and "good" (14%). The average score of the students' social skills questionnaire was 102 with a standard deviation of 4.696. These findings indicate that students' social skills continue to develop even though they are actively playing Mobile Legends, but are not in the optimal category.

Table 1. Children's Social Skills Results

Category	Score Range	Frequency	Presses
Excellent	80 - 100	0	0%
Good	60 - 79	4	14%
Poor	40 - 59	25	86%
Very Poor	20 - 39	0	0%

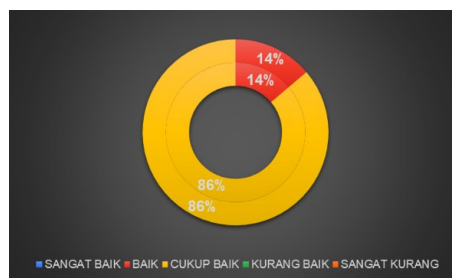


Figure 1. Children's Social Skills Outcome Diagram

Based on the picture above, it shows that children's social skills vary, but the majority of students in the Quite Good category are 86% (25 people). The remaining 14% (4 people) are in the Good category. Based on this percentage, it can be said that children's social skills are in the category of "Quite Good".

Is There an Impact of Mobile Games on Children's Social Skills

Based on the results of the questionnaire distributed to 29 students of grades VII A and VII B SMP PGRI 1 Cimahi, it was found that the Mobile Legends game has two types of impacts on children's social skills, namely negative impacts and positive impacts. Negative impacts include decreased direct social interaction with peers and family members, emotional instability such as irritability or frustration, reduced interest in learning and academic motivation, and individualistic behavior tendencies and lack of empathy for the surrounding environment. Meanwhile, positive

impacts were also identified, including increased teamwork skills, strengthening communication and strategy development in playing groups, as well as training in thinking speed and decision-making skills. Students who are able to control their playtime are more likely to benefit from these benefits and can apply them in real-life contexts, such as when discussing in a group or completing a task together. In accordance with research (Firliani et al., 2019) that the abilities acquired by children in games are not directly applied in real life without guidance. Children need support to transfer positive values from games to social interactions. Therefore, it is important to provide guidance so that such experiences can be integrated into daily life. There is also research from (Paulina et al., 2021) that children who play excessively tend to have low self-regulation, which negatively impacts learning interest and social participation. Education about time management and self-control is essential to help children develop better self-development skills. Thus, interventions in the form of education can improve the quality of children's learning and social interaction. Meanwhile, the research from (Reddy et al., 2022) is titled Internet Addiction and Depression Anxiety and Stress. It concluded that greater internet use was associated with several social and psychological maladaptive variables such as, decreased size of social circle, loneliness, low self-esteem and life satisfaction, thrill seeking, poor mental health, and low family functioning.

How Much Impact Mobile Games Have on Children's Social Skills

Based on the results of a study conducted on students in grades VII A and VII B at SMP PGRI 1 Cimahi, the majority of students showed social skills in the categories of good (86%) and good (14%). This indicates that the influence of Mobile Legends games on children's social skills is quite significant, especially in terms of direct interaction and daily socialization skills. The majority of respondents experienced a noticeable decline in the quality of social interaction, such as lack of participation in social activities and reduced ability to build healthy social relationships. Although some respondents showed an improvement in the aspects of digital communication and collaboration, negative impacts such as addiction tendencies and emotional disturbances proved to be more dominant, especially in students who played these games excessively without parental or teacher supervision. This shows the need for more intensive control and mentoring so that the use of games does not hinder the development of children's social skills. In accordance with research (Teori et al., 2024) that school-age children (around the age of 6–12 years) are in the industry vs inferiority stage, which is a period when they try to show competence through achievement and collaboration. If achievement is only achieved in the virtual world without involvement in the real world, children can experience a self-esteem crisis and a decrease in healthy social interaction. There is also research from (Novita et al., 2023) that children's social interactions shape morality and empathy skills. In a competitive and fast-paced gaming world,

children can lose the meaning of collaboration and empathy, as they are more focused on win-loss and instant gratification. Meanwhile, from the results of the study (Downey et al., 2017) that games like Mobile Legends provide instant reinforcement such as scores, level up, and praise from the team, which forms a tendency to play continuously. This has the potential to make children prefer digital interactions that provide "direct rewards" over real social interactions that take longer to process.

Based on the results of research conducted on students in grades VII A and VII B at SMP PGRI 1 Cimahi, it can be concluded that the Mobile Legends game has a significant impact on children's social skills. The impact is dualistic, including positive and negative impacts. Positive impacts appear in the form of increased teamwork, strategic communication, and quick decision-making. However, negative impacts are more dominant, such as decreased direct social interaction, emotional instability, reduced interest in learning, and the emergence of individualistic behavior. The majority of students show social skills at a fairly good level, but with strong indications that uncontrolled use of games contributes to a decline in the quality of social relationships in the real world. Therefore, supervision and assistance from parents and teachers are needed so that the use of digital games does not hinder children's social development. These results are in line with research (Ramadhani, 2022) which states that strategy and team-based games such as MOBAs can hone children's interpersonal skills, as long as they are played at a reasonable time and under proper supervision.

CONCLUSION

Based on the results of research conducted at SMP PGRI 1 Cimahi, it can be concluded that the Mobile Legends game has an impact on students' social skills. On the one hand, this game can help develop aspects of communication and teamwork because players are required to coordinate and strategize together. But on the other hand, excessive use of games has the potential to reduce the intensity of direct social interaction, disrupt emotional stability, and reduce children's motivation to learn and social involvement in the school environment. The social skills of students who actively play Mobile Legends are generally in the category of being quite good, but still require attention, especially in terms of self-control and interaction in the real world. Therefore, supervision and assistance from parents, teachers, and schools are very important so that gaming activities do not interfere with children's social development, but can be directed to be a means of learning and positive character development. This research shows that the use of games such as Mobile Legends must be accompanied by an educational approach and fostering social values so that children continue to grow in an environment that supports the development of social skills in a balanced manner.

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