

Received : 2020-05-07 Revised : 2020-10-08 Acceptance : 2021-04-19

Publish : 2021-06-17

## THE CORELLATIONS MOBILE LEGEND GAMES BETWEEN SEX BEHAVIOR IN JUNIOR HIGH SCHOOL 10 REMPANGA VILLAGE

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### ABSTRACT

Mobile Legend is a game program that is connected through a network and can be played at anytime and anywhere. It is also can be played in groups around the world. Mobile Legend Game itself has one of the deviations committed by teenagers due to addiction to online games, among others was to say something dirty, being rude, and lazy behavior. From this game, there are several figures (YouTuber) who play this game with open clothes that are sexually tricky. Because of the frequency of watching content like this, teenagers have been unconsciously exposed to pornography which if they already addicted to pornography, can trigger their behavior leading to free sex. The purpose of this study was to determine the connection between playing the mobile legends game to free sex behavior in the teenager. This research was conducted using quantitative methods with a cross-sectional research design. The population of the study was 207 respondents and the sample size taken was 133 people. The sampling technique is a total sampling. From the test, the researchers found that the connection between online games with free sex behavior based on the results of the Chi-Square Test shows a p-value of 0.001 ( $p < \text{value} = 0.05$ ) which means there is a specific connection between playing online game with their free sex behavior in teenager at 10 Middle School on Rempanga village.

**Keywords:** Teenagers, Mobile Legend and Free Sex

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### INTRODUCTION

According to WHO 2014, adolescents are those who are in the transition phase between childhood and adulthood. One phenomenon that is currently endemic among adolescents, the boy's side more specifically is playing the Mobile Legend online game. This is a game program that is connected through a network that can be played anytime, anywhere, and can also be played in groups around the world and the games itself have to display interesting images the gamers desired, which are supported by computers and mobile phones <sup>1</sup>.

Addiction is an ongoing involvement with activity even though these things have negative consequences. satisfaction and enjoyment are initially sought but need to be involved for some time with the activity so that someone feels normal, someone can be said to be addicted to online games if their use is biased more than 3 times a day <sup>10</sup>. Online game addiction is a psychosocial problem for children and adolescents <sup>14</sup>.

According to research showed as many as 10.3% and 3,594 adolescents in 12 major cities of Indonesia have had free sex, and as many as 62.7% of junior high school adolescents and 21.2% of

adolescents claimed to have had an abortion, this was possible because loose parental control over them<sup>11</sup>.

Based on a survey in November at 10 Middle School in Rempanga Village, the average teenager answered that they like to play a game that is currently hitting, which is Mobile Legend<sup>(18)</sup> said, teenagers can spend 2 to 6 hours a day at school and at night. Those who are addicted to playing the mobile legend game tend to prefer to play games rather than doing other work. This will lead to lazy behavior or postpone doing work. Most of the time these teenagers watch Mobile Legend on YouTube, from this game there are several people (YouTuber) who played this game with open clothes that are usually sexy and tricky. Because of the frequency of watching this content, unconsciously teenagers have been exposed to pornography which if they're already addicted to pornography, can trigger these teenage behavior leading them to do free sex.

Online game users mobile legend in Indonesia are also quite high in number, reaching 6.5 million people or growing 500 thousand people each from the number of gamers in 2013 which is 6.6 million people, the number of monthly active users of Mobile Legends in Indonesia now reach 50 million players, and Mobile Legends currently has a total of 170 million active users per month worldwide and Indonesia is the largest contributor<sup>8</sup>. This research aims to find out the relationship between playing online games and free sex behavior in teenagers at Rempanga 10 Middle School.

## MATERIAL AND METHOD

In this study, we use the quantitative method with a cross-sectional design. The population of the students in 10 Middle School Rempanga Village around 207 students. The sample that we obtained was 133 people. The technic of the sample is a total sampling. The researcher gets the data sample by spreading the questionnaires. The purpose of this researches was to find the connection between playing mobile legend games with the behavior of free sex. The research itself began on 7th November 2019 and the location has taken was in 10 Middle schools Rempanga Village, Loa Kulu District, Kutai Kartanegara Regency.

## RESULTS AND DISCUSSION

**Table 1. Demographic Data Based on Age and Gender of the Respondents in SMPN 10 Rempanga Village**

	Frequency	Percentage
<b>Age</b>		
12	26	19.5
13	43	32.3
14	29	21.8
15	16	12.0
16	7	5.3
17	6	4.5
18	6	4.5
<b>Gender</b>		
Male	72	54.1
Female	61	45.9
<b>Total</b>	133	100.0

In this table.1, we get a description of the age of respondents included in this study who were 12 years old in total of 26 respondents (19.5%), 13 years in total of 43 respondents (32.3%), 14 years in total of 29 respondents (21.8%), 15 years in total of 16 respondents (

12.0%), 16 years in total of 7 respondents (5.3%), 17 years old in total of 6 respondents (4.5%), and 18 years old in total of 6 respondents (4.5%). In this study, it was found that the sex of respondents that were included in this study was male with a frequency of 72 children (54.1%) and for a female with a frequency of 61 children (45.9%).

**Table 2. Android gameplay frequency >5 hours/day**

	Frequency	Percentage
<b>Yes</b>	56	42.1
<b>No</b>	77	57.9
<b>Total</b>	133	100.0

Based on table 2, the total samples found there are 56 children (42.1%) who often play online games > 5 hours/day, and those who do not often play the online games as many as 77 children (57.9%) from the total sample. From previous studies, it was found that the frequency of distribution based on adolescent sexual risk behavior that can be categorized as a weight category as much as 27.9% and with a light category of 72.1%

**Table 3. The Distribution of the Frequency from respondents by the Level of free sex behavior in a teenager**

Category	Frequency (n)	Percentage (%)
<b>Heavy</b>	45	33.8
<b>Mild</b>	88	66.2
<b>Total</b>	133	100.0

Based on table 3 above shows that the level of adolescent free sex behavior with a heavy category of respondents as many as 45 respondents (33.8%) and free sex behavior of adolescents with mild categories as many as 88 respondents (66.2%).

**Table 4. The Connection of Playing Legend Mobile Games with Free Sex Behavior**

<i>The Mobile Legend Game</i>					
Free Sex Behavior	Yes	No	Total	p-value	OR (CI=95%)
Yes	29 (60.4%)	19 (39.6%)	48 (100%)	0.001	3.279 (1.569-6.851)
No	27 (31.8%)	58 (68.2%)	85 (100%)		

From the test conducted by the researchers has achieved, the number of respondents who behave in free sex was 48 children, and who does not amount to 85 children. Based on the

results of Chi-Square Test results showed a p-value of 0.001 ( $p < \text{value} = 0.05$ ) and the OR value in this test was 3.279 times more free sex, which means there is a connection between playing online games with the free sex behavior in 10 Middle School in Rempanga Village.

Playing online games excessively can affect a variety of things, one of it which is in terms of behavior, behavior itself is actions or words of someone in the community that can be observed, described, and recorded by others. From the results of research that researchers have done regarding the adverse effects of the online game, Mobile Legends on student behavior, it can be concluded that some of the behaviors that emerge are the behavior of the students who play online games usually will say something dirty, rude behavior by hitting the table while playing somewhere or hangout<sup>18</sup>. From this game, teenagers often watch the Mobile Legend live on YouTube while there are several figures (YouTuber) who play this game with open clothes that are sexually tricky. Because of the frequency of watching this content, teenagers have been unconsciously exposed to pornography which if they already addicted to pornography, can trigger the teenager's behavior leading to free sex. And this allows them to see it continuously because of excessive curiosity, such as Mobile Legend live content which is now often watched by teenagers which will bring up the thoughts that they should not think about and desire to do or even try both indirectly and directly sex.

Free sex by means of to express and release their sexual urges that come from the maturity of their sexual organs such as intimate dating, making out, to making sexual contact, but the behavior is considered not in accordance with the norm because they do not have the sexual experiences yet<sup>3</sup>.

The usual forms of sexual behavior are kissing, kissing their partner's neck, and severe forms of physical contact behavior<sup>16</sup>. According to Dewi research, which revealed that half of the adolescents in the Pasir Gunung Selatan Subdistrict, Depok City, had a risky sexual behavior of 56.8%, holding hands, hugging, heavy masturbation, kissing lips, touching each other's sensitive parts, or even doing important and sexual intercourse<sup>5</sup>.

## CONCLUSION

Based on the discussions conducted in the study, there were 56 children (42.1%) who often played online games >5 hours/day, and we also came across that 77 children (57.9%) of the total samples did not often play online games. And based on the sample obtained shows that the level of adolescent free sex behavior with a heavy category of respondents as many as 45 respondents (33.8%) and the free sex behavior of adolescents with mild categories as many as 88 respondents (66.2%). Which after the analysis was obtained Based on the results of Chi-Square Tests showed a p-value of 0.001 ( $p < \text{value} = 0.05$ ) which means there is a relationship between playing online games with free sex behavior in teenagers at 10 Middle School in Rempanga Village.

There are several suggestions that the researcher can possibly give are, as follows, for Respondents a suggestion for the respondents in reducing playing online games by controlling the time of playing the online games and for Parents we expect the parents to be able to control the length of time their children to use gadgets or smartphones to avoid the negative effects of it. Which are rude behavior, dirty talking, and laziness.

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