

THE DESCRIPTION AND THE IMPACT OF PLAYING ONLINE GAME ON PHARMACY STUDENTS IN SAMARINDA

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ABSTRACT

Online game is a game that can be accessed by the community using internet access. Online games are known to have a fun and addictive effect on their use. Indonesia is the 16th most online game user in the world. This study aims to provide an overview and the impact of the habit of playing online games on Pharmacy students in Samarinda. The method used in this study was using questionnaires distributed to at least 57 respondents of Pharmacy students in Samarinda. The results show that at least 80% of students have played online games with an average playing time of 1-2 hours in one day. The results of the questionnaire also showed an impact in the form of decreasing students' sensitivity to the surrounding environment and the tendency to speak harshly due to playing online games. Based on the results, it can be concluded that the habit of playing online games can reduce students' sensitivity to their environment and can encourage negative behavior, especially in verbal matters. This research can be used as a preliminary description of behavior changes towards the negative of students due to the habit of playing online games.

Keywords : Impact, Online Games, Students, Pharmacy

INTRODUCTION

This millennial era the advancement of information technology is growing rapidly. One example of technological progress in this era is the internet. Various information can be accessed freely through the internet. Not only information, but entertainment facilities also presented by the internet, for example online games. The first online game that appeared was war simulation games or planes that were used for military purposes which were finally released and then commercialized, these games then inspired other games to emerge and develop. Aside from being a means of entertainment, online games teach something new because of the frequency of frequent play, then someone will imitate the scene in the online game.

Playing online games can have a positive impact, among others, improving the motor system, for example teenagers who play online games can improve play strategy and language skills¹. In addition to providing a positive impact, online games also have a negative impact especially for gamers, that is, it will be easy to forget the priority scale in their daily activities, for example, causing laziness and addictions. Addiction to online games can trigger destructive actions that harm other people, such as when money runs out to rent a computer or buy a data quota so that they commit acts of theft¹.

Addiction is a form of behavior that is driven by a high sense of dependence on things he likes so that someone can be said to be addicted if doing the same activities repeatedly can even be more than five times². Individuals who are addicted to online games in a week can spend as much as 30 hours or the

average online game addict can spend \pm 20-25 hours a week, so that in a day they can play for more than 5 hours³.

An example of the phenomenon of cases concerning online game addiction that occurred in Indonesia precisely in Banyumas, throughout 2018 ten children in Banyumas were diagnosed with mental disorders due to addiction to playing online games. The Soul Specialist Doctor of Banyumas Hospital, Hilma Paramita, said that the average patient cannot control himself when playing online games. As a result, they are no longer able to move normally⁴.

Based on the explanation above, this research is intended to provide an overview and the impact of playing online games on Pharmacy students in Samarinda. Pharmacy students are chosen on the grounds that the pharmacy major has a fairly high lecture load with more lecture time, practicum and assignments compared to other majors. The high level of lectures will give an idea of whether online games are also played by students with small free time. This research is then expected to be the initial information for parents and teaching staff to be able to find solutions to overcome the habit of playing online games for students.

MATERIAL AND METHOD

General Procedure

This research is a quantitative descriptive study with the main objective to explain the existing phenomena by using numbers to rely on individual or group characteristics. This study assesses the nature of the conditions that appear. The purpose of this research is limited to describing the characteristics of something as it is⁵.

This research was conducted by distributing questionnaires using google form to all students of S1 Pharmacy Study Program at the University of Muhammadiyah East Kalimantan (UMKT). Sampling is done by random sampling method for all UMKT pharmacy students. A total of 57 respondents filled out the google form which contained several questions related to the habit of playing online games. The results obtained were then analyzed and grouped and calculated. The questionnaire items used in this study were closed questionnaire items with two until four answer options, where the questions listed were adjusted by the researcher. The alternative answers provided depend on the selection of the researcher and according to the responses of the students who fill. The closed research questionnaire has effective principles when viewed from the researcher's perspective so that the respondent's answers can be adjusted to their needs.

RESULT AND DISCUSSION

Overview of research respondents

This research was conducted on second semester students in UMKT Bachelor of Pharmacy study programs using google form. A total of 57 respondents filled out questionnaires. Based on the results obtained, it is known that the distribution of respondents based on sex was obtained as much as 42% of respondents were male and 58% of respondents were women. About 98% of respondents knew about online gaming, and there were only 2% of respondents who did not know about online games on the grounds that these respondents had never played online games. Based on the data obtained, knowledge about online games is not influenced by gender, this is in accordance with Indonesian gamers' statistical

data which states that about 56% of users of online games are male and 44% of them are women⁶. From these results, it is illustrated that online games can indeed be enjoyed by all sexes without dominating only one gender.

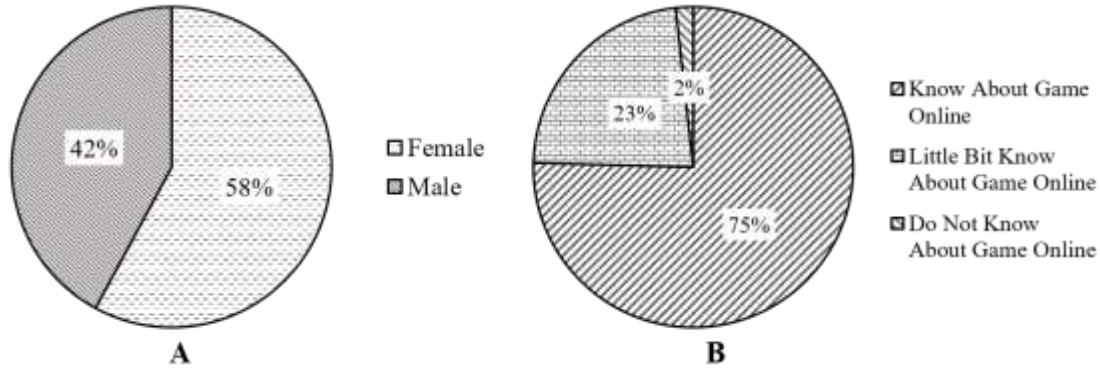


Figure 1. Description of research respondents on UMKT pharmacy students based on sex (A) and knowledge about online games (B).

Based on the results of the questionnaire also stated that there were only 2% of respondents who did not know about online games, while the other 98% knew about online gaming. This description of knowledge is in line with the rapid use of the internet by young people. The ease of access and the speed of receiving information seeking through the internet makes student knowledge about online games high. Internet users in Indonesia are estimated at 54% of Indonesian community in 2018, and this figure grew about 143,7million from last survey on 2017⁷.

Overview of the reasons for driving an online game

To find out the description of the drivers of UMKT pharmacy students in playing online games, questionnaires were conducted regarding the reasons that were thought to trigger online gaming. Based on the results obtained, the reasons for triggering UMKT pharmacy students to play online games are quite varied and the percentage is not so different. These reasons include boring, hobbies, entertainment and stress with each percentage in a row 28%, 21%, 19% and 14% respectively.

Conducted a study to find out the reason students play online games, based on the results mentioned the main reason students play online games is to eliminate boredom from the learning process at school⁷. But due to the high frequency in playing causes addiction to play. The results of this study also show the tendency of the reason for playing online games is due to boredom, entertainment and stress due to the high lecture process⁸.

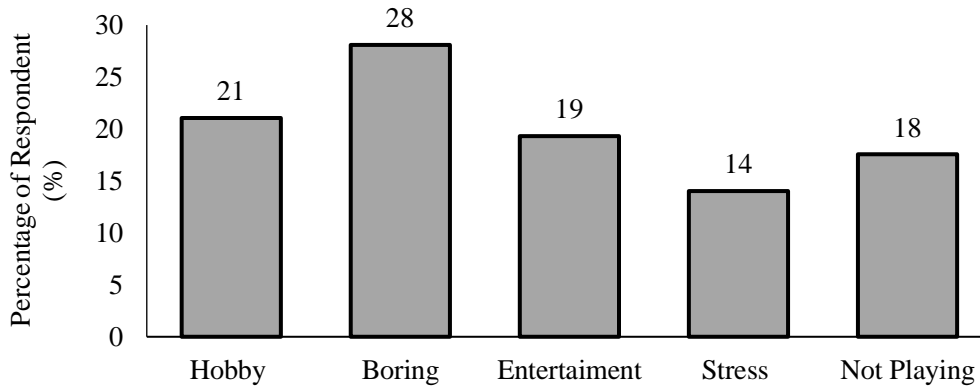


Figure 2. Percentage of motivating reasons for playing online games in pharmacy students at Universitas Muhammadiyah Kalimantan Timur

Overview of the impact and attitude when playing online games

Basically, both conventional and online games can have a positive or negative impact. This depends on the frequency and duration of someone playing online games. Playing online games can have a positive impact, among others, improving the motor system, for example teenagers who play online games can improve play strategy and language skills¹. Summarizes at least four domains that accept the positive side of playing online games, namely cognitive (eg, attention), motivational (eg, resilience in the face of failure), emotional (eg, mood management), and social (eg, prosocial behavior)⁸.

In addition to providing a positive impact, online games also have a negative impact especially for gamers, that is, it will be easy to forget the priority scale in their daily activities, for example, causing laziness and addictions. At least 97% of children in the United States use at least 1-2 hours in 1 day to play online games⁸. The results of this study also show similar things, at least 65% of UMKT pharmacy students use at least 1-2 hours of time playing online games, and 11% use at least 3-8 hours to play online games in 1 day (figure 3).

Addiction is a form of behavior that is driven by a high sense of dependence on what he likes. A person can be said to be addicted if doing the same activity repeatedly can even be more than five times². Individuals who are addicted to online games in a week can spend as much as 30 hours or the average online game addict can spend \pm 20-25 hours a week, so that in a day they can play for more than 5 hours¹. Addiction to online games can lead to destructive actions that harm other people, such as when money runs out to rent a computer or buy a data quota, thus committing acts of theft¹. Although in the study showed 65% of respondents spent only 1-2 hours playing online games in a day, 11% of respondents used at least 3-8 hours to play online games in 1 day. The high percentage in playing online games can still cause the possibility of negative effects from playing online. These negative effects include violence, addiction and even depression^{9,10,11}.

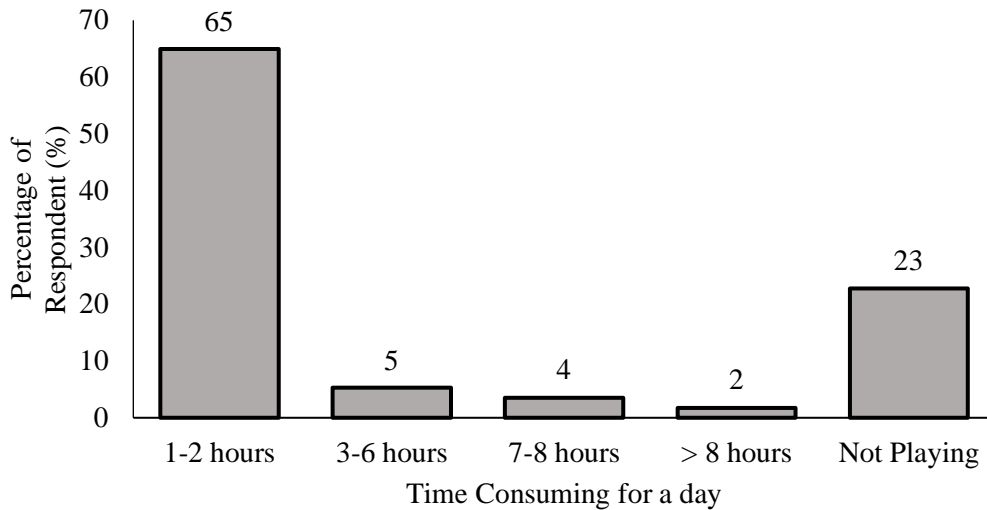


Figure 3. Percentage of time needed to play games in 1 day for pharmacy students at the Universitas Muhammadiyah Kalimantan Timur. The average student uses 1-2 hours to play games for a day.

The tendency to play online games generally can also influence the attitudes of children in their daily lives. This attitude is both in the form of responses to the environment and attitude when playing online games. This study then conducted a survey to describe the attitude of UMKT pharmacy students while playing online games. For students' attitudes towards the environment when they play online games shows 54% of respondents still give a quick response if asked for help, 23% delay, 11% refuse, even 12% of them feel disturbed. As for attitudes when playing online games, it was found that 39% of respondents did not say rude, 35% sometimes said rude, while 26% were used to saying rude (table 1).

Tabel 1. An overview of the attitudes of pharmacy students while playing online games.

Percentage of types of responses given by pharmacy students when requested for assistance when playing online games			
Type of Responses	Percentage	Scoring	Percentage Based on Scoring
Quick	54 %	+	54 %
Delay	23 %	-	46%
Ignorant	11 %	-	
Upset	12 %	-	
Speak habitof pharmacy students while playing online games			
Type of Responses	Percentage	Scoring	Percentage Based on Scoring
Do not speak harsly	39 %	+	39 %
Sometimes speak harsly	35 %	-	61%
Speak harsly	26 %	-	

An assessment is made of the respondent's response while playing online games. This assessment was conducted to see the trend of responses from respondents, these trends are negative or positive. By looking at this, the picture of the impact of playing online games will be more visible. The results of the assessment found that 54% of respondents gave positive responses and 46% of respondents gave negative responses when asked for help while playing online games. While the respondent's attitude when playing online games was 39% of respondents did not say rude and positive, while 61% were negative. The negative scoring on the respondent's attitude on this study contain of "sometimes speak harsly" and "speak harsly". This two answers labelled as negative scoring because this two show the negative attitude of the respondent.

CONCLUSION

The results show a high percentage of the negative behavior tendency of respondents when playing online games, this trend is even up to more than 50%. Based on the results obtained, it can be concluded that playing online games can encourage someone to behave negatively, both towards the surrounding environment and be negative when playing the online game.

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