

THE VALUES CONTAINED IN THE ONLINE GAMES

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Abstrak

Permainan online merupakan salah satu permainan yang paling diminati oleh anak-anak saat ini, karena permainan tersebut membuat semua orang penasaran dan ketagihan untuk memainkannya. Permainan online adalah permainan video yang dimainkan melalui internet atau jaringan komputer lain yang tersedia. Awal perkembangan game modern dimulai dengan berkembangnya media elektronik dan munculnya internet sebagai penunjang game modern. Hal ini kemudian merubah gaya bermain anak yang semula bermain dengan alat sederhana dan beralih menggunakan media seperti PC (Personal Computers) atau media elektronik seperti handhone. Internet merupakan media elektronik yang pada awal kemunculannya digunakan sebagai alat perantara untuk memudahkan kehidupan manusia. Internet yang tampil sebagai alat komunikasi kini telah membawa perubahan yang cukup besar bagi kehidupan manusia. Internet sebagai teknologi telah mengalami perubahan yang cukup signifikan, sehingga dimensi ruang dan waktu tidak lagi menjadi kendala dalam proses komunikasi. Atas dasar itulah penelitian ini bertujuan untuk mengungkap nilai-nilai yang ada dalam game online. Metode yang digunakan dalam penelitian ini adalah metode kualitatif, dengan tahapan studi pustaka, observasi, wawancara, dan dokumentasi. Peneliti membuat analisis dengan menggunakan metode analisis kualitatif yang membahas tentang nilai-nilai yang terkandung dalam game online. Hasil penelitian menunjukkan bahwa: permainan online bersifat rekreasi, kompetitif, edukatif dan interaksi sosial. Kajian ini diharapkan dapat memperkaya dan melengkapi kajian tentang pentingnya nilai-nilai yang terkandung dalam game online.

Kata kunci: Game online, nilai pendidikan, hiburan, kompetitif, interaksi sosial

Abstract

Online games are one of the most popular games for children today, because these games make everyone curious and addicted to playing them. Online games are video games played over the internet or other available computer networks. The beginning of the development of modern games began with the development of electronic media and the appearance of the internet as a support for modern games. This matter then changed the play style of children who originally played with simple tools and switched to using media such as PC (Personal Computers) or electronic media such as handhone. The internet is an electronic media which at the beginning of its appearance was used as an intermediary tool to facilitate human life. The Internet, which appearance as a communication tool, now has brought a big enough changes to human life. The internet as a technology has made significant changes, so that the dimensions of space and time are no longer an obstacle of the communication process. On that basis, this study aims to reveal values in the online games. The method used in this research is qualitative method, with the steps of literature study, observation, interview, and documentation. The researcher make an analysis using qualitative analysis methods that discuss about the values contained in the online games. The results of the study show that: online games are recreational, competitive, educational and social interaction. This study is expected to enrich and complement the study of the importance of the values contained in online games.

Keywords: Online games, education value, entertainment, competitive, social interaction

INTRODUCTION

Modern games as the result of technological advances that are the belle of today's children, such as video games, playstations, Time Zone, Crisis Zone (shooting), and Internet Games. When playing this game, children today don't need to go to the soccer field if they want to play soccer, they don't even need to get wet to pick up the ball if it falls into the gutter or into the pool. They just simply sit in front of the monitor using a stick or mouse as a tool to run these modern games.

Online games are one of the games that are very popular with children today, because these games make everyone curious and addicted to playing them. Online games are video games played over the internet or other available computer networks. The beginning of the development of modern games began with the development of electronic media and the appearance of the internet as a support for modern games. This matter then changed the play style of children who originally played with simple tools and switched to using media such as PC (Personal Computers) or electronic media such as handhone. The internet is an electronic media which at the beginning of its appearance was used as an intermediary tool to facilitate human life. The Internet, which appearance as a communication tool, now has brought a big enough changes to human life. The internet as a technology has made significant changes, so that the dimensions of space and time are no longer an obstacle of the communication process.

According to [1] Syahrul Perdana Kusumawardani (2015: 156) said that:

Online games in Indonesia began to bloom around 2003 with the introduction of a game called Ragnarok online, Gunbond, Seal online, which

initially had to pay in order to play the game and to attract new players who may have previously been less interested because it costs money to play. So that a number of online games offers to be able to play for free or no charge in accessing these games, one of which is used to be able to add new players.

Nowadays there are many online games including online games on the gadgets that provide an "online community" feature, so that making online games as a social activity. Because this game is felt to have more challenges and inner satisfaction for the players, so that online games are more desirable than single player games, even online games that are usually played on computers, now can be played on more sophisticated gadgets.

Online games is rapidly developing into the most attractive form of entertainment today. Technological advances and increased use of the internet have made conventional games virtually accessible, so that significantly increasing their reach and the excitement of game fans. On that basis, the author aims to provide understanding about the values contained in the online games.

Various contexts related to the online games are an interesting phenomenon when examined carefully, in connection with this, the writer will limit the problem, that is: What the values are contained in the online games.

The method is a procedure used to obtain data in order to get the answers of the research questions. The method used in this paper is qualitative method which intends to understand the phenomena experienced by the research subject, for example behavior, perception, motivation, action, etc, holistically, and by means of descriptions in the form of words and language, in a special context

that is natural [2] (Moleong, 2007: 6). Data collection techniques used are literature study, observation, interview, and documentation.

RESULT AND DISCUSSION

In human life, values act as standards that guide behavior. Values guide individuals to enter situations and how individuals behave in those situations. Values can provide direction to a person's attitudes, beliefs and behavior, as well as provide guidelines for choosing the desired behavior for each individual. Therefore value affects behavior as an impact of the attitude formation and beliefs, so it can be said that value is a determining factor in various social behavior. Furthermore, [3] Nyoman Kutha Ratna (2007: 198) said that "value is an important discovery because fundamentally distinguishes between being and value itself, values must be differentiated from objects. Value is not material, not experience, not essence, value is value itself." This is reinforced by [4] Francis Fukuyama in Laurence E. Harisson (2006: 153) that these values are called social capital, that is:

As a series of informal values or norms that are shared by members of a group that allow cooperation between them. If the group members believe that other members are trustworthy and honest, they will trust each other. Trust is like a lubricant which make groups or organizations that can be run more efficiently.

Modern games or online games have a function as a means of entertainment and fill the free time, as well as a means of socializing the cultural values of the supporting communities. This is reinforced by [5] Ade Armando (2008: 8) borrowing a term from anthropology, the meaning of national character is seen as a cultural value system and

beliefs that are manifest in the culture of a certain community group and it emits out characteristics so that it can be responded to by outsiders as the personality of that society.

The values contained in the online games have positive and negative values. Positive values in the online games are:

1. Recreation or entertainment

Online games guarantee fun and excitement, help to relax and be happier when playing in leisure or holidays, and answer the people's need for entertainment with comfort. Playing games can be anytime, anywhere, and on any internet-enabled device, even while traveling.

2. Educative

Online games can be a creative media that provides unlimited space for someone to have good English skills in a fun way. There are hundreds of excellent games that can be explored to improve English language skills, including:

- a. Hangman game is a version of the game by guessing the classic letters. In this game, you are shown a group of random letters that match a certain word or phrase and you have to guess any of the letters to reveal the hidden word. This is reinforced by [6] Erfina Maulidah K (2020: 23) that "hangman games can motivate students to understand vocabulary easily and happily".
- b. Final Fantasy is a Japanese franchise, science fantasy type game created by Hironobu Sakaguchi. This game is developed and owned by Square Enixber in a series of video games in the form of fantasy

- role playing. The game has developed into many game genres, such as practical role playing, action role playing, massive multiplayer role playing, racing, shooting, fighting, and expanding to other media including anime films, manga and novels. According to Erfina Maulidah K (2020: 55) said that “with this game you can feel experience of learning grammar in a more fun way and don’t feel like a burden”.
- c. Clash Royal is a game developed by Supercell and has become very popular. This game is a head-to-head strategy game with real-time multiplayer action. In this game, the hero will pit against his enemy online. The purpose is to destroy the enemy’s tower before time out, or before the tower was destroyed by the enemy. Clash Royal with unique characters often bring out the creativity of lovers of this game to create the texts that tell the characters. This story-based text will be used as material to improve reading in English.
 - d. Game Clash of Clans is a strategy action game that pits the game against an enemy’s artificial intelligence character in the real world. This game is effective for improving English language skills because it requires active participation from users. Chat in the game play also allows players to get to know opponents from various countries in foreign languages and very varied word abbreviations. This is will enrich the knowledge of English speaking of gamers.
3. Competitive Value; In online games there are levels and skills that players must pass in order to become the strongest in the game. To increase the level and character skills in the game, a player must carry out a mission or hunting. For example, in the game Seal Online, the obstacles are monsters that number in the hundreds. The higher the level of the monsters being killed, the higher the level and ability of the character, in the game Clash of Clan a player has to do farming to attack other players. In other words, in the game there are winners and losers to reach a certain level.
 4. Social Interaction Value: can occurred when two individuals or groups have social contact and communication. Communication is the delivery of information and providing interpretations and reactions to the information presented. The form of social interaction according to the number of actors can be divided into three, that is: Interaction between individuals and individuals, Interaction between individuals and groups, Interaction between groups and groups. The form of social interaction according to Gillin and Gillin (1954) [7] (in Setiadi, 2006: 92) is related to the process, they are divided into two kinds of social processes that arise as a result of social interaction:
 - a. The associative process can be divided into forms of cooperation, that is accommodation, assimilation, acculturation.
 - b. The dissociative process can be divided into competition, that is “contravention” and dissension.
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The weaknesses or negative values in playing online games include:

1. The internet is an open place where children can download games from less secure sites, they end up downloading spam, viruses, and malicious software.
2. Some people in the internet world are always trying to find ways to take undue advantage of other people even from children. Children are more easily tricked and used.
3. If children play the games excessively it can adversely affect their physical and psychological health.

CONCLUSION

Culture always moves dynamically along with the times, as well as children's games, which start from traditional games, switch to modern games, especially online games. This is inseparable from the influence of the increasingly rapid development of technology, so that various creativities have appered in modern games, especially online games. Online games have an influence on the players both socially, physically and psychologically. Social interactions in online games require players to communicate remotely with their co-stars, so they can interact globally through these interactions. Social interaction construction in the online games forms values, including; recreational and entertainment value, educational value, competitive value, and social interaction value. But apart from having positive values, online games have negative values for the players, including; kids can download games from less secure sites, eventually they download spam, viruses, and malicious software. Some person in the internet world take improper advantage of children, if chil-

dren play games excessively it can adversely affect their physical and psychological health.

Recreative and entertainment value guarantees the fun and excitement of the players, as well as helping to relax and be happier when playing in leisure or holiday time, and answering human needs for entertainment with comfort.

The educational value in the online games is to become a creative media that provides unlimited space for someone to have good English language skills in a fun way. In the online games, there are levels and skills that players must pass in order to be the strongest in the game, so that to increase the level and character skills in the game, a player must carry out a mission or hunting, this is what constructs competitive value in online games.

Social interaction in the online games can occured hierarchically if there are social contacts and communication between two individuals or groups, both locally and globally, so that it becomes the player's habitus and forms the value of social interaction.

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