

EFFECT OF ONLINE GAMING ADDICTION AMONG ADOLESCENTS

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Abstract

This study is important and will give benefits to the any parties. This paper also stated positive and negative effect of addiction online games especially among adolescents. Other than that, study also give a whole new knowledge.

Keywords: effects, online games, adolescents

1. Introduction

In this new era technology, development of computer and network technology, online gaming has been considered as typical environment among adolescents (Weng et al., 2013). Online game addiction appeared to be main reason changes towards adolescent's attitude and there are numerous studies that have been lead the addiction effects of online game among adolescents (Kuss & Griffiths, 2015). As we know, online games famous among adolescents. Addiction of online games could affect adolescent's daily life. Based on previous research papers, research has been aimed on the negative effects of the online games, but there are also a few positive online games toward adolescents (Teong et al., 2015). Based on a few research papers, there are a few effects that have been found by researchers toward addiction of online games among adolescents either positive or negative effect. Firstly, addiction of online games could lead adolescents to have potential positive outcomes and friendship while playing. Secondly, addiction of online games also could increase the use of social application that are useful to adolescents. Addition, addiction of online games could degradation academic performance of adolescents. Plus, adolescent that are addicted to online games could loss of interest in other hobbies or activities. Lastly, adolescents also easy to get depression if they too addicted with online game.

2. Potential positive outcomes and friendship

As we can see, nowadays technology change and improve rapidly. With the click of the button, technology users could make new friend or connection with others. In online games scope, gamers also could make friend with another gamers over playing online games. Not only that, with playing online games we also could overcome our shyness in ourselves. Shyness could be defined as being excessively delicate of their possess behaviors and faltering in talking which can lead to less social back and a small circle of companions. We tend to get attach or easily drawn with someone new because of both individual could share things with. For example, gamer A become friend with gamer B through online games and it is because they like the same character that were created by the developer of the online games. Furthermore, developments in diversion

plan and stages online games have been expanded the opportunities among adolescents to associated and socialize whereas playing with others.

In this new era, internets and online games presented as platform for maintaining friendships and expand one's social life. There are positive outcomes from playing online games that have been identified by the researches. For example, playing online games could improve socializing behavior and self-monitoring (Boyle et al, 2016; Brooks et al., 2016; Granic et al., 2014; Johnson & Puplampu, 2008). As we can see, playing online games can be serious especially in emerging and sustaining friendships among boys. Hence, playing online game also can empowering daily leisure in interactions between other players or peers (Lauren B. McInroy & Faye Mishna, 2017).

The objective of the study that have been done, is to investigate the generality and understanding related to the online games among a varied quantitative sample of adolescents in the framework of rapid growth of online game participants. Plus, this study also to address a gap in social work especially in cyberbullying and the effects. The main finding of the study is provide prevalence of gaming among adolescents especially among sample that were school students. This study also highlight the nature and the effects of the addiction toward online games that are relevance to the prevailing framework of online games.

2.1 Increased use of social applications

Nowadays, we cannot denied the acknowledgement of online games. Online games the most valuable sources for adolescents in improving the development of socializing among them. From here, we could say that adolescents exposed to the social applications that are widely known. Social application defined as a tool of communication or interaction that help people especially adolescents in communicate or exchanging information with others based on internet and technology.

In other hand, by playing online games, social applications could help adolescents in establish good and firm relationships among adolescents user. With the consistent use of social applications by adolescents, they can build positive attitudes and good interaction. Services that are provided by social applications can give an accessible and effective toolkit that affect and give impact to the adolescents in playing online games

Social applications such as instant messaging or social media/network sites can help lead toward improving communication skills especially adolescents that are not good in real-life social attainment, which may be typical of Internet addiction (Bonetti, 2011; Rosenbaum and Wong, 2012). Besides that, adolescent's good approach toward online communication in having and make new peers also could be one of the positive effects of playing online games (Lee, Ko, & Chou, 2015)

Objective of the previous study is to investigate the behavioral or attitude factors that related to addiction of online games. Besides that, the objectives of the study also is to enlighten the relationship between internet expectancies and internet addiction among adolescents in certain population that were focused. The main finding of the research that were done by the author found out that expectancy theory were linked to

the addictive disorder. The finding of this research also find the large-scale of epidemiological investigation that could provision the influential role of the internet expectancy of the online games addiction in adolescents.

2.2 Exposed to the offensive languages, online contents and actions

Rapid growth of technology and development platform of online games could lead adolescents in spending a big amount of their precious time on playing online games in various social networking or applications. From this statement, we could say that, adolescents nowadays could easily addicted and exposed to the negative effect of online games. Based on previous research, offensive languages, online contents and actions such as porn, cyber-bullying, harsh words, and swear words could easily learnt and access by the adolescents.

Besides that, profanity in online games may affect adolescents and could build up aggressive attitude in themselves. Offensive languages and actions could be classified when adolescents or other users applied when all sorts of emotion are related when they use harsh or swear words while playing. Meanwhile, offensive online content can be relate to the advertisement or any contents that are provided or created by the developer of online games. A propagation of previous study, designates cyberbullying is a mainstream in online games and in the same time, social problems among adolescent are increase rapidly (Mishan et al, 2016; Modecki et al.,2014).

As we know, while playing online games users tend to get excited or easily angry with peers. This kind of situation could lead to the use of offensive languages among adolescents. Typical offensive languages and actions could be define as profanity or bullying. From the addiction of playing online games, adolescents tend to be influence by others behavior. This situation we can see through their determination to win in the games either direct or indirect ways. Furthermore, by listening to the inappropriate or offensive languages adolescents tend to negatively affect adolescents (gamer) moods and reduce excitement of playing online games.

2.3 Degradation academic performance

In this current era, we could say that those adolescents that are addicted to the online games will consistently performed poorly or negatively in academic. Based on previous research study, addicted adolescents towards online games will having difficulty in focusing, learning and score in their academic. Addiction toward online games could leave impacts on academic performances because the frequency of playing online games. Degradation of academic performances also could happen if adolescents spend a big amount of their time for playing online games.

Previous study by (Jiang, 2014), showed significantly relevant to the higher ratings valuation of distractibility in academic task. This study reveal on the relationship between use of internet and capability to put focus on playing online games reveal that number of time that were spent using the internet by the adolescents (Levine et al.,2007). Disproportionate use of internet also could lead to poor self-regulation (LaRose et al., 2007) and destitute academic achievement at school (Clark et al., 2004).

Next, present study pursuit to do research the addictive prospective of playing online games as well as the negative effect on the performance of the adolescent's academic performance.

According to study that were conducted by (Jiang, 2014), the objective is to investigate the correlation between internet connectedness, online games, internet addiction symptoms, and academic achievement among adolescents. The main findings of the study explored the used of zinternet patterns among adolescents and appeal more detailed picture of the excessive users. With the consistent study that have been done by the author, the result of the study showed, the higher degree of internet connectedness and addiction toward online games were diagnosed among male adolescents.

2.4 Loss of interest in other hobbies or activities

On the other hand, playing online games is not usually dangerous and clearly that individual who are spent their time on playing online games, is individual that are spent less time on other recreational activities (Hellman et al., 2013). This norm can see as the most regularly used in instruments for substance abuse, pathological gambling, and problematic playing online gaming. With the existence of online games, adolescents will have a large part as a gamer of his/her social circle online rather than on "meet and make new friends" in their real life.

In the study, the author highlight some issues that are related to the Diagnostic & Statistical Manual (DSM-5) benchmarks for Internet gaming disorder and the encounter that author and researcher find that are not suitable for an valuation instrument. After a few research that have been by the author, the main finding of the research, the author identify a few new criteria that take the uniqueness risks and challenges of addiction toward online games toward adolescents. As the significances, it is dependent on the purposes and motivation of the adolescents from the playing (Kardefelt-Winther, 2015).

2.5 Adolescents and depression

Adolescents and depression cannot be separated. In this era, we can see there are many cases that involved adolescent facing depression in their life. From what we can see, adolescents that spent their time more in playing online games apparently might suffered or faced depression. For example, adolescents that are addicted to the online games will often avoid from sleeping or having a proper meal in order to keep playing. This situation could lead adolescents from experienced insomnia or uncertain mood and it could lead to the depression.

Lately, it has been implied that one of the effect that encourage the evolution of depression toward adolescent's life probability the exposure of the social applications and online games at the young age (Teong et al., 2015). Depression can lead to the basis of nonfatal disability (Lopez AD et al., 2006). It is happen together with a critical period of physical and psychological progress. This also could lead to the worse psychological functioning, lower life and satisfaction in career, and enlarged the risk of suicide (Paradis AD et al., 2006).

The objective of the study that carried by Teong et al., (2015), stated that to provide an insight into present perceptions on Internet Disorder using a holistic approach and balanced perceptions, that taking interested in thought of the mass appeal of online life among adolescents. For the main findings of this study carried, the authors found out that a few online games could be potential to be an alternative to common care for adolescents that are having or faced depression in primary care and cannot be cure by some of medical treatment.

3. Analysis Review

Table 1 shows that the analysis of review from the previous studies about the effect of playing on games among adolescents (addiction). Based on the studies, most of the researcher discussed about the effects of playing online games. Meanwhile, in every research have their own limitation and problems.

Table 1. Analysis of Review

Authors	Potential positive outcomes & friendship	Increased use of social applications	Exposed to the offensive online contents, languages & actions	Degradation academic performance	Loss of interest in other hobbies or activities	Adolescents & depression
(McInroy & Mishna, 2017)	/		/			
(Kardefelt-Winther, 2015)					/	
(Blinka, Škařupová, & Mitterova, 2016)					/	
(Jiang, 2014)				/		
(Teong et al., 2015)						/
(Lee et al., 2015)	/	/				

4. Conclusion

Conclusion, addiction of online games among adolescents could affect individuals either positive effects or negative effects. All these effects could be avoided or improvise by the adolescents in order to have a better life. In this rapid growth of technology and internet, online games should be useful to adolescents especially in developing a good attitude and confident in themselves. Besides that, online games also could be as one of the main platform to build up carrier of adolescents in future. Plus, online games could give many benefit towards adolescents if ever adolescents act wisely.

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