

ANALYSIS OF THE INFLUENCE OF HIGGS DOMINO ISLAND ONLINE GAMES ON ADOLESCENT AGGRESSIVE BEHAVIOR IN LABUHANBATU

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Abstract

This study aims to determine the impact of the Higgs Domino Island online game on adolescent violent behavior in the Labuhanbatu Regency. Some people in the research area have to spend a significant amount of time in a particular setting as part of this kind of field study, which has a qualitative descriptive approach. This study used 12 informants consisting of 8 adolescents aged between 15 to 17 years and 8 adults aged between 18 to 22 years. In addition, the four mothers' parents who agreed to take part in the study were parents of children who often played Higgs Domino games online and displays violent behavior. The research results show that the Higgs Domino online game has a relationship with the aggressive behavior of adolescents. Based on the interview results, the authors can analyze that the impact of online games greatly influences the aggressive behavior of teenagers where the child is more emotional and performs actions, such as lying and stealing.

Keywords: Higgs Domino Island, Online Games, Aggressive Behavior

INTRODUCTION

The rapid advancement of technology, especially in the field of internet communication technology, has resulted in many changes in human behavior. The benefit of internet technology is that it streamlines our ability to perform tasks quickly. People can take advantage of the internet as a source of information and fun now available. We can get the knowledge we need without leaving the house, reading a book, or even turning on the computer.

In Indonesia, especially in the area of Labuhanbatu Regency, online games have spread widely, from kindergarten children to adults. This phenomenon can be found anywhere. Whether it's in the house, cafes, restaurants, and other open places. Most students just spend their time playing video games or internet games. One of them is the Higgs Domino Island game which is an online game that can be played through a program called Higgs Domino Island. The problem with this game is that it includes a gambling component, where the winner is awarded points, and these points can be exchanged for credits and money if the player so chooses.

According to Literature Review findings, online games are a subgenre of games known as massively multiplayer online role-playing games (MMORPGs) which can involve tens to thousands of players at once and utilize LAN (Local Area Network) and Internet infrastructure. When participating in joint activities, players also have the opportunity to communicate with each other. According to (Aji, 2012), games that are played online are games that are connected to a computer network via the internet. Online games can be played on various platforms, including PCs, laptops, cell phones, and even tablets. Online games can be played on any device connected to the internet.

Playing online games can damage a person's physical, mental, and social health. Teenagers who play online games have less social interaction with their family and friends because their interactions are only with other teenagers who play online games. Teenagers who are psychologically addicted will constantly think about the games they play a lot, find it difficult to focus while studying or working, and will do anything to get back to playing games. In addition, regular exposure to computer radiation can harm the brain and optic nerve, easily offended, emotional, and tend to think dirty words easily are the

characteristics of teenagers who experience mental disorders due to the influence of online games (Novrialdy, 2019).

Players who play online games are more likely to be engrossed in front of the computer, forgetting time and even forgetting their responsibilities, including work, assignments, even eating and drinking. According to (Amanda, 2016), the majority of online games are almost always detrimental not only socially, but also psychologically and physically; As a result, playing online games can be addictive. Because less time is spent together, family relationships become more precarious in terms of social relationships with other people. From a psychological standpoint, one's mind ends up fixated on the game being played.

Aggressive behavior according to Murray in (Amanda, 2016), being aggressive can be seen as engaging in violent conflict, attacking, killing, or punishing others. Aggression, in other words, is the intention to hurt another person. Aggressive behavior intended to harm another person physically or mentally. Marcus in (Sukatin et al., 2020) states the term "aggression" refers to any behavior that has the potential to cause physical or mental harm to another individual. Examples of aggressive behavior include attacking someone repeatedly, insulting and threatening them, and spreading rumors about them. Crushing objects, lying down, and engaging in behavior with the intention of hurting another person are examples of violent behavior.

According to the findings obtained from observations made through interviews conducted with one of the informants, adolescents playing the Higgs Domino Online Game spend an average of three to eight hours per day or even longer playing the game. Play time for girls usually ranges from two to four hours per day, while boys engage in these activities between four and eight hours per day. Teenagers play Higgs Domino Online Game for various reasons, including to relieve stress, to get an opportunity to make money (through online gambling), to fill their free time, to fight loneliness, because they are used to playing online games, they are happy, they can make new friends, they are comfortable playing online games, the higgs domino game offers challenges, and you can win prizes in the form of chips that can be exchanged for money or credit.

According to the results of the interviews, an intriguing phenomenon was found that some of them had specific, more specific reasons why they played the higgs domino game

online, and one of these reasons was because they wanted to win prizes in the form of chips that could be exchanged for cash or credit. The findings from the interviews lead to the discovery of this phenomenon. And according to preliminary interviews the researchers conducted with the participants, the researchers noticed early in their investigation that four of the teens exhibited hostile behavior because of the online game of higgs domino, specifically because of the pseudonym or initials the game required. use. This behavior is seen during free time or during school breaks. DA, to give his initials DA admits to defrauding their parents. He should have used the money his parents gave him to pay for his tuition, but instead he spent his money and bought chips with it. When distracted while playing online games, the informant with the initials SR tends to experience strong feelings of anger and frustration. Every night from sunset until dawn, the informants with the initials RI participate in a Higgs domino game. Likewise with the informant with the initials AP who even destroyed his own cell phone when he was eliminated from the competition.

Previous research conducted by (Khoiriyah, 2019), entitled “*Dampak Game Online Terhadap Perilaku Remaja*”. The purpose of this study was to evaluate whether or not there was an effect of playing online video games on the behavior of adolescents living in the West Lingkar Village which is located within Bengkulu City. The research findings indicate that the use of online games has a significant impact on the way adolescents interact with each other in a social setting. Some of the negative influences experienced by adolescents include lying, stealing, not caring about the environment, and acting like immature toddlers. The findings from this study indicate that parents should play an important role in helping their children improve their behavior patterns through the use of online games.

Research conducted by (Sari, 2022) entitled *Peran Orang Tua Dalam Mengatasi Perilaku Menyimpang Akibat Game Online Higgs Domino Island Dikelurahan Padang Kapuk Bengkulu Selatan*. Research findings indicate that parental involvement in adolescent deviant behavior is very important. This involvement can be in the form of parental directives, advice, reprimands, punishments, nagging, reducing pocket money, and other actions such as removing a child’s gadget if they continue to play higgs domino online games when there is an emergency. Adolescent deviant behavior includes borrowing

money from friends, lying to their mothers to get money so they can buy chips, staying up until dawn, robbing neighbors' chickens, etc. Especially for teenagers who are still in the transitional stage from adolescence to early adulthood, Appropriate action and supervision can help children who are initially addicted to continuing to deviate due to the online higgs domino game become more able to control and control themselves in playing the game. Thus, no more children deviate from playing internet games, parents train their children to obey and submit to their parents.

Research conducted by (Amanda, 2016) entitled *pengaruh game online terhadap perubahan perilaku agresif Remaja di Samarinda*. The analysis reveals that the equation for the values obtained is $Y = 27,06 + 0,75X$. Furthermore, the results of the analysis show that the t table value obtained is 1.980. Because t count is more than t table, we can conclude that the null hypothesis, H_0 , must be rejected while the alternative hypothesis, H_1 , must be accepted. These results indicate that violent video games influence the aggressive behavior of adolescents in Samarinda. It is known that a correlation of 0.55 for the calculated r value indicates a moderate level of correlation thanks to the product moment correlation. The obtained R table is 0.195 when the degree of confidence is set at 95% and alpha is set at 5% (0.05). Therefore, if the r count is more than the rta table, we can conclude that the product moment correlation is statistically significant.

The subject studied in this study was how the influence of the Higgs Domino Island online game on the violent behavior of adolescents living in Labuhanbatu. This research was conducted with the aim of knowing whether there was an effect of playing the online game Higgs Domino Island on the violent behavior of adolescents living in Labuhanbatu.

REVIEW OF LITERATURE

Online Game

According to (Amanda, 2016), the majority of online games almost always have negative social, psychological and bodily effects, which lead to addiction to play them. Family relationships become shaky in terms of friendship as there is less time spent together. In psychological terms, the mind is preoccupied with the game being played. Today's teenagers are usually involved in entertainment playing online games. Bungin in (Wiguna et al., 2020) state players have a tendency to play longer due to the wide variety of

games available to them. On the other hand, they have advantages in marketing their products through various advertisements. According to (Simanjourang, 2020), product quality as follows: "Product quality is the ability of a product to perform its functions, this includes overall durability, reliability, accuracy, ease of operation, and product repair as well as other product attributes". This makes the creators continue to make improvements ranging from product quality to the price offered. (Hasibuan et al., 2022) argue business actors must be more advanced and creative with ideas or provide innovations that will later support customer satisfaction on our products or brands compared to those of its competitors. if this happens between students of the same school, of course it will have a negative and unfavorable influence. The most likely influence is on the physical structure and individual behavior (behavior of organisms), which in turn influences the behavior of society and groups. This impact is seen in rejecting behavior, delaying acceptance until it is possible, and so on. In addition, there are psychological effects of fighting, such as feelings of anxiety and fear. The second step, which involves a destructive impact on the attitude setting. The indicators to be measured in this study were chosen by the authors. Indicators of online games as an independent variable X include: a) how often someone plays online games; b) how much time is spent playing online games; and c) how much attention is paid to playing online games.

Adolescent Aggressive Behavior

Aggressive Behavior according to Murray in (Amanda, 2016), can be defined as a means to fight very aggressively, fight, hurt, attack, kill, or punish other people. Aggressiveness can also be characterized as a technique to punish. In other words, aggressiveness can be defined as the act of intentionally hurting another person. Behavior that is intended to hurt another individual, either physically or psychologically, is referred to as aggressive behavior. According to Marcus in (Sukatin et al., 2020), aggressiveness is defined as behavior that has the potential to cause harm or injury to other individuals. Aggressive behavior by teenagers cannot be separated from their loyalty to the game which makes them unable to control their personality. Nuri Zulfa Elina., (2022) states consumer loyalty is a behavior related to a product, including the possibility of renewing brand contracts in the future, how likely consumers are to change their support for the brand, how much consumers want to increase the positive image of a product. Examples of aggressive

behavior include attacking someone repeatedly, insulting and threatening them, and spreading rumors about them. Crushing objects, lying down, and engaging in behavior with the intention of hurting another person are examples of violent behavior. a) Aggressiveness; b) Verbal Aggression; c) Anger; d) Hostility; is a marker of aggressive behavior as a variable Y (dependence). a) Aggressiveness; b) Verbal Aggression; c) Anger; d) Hostility.

RESEARCH METHOD

This type of research is an example of field research using a qualitative descriptive method. More specifically, it refers to a research process that has to be carried out over a long period of time in a specific setting and involves several people working in the research area. The type of data used in this investigation is qualitative data, which consists of facts and descriptions that are directly related to the central topic of the investigation. According to (Sukmadinata, 2015), qualitative research is defined as a type of investigation that seeks to understand phenomena from what is experienced by research subjects and researchers. Research conducted using qualitative paradigms, strategies, and implementation models is called qualitative research.

Research Informants and Research Subjects

A method known as purposive sampling, in which samples are collected with a specific purpose, is used in the informant selection process. Samples were selected based on the characteristics of the subjects and the research aims to investigate each. According to Sugiyono (2017), the term “research informants” refers to those who voluntarily provide information about activities and social conditions that occur in the field. In this study, there were a total of 12 informants, including 8 adolescents aged between 15 and 17 and 18 and 22 years, as well as the parents of four mothers whose children exhibited violent behavior as a result of frequent online presence of higgs domino games and who are willing to become research informants in the village of Urung. The ages of adolescents ranged from 15 to 17 years and 18 to 22 years.

Parents of mothers whose children are still teenagers who live in the Urung Kompas Village, Labuhanbatu Regency are the topic of research that will be carried out and observed. Due to the large number of individuals, the researchers decided to focus on parents to determine the extent to which violent behavior in adolescents could be associated

with playing Higgs Dominoes Online. This study focuses on mothers and adolescent children as reinforcements in interview findings with people who are willing to be asked questions voluntarily, openly, and who can provide the information needed to obtain information in this study.

When conducting research, the areas of inquiry that provide opportunities for data collection are referred to as data sources. In the process of conducting research, it is possible to utilize both primary and secondary data sources. Secondary data is information collected from secondary sources such as book references, as well as documents and data from the work of other individuals which are used as supporting data in this study. This secondary data was collected from various sources including readings, types of libraries, questions and replies from parents, children, and youth live in the village of Urung Kompas. What is meant by “primary data” is information collected in “primary” form directly from the research setting itself using observation or interview methods.

Data Validity Techniques

In order to get the appropriate research results, the validity of the information was assessed in this study, the reliability of information triangulation used by researchers. In addition to the initial triangulation, the process and time of verification or data analogy are used in the triangulation process to determine the direction of proof of the data. According to (Moleong, 2018), the steps that can be obtained in the triangulation analysis for the base:

- 1) Comparison of information about questions and answers with information about organized monitoring.
- 2) Parallels between the things individuals say in public and the private things they say to themselves.
- 3) Compare what the individuals said about the challenges associated with the research with what they said about the differences in duration.
- 4) Compare the results of the questions and answers with the information contained in the relevant facts.

Data Analysis Technique

The analytical information used in this research includes a qualitative descriptive analysis which summarizes the findings of this research with a story that is the influence of the Higgs Domino Online Game on the aggressive behavior of adolescents in the Urung Kompas Village.

RESULTS AND DISCUSSION

To find solutions to researchers' problems, namely how the Higgs Domino Online Game responds to adolescent violent behavior in Urung Kompas Village. Children who were still at school were used as informants for research data sources, and interviews were conducted with them. Even today, the most popular online game, Higgs Domino, is played by both adults and teenagers. For example, teenagers who abuse these gadgets often play online games everywhere. Higgs Domino is played by both adults and teenagers.

Researchers are interested in learning how the Higgs Domino online game affects adolescent aggressive behavior and what aggressive behavior arises among adolescents due to frequent playing of the game. on violent adolescent behavior. This study involved 12 informants.

Aggressive Behavior

Researchers used a descriptive approach to analyze the data after collecting it and conducting interviews, observations, and documentation procedures to study the behavior of adolescent violence that occurred. The researcher will discuss the findings about the behavior of the two children in the following sections. The first is closed behavior, and the second is open behavior, which the authors define as follows:

Closed Behavior

Researchers have identified data on hostile adolescent behavior due to the Higgs Domino Online Game. This introverted behavior has not been able to see other people from the outside clearly, which according to researchers is the cause of this aggressive behavior. The results of observations and interviews conducted with informants can be found here. Behavior that is not open if the response to stimulation is not yet possible to be observed clearly by others (from outside), then this is called closed behavior. A person's attention, feelings, perceptions, knowledge, and attitudes toward the stimuli in question continue to be major determinants of the response that person has to those stimuli. Knowledge and attitudes are examples of hidden behavior types that can be measured.

According to the findings of the interview conducted by the AP, the following was stated: "If you think it's good, I'll follow what you say; if you don't participate, then

you will be angry, and you won't want to give money to buy internet packages, buy chips too."

According to the findings of the interview conducted by MR, the answer is "Yes", but only with the following conditions: "If my mother only orders or gives me space to try something new, and let me make my own choices, Sis."

The AR interview resulted in the following statement as a conclusion: "Just follow what mother said as long as my pocket money goes well, my need to buy quota is also smooth so I can play games."

Based on the findings of the interview conducted by SR, as follows: "Yes, if I myself only do what is best for me, I will follow what my parents say, as long as I always give money, and my mother too. sent me to study at a boarding school and I also live in a dormitory too, yes, the only ones accompanying me are higgs domino game, free fire, and mobile legends."

Based on the interview findings above, it can be concluded that violent behavior that occurs among adolescents in that area will not occur if parents play an active role in the process of their child's development and if the attention parents give to their children is very sensitive. parents to their children in their care.

Open Behavior

Researchers have found data regarding adolescent aggressive behavior as a result of playing Higgs Domino Online. This open behavior is already in the form of actions or practices that can clearly observe other people from outside, and the results of observations and interviews conducted with informants show that researchers are able to collect this information. Overt behavior (also known as overt behavior) is a type of behavior that manifests itself in the form of actions or practices that can be seen by others from the outside, also known as "observable behavior". Open behavior can also be referred to as "open behavior". It is possible to demonstrate overt behavior in the form of concrete actions or through practice. Both are examples. As long as you spend playing Higgs Domino Online Game,

The answer that the AP then gave was as follows: "Yes, I often ask my parents for money to buy chips; however, back then my parents didn't know what chips were; therefore, I lied, and if I don't give it, I will be angry with my parents". MR's response

was as follows: “Yes, I often buy chips to play alone, I also don't know what causes it, maybe it's true that people say I'm addicted to playing Higgs dominoes.”

The response that followed from AR was as follows: “Yes, it is, but now I'm not what I used to be, and now I feel like later it will self-destruct”. After that, an answer came from ST saying, “Yes, it's true that I play Higgs Domino game, and I don't like it when someone disturbs me when I'm playing Higgs Domino online game”. I don't want to answer the phone even if someone calls.

Then, in their response, RI replied, “Yes, that's right, I'm a higgs domino player, I've changed cellphones several times because I often drop my cellphone because I often lose playing higgs domino games online.”

The response from SR was as follows: “I bought chips with my own money; I never used my parents' money; I never even stole them to play games; why would that be a problem?” Afterward, AK sent out a statement stating, “Sometimes when I have started playing this game, it is very difficult to want to do activities, I myself feel that this game will be destructive, but when I get addicted, it is hard to stop.”

The interview findings described above show that the authors' analysis found that the children there are addicted, addicted to playing games, and this is where they start producing violent behavior. here maybe it could be interpreted that the writer finds that the children there like to play games. They start by asking their parents for money so they can buy food, but they end up spending it on domino chips instead. children will even con their parents about receiving an allowance. He had developed an addiction ever since he realized how much fun it was to play, and as a result, he cheated every night and continued playing the game late into the night. At first, he was successful at playing the game, but later he was not, and this caused him to become irritated and destroy his things, such as smashing his cell phone.

After that, the response that came from AA was as follows: “Yes, I also feel that it is pointless to play this domino game. I owe a lot to other people just to buy chips/coins because I keep losing while playing.”

Parent Function

Researchers have found information about adolescent violent behavior caused by the Higgs Domino Online Game based on the findings of observations and interviews with

informants. What role do parents play in disciplining children who act out because of online Higgs Domino games? The informants' responses are listed below:

AP's parents shared their philosophy on their son's education, stating, "The way I educate my child is to develop his extracurricular potential by having my child participate in extracurricular activities at school, channeling his hobbies."

In addition, the findings from interviews conducted with AR mothers revealed the following: "The way I educate my children is to provide broad insights to my children, give or let my children try something, and let them make their own choices". The findings from the interview with Ms. MK revealed the following: "Yes, the way I educate my child is by inviting my child to take part in activities that support my child's talent interests."

Then, the findings from the interview with Mrs. ST revealed the following: "For myself, the way to educate my child is to direct him to participate in activities in the home environment, and if he has hidden talents, I will instruct him to channel his hobbies and talents". Based on the results of the interviews previously described, it can be concluded that the role of parents in their children's education in Urung Kompas Village is very important.

The findings from the interview, in which participants were asked questions such as "do you know your child plays online games? How is your child behaving, has anything changed?"

According to the results of the interview, Ms. AR commented, "I often see my child playing games, but I don't know what games are. My son has a hard time following orders since he started playing games, like when I told him to go to the store when he was playing games."

In addition, the findings from the interview with Mrs. MK stated, "I know that my child is participating in this game". I had made it illegal because playing it was the same as gambling, but as soon as I told him he couldn't participate in the game, he got so annoyed that he started comparing things that were in the same room as him. The AP mother was quoted as saying, "I know, and I often get angry if my son keeps playing games." On the other hand, he vented his anger on me. If he doesn't give me money, it means he is angry with me and he has secretly taken my money.

In addition, AP's mother stated that I was not aware of the game being played. However, I often found my youth playing games without paying attention to the time. Because he was so passionate about the game, he wouldn't answer my challenging questions even when I was having a hard time. If his little sister bothered him while he was playing a game, he would get mad at his little brother.

Based on the results of the interviews, the authors can conclude that the influence of online games has a significant effect on adolescent aggressive behavior. Where the child shows a higher level of emotion and engages in behaviors such as lying and stealing.

CONCLUSION

The conclusion that can be drawn based on the results of the analysis of the influence of the Higgs Domino online game is that there is a relationship with adolescent aggressive behavior. Based on the interview results, the researchers can analyze that the impact of online games greatly influences the aggressive behavior of teenagers. Where the child is more emotional and performs actions, such as lying and stealing. Parents should pay more attention to their children and supervise so that children are not addicted to these online games.

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