

BEHAVIORAL IMPACT OF IMITATING ONLINE GAME SAKURA SCHOOL SIMULATOR

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Abstract: This research was conducted against the background of the impact on students playing the online game sakura school simulator on changes in social behavior imitating elementary school students. The purpose of this study was to determine the impact of students playing the online game sakura school simulator on the social behavior of imitating students at Madarasah Ibtidaiyah. This study uses qualitative methods with case study instruments, collecting data from online game players through direct observation, interviews and documentation. Based on the results of the study, it was concluded that playing the online game sakura school simulator had an impact on imitating social behavior in students. Children are very easy to imitate or imitate a model that is found and desired to be imitated. The results of imitating the online game sakura school simulator can be shown directly or in the future. The procedures carried out in the imitation process include (1) the process of paying attention, (2) the process of remembering, (3) motor reproduction, and (4) the reinforcement and motivational process.

Keywords: online games, imitating social behavior

PRELIMINARY

Internet technology provides many advantages, one of which is playing online games for entertainment. Online games are games that can be played by many individuals simultaneously via the internet (Wahid & Fauzan, 2021). Online games have a variety of different games, one of which is the online game sakura school simulator, this online game is a type of simulation game originating from Japan, this game tells true stories in daily life such as real stories at school, making friends, learning, even in this game players can get lovers, kisses and so on (Surbakti, 2017). On the other side of online games for entertainment, online games also have negative and positive effects, the positive effects of online games being innovative, and further creating English language skills, because

of the bad consequences caused by internet games at the event if it is not according to the age restrictions, it is played with deviant behavior, violence and pornography (Ganda & Hidayat, 2021). Many students play online games that do not use age restrictions, this is imitated by minors in daily life which eventually turns into a tendency to become a way of social behavior (Puspita & Rohedi, 2018).

The behavior of a person's reaction to external stimuli that he experiences. Through the social environment, different behaviors will arise. Behavior that occurs due to external stimuli that can affect (Ismi & Akmal, 2020). Environment is one of elements that influence the formation and improvement of individual behavior, both in the physical environment and in the social and psychological environment. Ways of social behavior are physical and psychological activities of individuals towards others or vice versa to satisfy themselves or others according to social demands. (Hurlock, 2004) . Everyone has psychophysical systems that shape the way they behave, and most of them are ways of behaving that are framed and obtained from the environment, ways of behaving socially combine several ways of behaving, being imitation, empathy, sympathy, and social assistance. (Ulf, 2017) . In Gabriel Tarde's opinion imitation behavior is all public activities are actually based on the mere imitation factor, imitation behavior occurs because of the iconic figures used as models to be imitated (Kartikasari & Yenny, 2017).

The research will be conducted at Madrasah Ibtidaiyah in grade 4 explaining the impact of Sakura school simulator game on students' social behavior. This study aimed to determine the impact that will occur if students imitate the behavior in Sakura school simulator game. In a previous study, Mimi Ulfa (2017) used the addiction variable to play online games and Tri Rizki (2016) used the online game variable to have an impact on student achievement, while in this study using a new variable, namely social behavior imitating students of Madrasah Ibtidaiyah.

METHOD

The research method used is a qualitative method with a case study research instrument. Data collection techniques in this study are observation, interviews, and documentation. The research sample was 15 student respondents at Madrasah Ibtidaiyah Durung Bedung, Candi Sidoarjo District. Data analysis techniques in this study with the

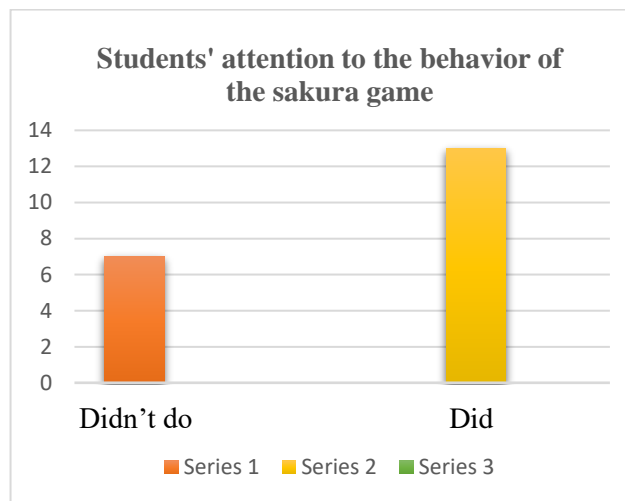
following steps: Data reduction, data presentation, and conclusions. The results of research data are then processed and get the results are to be used for a discussion.

RESULTS

The results of observations made by researchers, on students who use the online game Sakura school simulator can be seen in the diagram below:

Diagram 1.

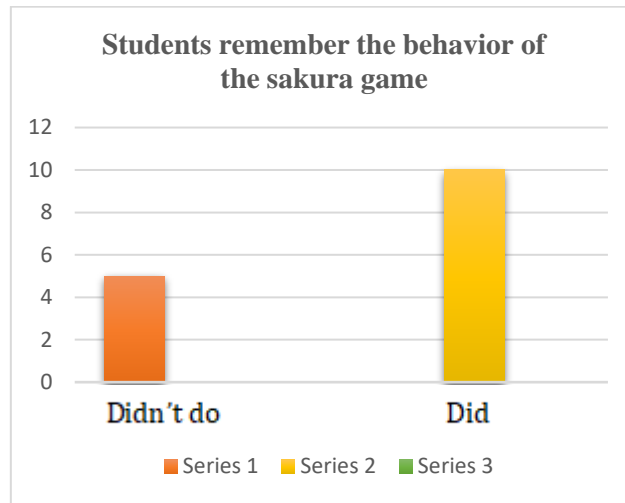
Students' attention to the behavior in Sakura game



In diagram 1, the attention indicator Sakura game behavior students at school, from 15 students as respondents 7 students did not pay attention to the behavior and features of the game in Sakura school simulator game, and 13 students paid attention to the behavior and features of the game in Sakura school simulator game.

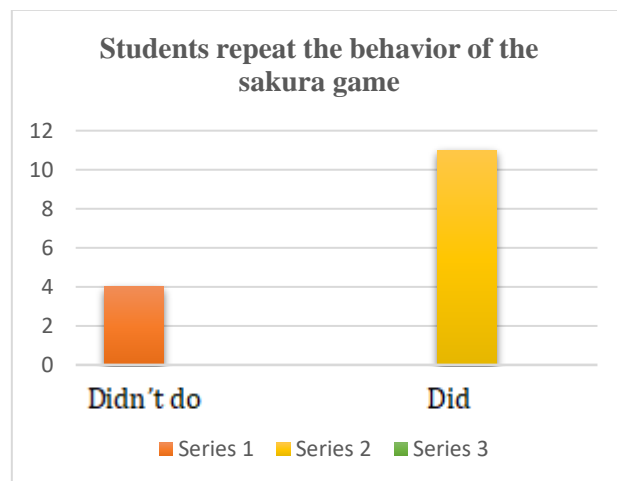
Diagram 2.

Students remember the behavior of Sakura game



In diagram 2 indicators of remembering, students remember the behavior of Sakura game, there are 15 respondents, there are 5 students who do not remember or do the behavior in Sakura school simulator game, and there are 10 students who remember the behavior and features in the game.

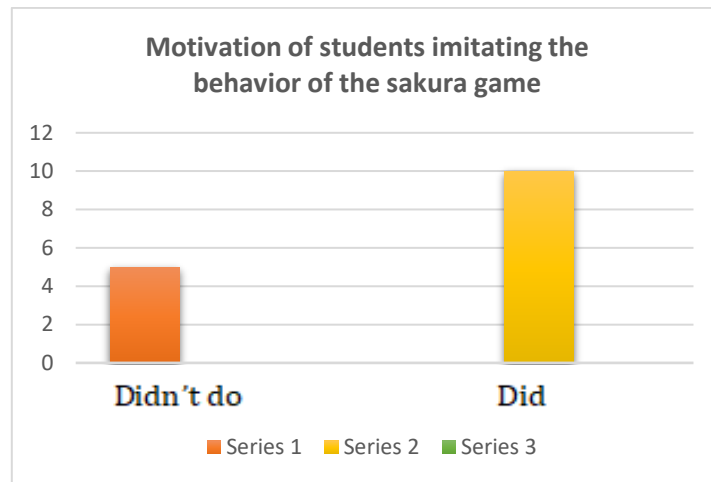
Diagram 3.
Students repeat the behavior of the sakura game



In diagram 3, 4 students do not repeat the behavior in the sakura school simulator game, and 11 students repeat the behavior in the game.

Diagram 4.

Motivation to imitate behavior in Sakura game



In diagram 4, this motivational aspect, 5 students do not have the motivation to imitate the behavior in Sakura simulator game, while 10 students have the motivation to imitate the behavior in the game.

DISCUSSION

Online games are very interesting to be played by all people including adults, teenagers, and also children. The effect that will be caused if playing excessive online games, has unfavorable results but also has a positive effect. The bad result of playing online games is not knowing the type of online games being played which may lead to dependence, destructive ways of behaving, violence, and even pornography (Ondang, Moku, & Goni, 2020). The number of students who play online game sakura school simulator does not have an age limit used, so it has a lot of influence on minors, such as the development of social behavior in students and subsequently being able to understand things that adults do that they should not do ("Gerry F. . Kapoh," 2015).

Imitating is a process of cognition to perform behaviors or actions such as those carried out by the model by involving the senses as recipients of stimuli or stimuli and installing perceptual abilities to process information from these stimuli with the ability to perform motor movements (Purwanta, 2012). According to Albet Bandura theory, there are four processes involved in learning through modeling, namely: The process of attention, remembering, motor production (repetition), and getting motivational support from inside and outside the individual (Lesilolo, 2019).

First, is the attention process according to opinion (Sumadi, 2006) is a lot of attention that accompanies the movement. Consideration does not just appear in a person. The value of the benefits of behavior shown by various models is very interesting in determining which models will pay attention to and which ones will be ignored. The model's attention is still determined by interpersonal attachment. This can be seen from the research results in diagram 1, which is an indicator of student attention to the behavior that exists in Sakura school simulator game, students imitate the behavior in the game because students are interested in imitating something in game in the online game Sakura school simulator on daily life. Children generally will focus on models that attract themselves (Yessi Paradina Sella, 2013).

Second, is the process of remembering which each social description is stored in memory or not, and reasoning capacity is the technique used to present or enter reactions. Presentation in verbal pictures works with people's active thinking or verbally summarizes the activities they pay attention to. This can be seen from diagram 2, namely the indicator of remembering, students remembering the behavior of Sakura school simulator game, students remembering the behavior in the game because the features and behavior in the game are like in daily life, therefore students are easy to imitate the existing behavior in the game Sakura school simulator. With attention, the most common ways to imitate behavior will fail if you don't remember how to behave. (Razi, Siregar, & Zulkarnain, 2018) .

Third, is the process of reproduction of motion or repeating. To imitate the model, an individual must change the symbolic representation of the observation to the form of action. The behavior that emerges must have something in common with the original behavior. This can be seen from diagram 3, namely the repeat indicator, students repeat the behavior in the game, students imitate the behavior in the game because the features or behavior played in the game exist in students' daily lives, therefore students are interested in imitating the behavior in the game. those games. The process of motor (motion) reproduction involves four sub-stages: organization of cognitive responses, initiation of responses, monitoring of responses, and refinement of responses. (Ningrum & Haenillah, 2017) . The skills we learn through observational learning are slowly refined through a process of trial and error. Social learning theory introduces three main

prerequisites for success in this process. First, people must have a skill component. Usually, the behavioral set of models in Bandura's research is made from behavioral components that people already know. Second, people must have the physical capacity to carry the skill component in coordinating movements. The last, the results achieved in the coordination of performances/appointments require an easy individual movement look (Pure Yanto & Syaripah, 2017).

Fourth, motivation can take on several roles in imitation. While expectations will be built to imitate the activities of an imitator, they may be more inspired to see, remember, and recreate that way of behaving. This can be seen from Diagram 4, students have the motivation to imitate the behavior that exists in Sakura school simulator game because they have similarities in real life. The subject matter of attention, retention, and movement production is largely concerned with the individual's ability to reflect developmentally relevant behaviors. (Rois, 2019) . When trying to stimulate people to demonstrate knowledge of correct behavior. Although social learning theory contains reinforcement not to increase knowledge to "taste in behavior", its main role is to provide reinforcement (reward & punishment) like a motivator (Razi et al., 2018).

This process involves a high level of cognitive ability because it involves not only language but also understanding the thoughts of others. Individuals must utilize their senses, such as eyes, ears, and a model-centered mind (Barida, 2016). Based on the data above, it shows that imitating social behavior in online game Sakura school simulator in grade 4 students of Madrasah MINU Durung bedung, students carry out the main requirements in the process of imitating the behavior in Sakura school simulator game, there are more than 10 out of 15 students whom each process imitates the behavior in the game they do, the 4th grade students of this Madrasa are classified as underage, while the online game Sakura school simulator is an online game for adults to play. This can lead to changes in deviant behavior in students who imitate behavior in Sakura school simulator game.

So it can be concluded that imitation is a technique of developing individual behavior by imitating what is interpreted through observation of a model that is the object of observation. Imitating can be in the form of movement or also includes the purpose of

the action shown by the model. A child imitates the action of the model with or without reinforcement.

CONCLUSION

Based on the data above, it can be concluded that from 4 indicators of imitating behavior, students meet the requirements in the imitation process, this can be seen from the existence of students carrying out the main requirements in imitating behavior, which is more than 10 out of 15 students each indicator imitates the behavior in Sakura school simulator game. Students imitate the behavior that exists in the game in daily life, especially when at school it is done with peers, this shows that there is a significant impact in using the Sakura school simulator online game on imitating social behavior, so there needs to be supervision in the use of online games according to the age limit used.

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