SOCIAL CONTROL AGAINST ONLINE GAME-ADDICTED TEENSIN PADANG SEURAHET VILLAGE, JOHAN HEROES DISTRICT BARAT ACEH DISTRICT

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Abstract

The phenomenon of online game addiction is rife in the current digitalization era, especially among teenagers in Padang Seurahet Village. Variants of online games that are often accessed by teenagers are free-to-fire games or war games. Addiction was observed from the outpouring of time playing online games and the non-conformist behavior of adolescents. In analyzing this social event using a qualitative method with a phenomenological approach. The results show that the aspects that encourage teenagers to become addicted to online games are because teenagers can expand their social networks with fellow gamers (gamers), there is an event menu in the game, often get appreciation or prestige in the form of champion certificates and money, get verbal recognition from gamers throughout Indonesia. , and can compete with teams of other players. The issue of online game addiction requires social control from actors such as parents, society, and the government. Parental social control includes advising, limiting smartphones and playing time, sending teenagers to day, and socializing teenagers who are addicted to online games. Padang Seurahet community control is categorized as still minimal in dealing with teenagers addicted to online games, and weak social control (low control) from the Indonesian Government, Regional Government, and Padang Seurahet Gampong Government. The conclusion of this study is a form of parental control in the form of persuasive control, and internal control is not able to minimize online game addiction due to weak control from external actor.

Keywords: *Socialization, Traditional Local Culinary*

INTRODUCTION

Today's society is digital, meaning that people are always in touch with technology. A technology that is popularized among the public does not only have a positive impact but also always has a negative impact if the user is not wise in using technology. The technology that is often used by humans today is gadgets. In the gadget, various applications can be accessed, one of which is an online game application.

Online games are games that can be played by many people at the same time over the internet. Games are popular because of their entertaining nature. The most popular game among gamers is Clash Of Clans (COC). COC is an online game in the form of war that uses strategy (Reza, 2015). Online games have a positive impact when used for entertainment, where all feelings of tiredness and stress can be reduced by playing games and filling spare time with online games. But in reality, many online games are played excessively or are addicted and are used as a place to escape from the realities of life, so what happens is the addiction to online games.

The World Health Organization (2018) stated that online game addiction is included in one of the list of diseases contained in the 11th edition of the International Classification of Diseases report (ICD-11). So on June 18, 2018, WHO officially declared that game addiction is a mental health disorder, and was also included in the previous issue, namely ICD-10 published in 1990. This document serves as a benchmark used by health workers by making several categories of diseases and diseases. health conditions such as giving birth to a baby, getting sick with the flu, to addiction to online games.

In connection with the above statement, the development of online games is very fast in the community, especially in the people of Padang Seurahet Village, Johan Pahlawan District, West Aceh Regency. The majority of teenagers in Padang Seurahet Village use their smartphones to play online games at wifi stalls. Online games that are often accessed are online games in the form of war, such as the online game Free Fire. They play games not just playing, but playing online games is already in the addiction stage.

Based on the observations made, the majority of teenagers express their fully owned time by playing online games, such as on school days, namely Monday to Saturday, they play online games from noon after school until the afternoon and will resume at night. On holidays, namely Sunday, teenagers play online games from morning to evening, and at night. The results of observations, in-depth interviews, and documentation at the research site describe that since children are addicted to online games they become anti-social, temperamental individuals, have tension with parents, leave prayer, forget to eat, are difficult to manage, decrease learning motives, do not recite the Koran, and experience depression. dropout. Concerning the impact of game addiction, this shows how influential online gameplay is on adolescent development, giving birth to an unproductive, innovative, and creative generation, as well as a serious phenomenon to be handled and controlled together. For this reason, social control from several agents is needed to be able to minimize online game addiction and its impacts.

According to Soekanto (in Narwoko, 2004: 102), social control is a process used by a person or group to influence, educate, invite, and even force individuals or communities to behave following the norms and values prevailing in society, to create order in society. Social control can be carried out by individuals against individuals, individuals against a social group, groups against other groups, and a group against individuals (Soekanto, 2006: 179). The social control that plays the most role in dealing with teenagers who are addicted to online games can be done by parents.

According to Fuller and Jacobs (in Sunarto, 2004: 24-25), parents are the main socialization agents who play a role in the family to educate and protect children to have good character or conformity behavior. Parents have a very important role in responding to this phenomenon because children spend more time in family institutions compared to other institutions such as educational institutions. In educational institutions, children only spend a few hours, after the educational process ends, the child will return to gathering in the family. Therefore, parents have a significant function in implementing social control for teenagers who are addicted to online games.

Social control can not only be done by parents but also the community and the government in responding to and educating adolescent game addicts. The government has the authority to deal with this phenomenon by limiting online game applications that enter Indonesia through the Ministry of Communication and Information (Kominfo) and can implement policies in the community as the government's contribution to responding to social events of online game addiction. In addition, the Regional Government or Aceh Barat and the Gampong Padang Seurahet Government also play a role in dealing with game addicts. The formulation of the problem in this study is why teenagers in Padang Seurahet Village can be addicted to online games, and how the social control of parents, society, and the government in dealing with teenagers who are addicted to online games. Therefore, the purpose of this study is to be able to explain and find out the motives of teenagers addicted to online games and the social control of parents, society, and the government in dealing with teenage game addicts.

This research has been carried out by previous researchers, but there is a state of art or novelty in this research. About a previous study, the first was conducted by Eliza Putri Masyani (2020) regarding "The impact of online game addiction on social behavior". This research was carried out at the Sociology Study Program at Syiah Kuala University by making Sociology students research subjects. The focus of the research is to observe the factors that influence student addiction to online games and the impact of online game addiction on social behavior. the first study did not explain and describe the actor's social control, so the weakness of this research can be explained by research from Zikri Ahmad Ramadhan (2021).

The second study by Zikri Ahmad Ramadhan (2021) on "Online game addiction and adolescent deviant behavior". The focus of this study is to observe adolescent deviant behavior resulting from the frequent playing of online games and the supervision of parents, the community, and other groups in reducing game addiction. the second study did not explain in depth the social control of parents and society. Thus the weakness in this study can be explained in the third study conducted by Iqbratul Akbar Asweril (2021).

The third study by Iqbratul Akbar Asweril (2021) is regarding "Parental social control of children addicted to online games in Pauh District, Padang City". The focus of this research is to examine the social control of parents towards children who are addicted to online games. In the third study, the social control applied by parents was very simple, so it could not significantly explain social control in responding to the phenomenon of online game addiction, and the social control implemented only came from parents to individual game addicts, not involving other individuals or the surrounding environment. . The weakness of this research can be explained in the research of Endang Dwi (2020).

The fourth study was conducted by Endang Dwi (2020) regarding "Family and children with online game addiction (Studies on revitalizing family functions in handling online game addicted children)". The focus of this research examines family social control. The results showed that families who had children addicted to online games tried to overcome these problems by consulting with psychologists, distracting children by buying new game tools such as carrom, and encouraging children to play which requires physical activity outside the home with peers, such as playing soccer or playing football. cycling together. In addition, parents also limit children's access to the internet by turning off wifi at home or limiting money to buy data packages. Revitalizing the role of families in dealing with children with online game addiction is done by increasing the intensity of communication within the family, inviting children to do activities outside the home together (shopping, going to relatives' homes, and holidays), involving children in taking care of household tasks, listening to stories of children's experiences. , as well as monitoring children's activities at home, both related to school and online games.

In connection with previous research that has been previously described by the author, the first, second, third, and fourth studies as a whole only show the impact of online game addiction and parental social control on children who are addicted to playing online games. The social control applied by parents is still very basic or simple, so it requires a new, more complex study. In previous studies, it was not significant to explain the aspects that encourage online game players to become addicted, and the social control of society and the government. Thus, it is this important aspect that will become a gap for the author or a novelty in this research to be able to describe it in depth.

LITERATURE REVIEW
Theoretical Perspective

The theory of social control was coined by Travis Hirschi. The main premise of social control theory is that deviation or non-conformist behavior is the result of a controlled vacuum or weak social control (Setiadi & Kolip, 2015). According to Travis Hirschi (in Poloma, 2004: 241), the propositions of social control theory are as follows:

a. Various forms of denial of social rules are the result of the failure to socialize individuals to act in conformity with existing rules or regulations.

b. Deviance is evidence of the agent's failure to bind individuals to continue to behave in conformity

c. Internal control is more influential than external control.

Conceptual Thinking Framework
Impact of Online Games

The impact is something that results from certain activities or activities, as with online games the majority have a negative impact that causes their behavior to change before being addicted to online games, including teenagers, becoming anti-social, difficult to manage, decreasing learning motives, not reading the Koran, easy to tension. with parents, if they are limited in the use of smartphones and time to play games, leave prayers, forget to eat, become temperamental individuals, and experience dropouts due to online game addiction.

Online Game Addiction

At first, addiction was only related to addictive substances such as alcohol, tobacco, and illegal drugs, which enter through the blood and into the brain and can change the chemical composition of the brain. However, nowadays the concept of addiction has developed along with the development of people's lives so that the term addiction is not only attached to drugs, but can also be attached to certain activities or things that can make a person dependent, either physically or psychologically (Novrialdy, 2019: 150).). The World Health Organization (2018) stated that online game addiction is included in one of the list of diseases contained in the 11th edition of the International Classification of Diseases report (ICD-11). So on June 18, 2018, WHO officially declared that game addiction is a mental health disorder, and was also included in the previous issue, namely ICD-10 which was published in 1990. Based on field data processing, it shows that even though games harm teenagers, they continue to be addicted to playing. games. Teenagers in Padang Seurahet Village are said to be addicted to games, which can be measured by the time spent playing online games, and non-conforming behavior.

Teenager Online Game Addict

Adolescence is a period of transition from childhood to adulthood. This teenager's age is in the middle, he can't be said to be a child and not categorized as an adult. The age of adolescents ranges from the age of 12-21 years (Bkkbn, 2021). With this age range, it can be categorized that age of 12-15 years as early adolescence, 15-18 years including middle adolescence, and 18-21 years, namely late adolescence (Jamaluddin, 2016). Adolescents are at an age where they are in the stage of looking for identity, for that they need social control from several groups, both from parents, the community, and the government in dealing with this phenomenon, because teenagers are school-age people who have not been able to sort out what is good and bad. not good for them and not entirely wise in using technology or applications in it, especially in online game applications. The majority of teenagers in Padang Seurahet spend their time playing online games, so they become dependent. The increasing desire to play online games makes it difficult for teenagers to control themselves so as not to become victims of the popularity of online games so that they can change their behavior in a negative direction.

Social control

According to Soekanto (in Narwoko, 2004: 102), social control or social control is a system and process that educates, invites, and even forces individuals or communities to behave following applicable norms and values, to create order in society. The social control agents that function to handle teenagers who are addicted to online games include parents, the community, and the Government, such as the Indonesian Government, Regional Government, and Gampong Government.

RESEARCH METHODS

This research method is a qualitative method with a phenomenological approach. The research location is in Padang Seurahet Village, Johan Pahlawan District, West Aceh Regency. There are two research informants, namely key informants and supporting informants, totaling 19 (nineteen) research subjects. Selection of informants using a purposive sampling technique. Data collection techniques were obtained through observation for 3 (three) months in the field, in-depth interviews with 19 informants, and documentation in the form of pictures related to research problems, diaries, and recordings with research subjects. The data analysis technique is done by reducing the data. The author processes the raw data which is the result of interviews with informants, then performs coding, including providing the initial code and the final code. The second stage is to present the data and draw conclusions from the research.

RESULTS AND DISCUSSION

The motives of teenagers in Padang Seurahet Village are addicted to online games because there are several challenges and aspects offered in online games. In the game, there are tournament challenges, which attract players to compete or be able to team up with other players' teams to win the match. Based on the results of processed data, it was found that teenagers who were addicted to online games in Padang Seurahet Village often received appreciation or prestige in the form of champion certificates and cash prizes because they always won tournaments. The youths received a 1st place certificate in the framework of a national level tournament. Not only that, but this teenager addicted to online games has also won 2nd place and 3rd place in the framework of free-fire game tournaments or war games in the virtual

world of online games. For this reason, teenagers are increasingly enthusiastic about facing the challenges that are held in games to be able to win in the next session of the tournament. The teenagers who win the tournament will get verbal recognition from other gamers (gamers) throughout Indonesia which will increase their popularity in the virtual world of online games. Thus, encouraging teenagers to access online games more often so that they become more proficient and continue to gain such recognition.

In the free fire online game application, an event menu is available. What this means is that gamers can make new player modifications, shoots, and new outfits in the game's virtual world. If the modification occurs, it will increase their status in the online game application. These modifications indicate that they are actively accessing online games. Based on in-depth interviews with teenage game addicts, it was stated that if they don't play online games often, players experience bullying in the virtual world of online games because of the players' boat clothes. This shows that the individual has just joined the free fire online game and game players are less active in accessing online games.

Online games are not only fun when players access the application, but games offer several aspects such as online game players being able to interact and communicate with fellow gamers throughout Indonesia by activating voice or voice so that they are connected to all online game players. Teenagers can also interact and communicate with all gamers around the world. Thus, teenagers who are addicted to online games can expand their social network with gamers in the virtual game world.

Continuing with the phenomenon of online game addiction, especially among teenagers, the importance of social control from internal and external actors. The social control of parents towards teenagers who are addicted to online games is to advise, limit the use of smartphones and time to play games, send children to day, and socialize with teenagers who are addicted to online games. The people of Padang Seurahet become one of the social control agents that function to deal with teenagers who are addicted to online games, and the form of social control is implemented hopes to return the situation to being conducive again. Based on the results of observations and interviews, the social control of the Padang Seurahet community towards teenagers addicted to online games is still very minimal. As stated by the informant RH as a wifi owner or a community member of Padang Seurahet Village, the results of the interview are:

"The children here often play games, if the holidays are full of water playing games, at least go home for a while, come back back here. Some don't go to the Koran anymore if in the village we go to the Koran after sunset, they don't go to Koran, they always play games here, sometimes the play games until 11 or midnight I don't even forbid, I don't warn, I don't turn off the wifi, let it be there, as long as it doesn't bother me it's okay, feel free to play the game." (RH, Padang Seurahet Village, 26/5/2022).

Referring to the results of observations and interviews, it is stated that social control is still weak (low control) from the Government, both from the Government of Indonesia, the Regional Government or Aceh Barat, and the Government of Gampong Padang Seurahet. The Gampong government transfers control to parents and no kampong policies are implemented regarding online games. This aspect is very functional, considering that online game addicts are free to access online games at school, recite the Koran, study, and even during breaks. The Indonesian government and the regional government or West Aceh prioritize the implementation of online gambling game policies.

The online gambling game policy is contained in Article 27 Paragraph 2 of the Law on Information and Electronic Transactions (UU ITE) Number 11 of 2008 and Law of Article 45 Paragraph 2 Number 19 of 2016. In Article 27 Paragraph 2 reads "Everyone intentionally and without the right to distribute, transmit and make accessible electronic information or documents that have gambling content". Then get a criminal threat as stated in Article 45 Paragraph 2, namely 6 years in prison and a maximum fine of Rp. 1 billion rupiahs (Kirom, 2021). If we observe, the phenomenon of addiction to free-fire online games or war games among teenagers, especially in Padang Seurahet also requires control for the realization of a quality and quantity generation.

In connection with these findings, when referring to the propositions of Hirschi's theory of social control, non-conformist behavior is the result of a controlled vacuum or weak social control. The assumption of this theory is relevant to the social reality in the field which finds that teenagers who are addicted to online games behave anti-socially, easily get tensed with their parents, individuals who are temperamental, difficult to manage, drop out of school, do not recite the Koran, decrease learning motives, leave prayer, and forget to eat. . This non-conformist behavior is evidence of the failure of agents such as the community and the Government of Indonesia, the Regional Government or Aceh Barat, and the Gampong Padang Seurahet Government in responding to this problem. The actor has not fully implemented several control efforts to overcome the phenomenon of this digitalization era.

The next proposition of Hirschi's social control theory is that "Internal control is more influential than external control". The description of this assumption is contrary to the reality on the ground, parents have implemented all control efforts to deal with online game addiction among teenagers, but low control from the community and the government, so the phenomenon of online game addiction still exists in Indonesian society, especially Aceh.

CONCLUSIONS

Padang Seurahet teenagers are addicted to online games, this can be proven from the use of time to play online games and non-conformist behavior of teenagers, including teenagers being anti-social, difficult to manage, dropping out of school, declining learning motives, not reading the Koran, tension with parents, leaving prayer, forgetting to eat, and temperamental individuals. Aspects that encourage teenagers to become addicted to online games are offers and challenges in online games, such as online games offering to expand social networks with fellow gamers (gamers), event menus in games, getting prestige in the form of champion certificates, and cash prizes, obtaining verbal recognition. from other gamers throughout Indonesia, and can compete with teams of other players.

Teenagers playing online games in Padang Seurahet Village will not experience online game addiction if there is social control from agents or actors. According to the perspective of Travis Hirschi's social control theory, non-conformist behavior is the result of a controlled vacuum or weak social control and is evidence of the failure of actors to bind individuals to conform to conformity. As the result of data processing in the field, teenagers are addicted to online games to non-conformist behavior due to minimal control from the Padang Seurahet community and weak control (low

control) from the Indonesian Government, Regional Government or West Aceh, and the Padang Seurahet Gampong Government.

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