



Online Game Addiction Among Teenagers from Jean Baudrillard's Perspective

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Abstract. This paper explores the phenomenon of online game addiction among rural teenagers in Nagari Supayang, West Sumatra, examining its influencing factors and effects. The findings reveal that online gaming addiction detrimentally affects academic performance and social relationships. Additionally, factors such as gender and the type of game played are identified as significant contributors to this addiction. The study seeks to propose effective strategies for addressing and mitigating this issue.

Keywords: Online Game Addiction, Rural Teenagers, Jean Baudrillard

1. Introduction

In this modern era, the development of science and technology is advancing rapidly. This is characterized by the creation of high-tech products that benefit society across various fields, including education, health, and entertainment. One such product providing entertainment benefits is online games. Online games are played by multiple individuals simultaneously using online communication networks. The development of online games is inherently linked to the progression of computer technology. The proliferation of online games mirrors the swift evolution of computer networks, expanding from small networks to the Internet, which continues to develop to the present day (Andri et al., 2019).

The phenomenon of online game addiction among teenagers has now garnered widespread attention, particularly among teenagers residing in rural areas. In Nagari Supayang, Payung Sekaki District, Solok Regency, for instance, signs of online game addiction are evident in the daily habits of teenagers who constantly carry gadgets with them. Most of these teenagers, who are predominantly of middle and high school age, engage in playing online games as their primary activity (Silfia, 2023). Consequently, many parents express concern over this societal phenomenon, as their children show reluctance to assist with household chores such as fieldwork and gardening. Teachers have also voiced complaints, as numerous students frequently skip school to indulge in online gaming. Research on teenagers addicted to online games can be categorized into three main areas. Firstly, there is research that explores this phenomenon from a psychological perspective. Secondly, there are studies that examine the societal aspects of online gaming addiction. Thirdly, some research focuses specifically on urban teenagers and their online gaming habits (Hadisaputra et al., 2022). However, the author notes that none of these categories encompass research on the phenomenon of rural teenagers in Nagari Supayang who are addicted to online games. Furthermore, there is a lack of research that combines both psychological and sociological approaches within a single study (Hanani, 2018).

The objective of this paper is to address the existing gap in sociological research regarding the impact of online games on changes in social behavior among adolescents in rural areas. This study specifically focuses on the phenomena of popular games such as

Mobile Legends (ML), PlayerUnknown's Battlegrounds (PUBG), and Free Fire (FF), which have gradually gained prevalence in rural regions. Additionally, this paper aims to analyze the factors and conditions contributing to online game addiction among teenagers. Furthermore, it outlines the efforts undertaken by parents and teachers in Nagari Supayang, Payung Sekaki District, Solok Regency, West Sumatra Province, to combat online game addiction among teenagers in the area (Hanani & Nelmaya, 2022).

2. Method

The writing style employed in this journal is a literature review. This article is based on the compilation of various literature sources that support and are relevant to the discussed topic, including textbooks, scientific articles, ebooks, and more. The author gathered data from diverse sources in both written and digital formats. Subsequently, the author conducted data analysis and curated pertinent information to be presented in this article. The data collection and analysis technique utilized involves triangulation, which entails amalgamating data from various sources pertaining to online game addiction among teenagers, drawing from Jean Baudrillard's perspective (Silfia, 2020).

Based on the explanation provided above, it can be concluded that this paper primarily relies on literature and descriptive analysis to develop a scientific study of organizations and their environments.

3. Results and Discussion

3.1 Online Game Addiction in Nagari Supayang

Adolescence marks the transition from childhood to the current millennial era, a phase accompanied by various technological advancements facilitating access to essential knowledge. One notable characteristic is the immersion in easily accessible technology, rendering teenagers a generation adept at navigating contemporary technological developments. However, the convenience afforded by these advancements can yield negative consequences if not managed effectively. Consequently, teenagers represent a demographic grappling with the complexities of utilizing technologies such as the internet, cellphones, and online games.

The prevailing issue currently under discussion, and one that garners significant attention, is online gaming. Online games refer to games where multiple individuals can participate simultaneously through an online communication network (Andri et al., 2019). These games exert a notable influence on teenagers, drawing them towards gameplay rather than academic pursuits, thus becoming a habitual activity for many (Nanang et al., 2022). Popular online games such as Mobile Legends (ML), Free Fire (FF), and PlayerUnknown's Battlegrounds (PUBG) are widely favored among teenagers, transcending cultural, age, and gender boundaries. Teenagers are deemed more susceptible to online gaming addiction compared to adults, as adolescence is characterized by a period of instability and a propensity for exploring new experiences.

As mentioned earlier, this online game is highly accessible, allowing teenagers in Nagari Supayang to indulge in its enjoyment. Consequently, this holds significant implications for the teenagers in Nagari Supayang. One notable impact is the onset of addiction associated with playing this online game. Failure to address this issue adequately may lead to undesirable outcomes.

Upon observation and analysis, it is evident that the effects of online game addiction in Nagari Supayang lean more towards the negative than the positive. Online games serve as one

of the factors impeding the educational progress of teenagers in the area. Those addicted to online gaming often struggle academically, spanning from elementary to high school levels. This indicates that online gaming has become a routine for teenagers in their daily activities, overshadowing their commitment to studying and learning.

3.2. *Factors that Influence Online Game Addiction in Nagari Supayang*

Several factors influence online game addiction. According to Lumban and Dewandari, there are several key factors contributing to online game addiction, including the following (Sapto et al., 2021):

3.2.1 Gender

Gender can be a factor in online game addiction, as both boys and girls exhibit a significant interest in these games. However, according to several studies, boys tend to display a higher susceptibility to game addiction and spend more time playing compared to girls.

3.2.2 Psychological condition

Psychological conditions often prompt online gamers to imagine or dream about various games, situations, and characters. The fantasies and events depicted in online games sustain players' interest, leading to continuous gameplay as players feel challenged by the experience.

3.2.3 Types of online games

The increasing variety of online games contributes to a rise in addiction rates. This phenomenon stems from the introduction of new and increasingly challenging games, which serve to motivate players to persist in their gameplay.

In addition to the factors influencing online games, there are also several factors that contribute to online game addiction. These causal factors can be categorized into two types: internal and external factors.

The internal factors that cause online game addiction are as follows:

1. There is a strong desire among individuals to win in online games.
2. Individuals often struggle to allocate their time effectively between playing online games and engaging in other activities.
3. Lack of self-control among individuals leads to negative consequences resulting from excessive online gaming.

Meanwhile, the external factors contributing to online game addiction include:

1. Environmental influences within one's surroundings.
2. Limited opportunities for social interaction with local communities.
3. Insufficient attention and supervision from parents

3.3 *Impact of Online Game Addiction In Adolescents in Nagari Supayang*

There are several impacts that can result from addiction *online game* in adolescents, including the following (Eryzal, 2019):

3.3.1 Health Impact

Online game addiction has profoundly negative effects on our health. Addicted players frequently engage in gaming sessions late into the night, depriving themselves of the rest typically needed during nighttime hours. Instead of using this time for rest, individuals addicted to online games often prolong their gameplay, a behavior commonly referred to as staying up late.

3.3.2 Psychological Impact

The negative impact of online game addiction on psychological conditions includes time distortion, negative emotions experienced upon losing in online games, and aggressive

behavior.

3.3.3 Academic Impact

In addition to affecting a person's health and mental well-being, online game addiction also significantly impacts academic performance. Many teenagers skip studying or attending school in order to play these online games, resulting in a decline in their academic grades despite their prior good performance.

3.3.4 Financial Impact

Moreover, the impact of online game addiction extends to financial matters. Many teenagers resort to deceit in order to obtain money from their parents for playing online games.

3.4. Analysis of the Phenomenon of Online Game Addiction Among Teenagers in Nagari Supayang Using Jean Baudrillard's Hyperreality Theory

If we analyze the above phenomenon using sociological theory, the theory that best fits is Jean Baudrillard's. His research focuses on the nature and impact of mass communication in postmodern society. Jean Baudrillard is highly regarded for his insights into the conditions of the postmodern era. Hyperreality and simulation are central concepts in Baudrillard's framework (Gege, 2022). According to Baudrillard, this concept revolves around the unreal and imaginary worlds prevalent in contemporary culture during the age of mass communication and information. The theory of hyperreality posits that the unreal becomes indistinguishable from reality, blurring the boundaries between what is real and what is not. In essence, hyperreality can be viewed as a simulation that is more vivid and tangible than actual reality.

The phenomenon described above exemplifies hyperreality, as teenagers immersed in online gaming create a new reality mirroring their experiences as students in Nagari Supayang. For them, online games constitute a secondary world wherein hyperreality surpasses actual reality. This heightened state is driven by the pursuit of desire, satisfaction, illusory power, and a meticulously constructed alternate reality. The teenagers of Nagari Supayang have become ensnared in the realm of online gaming, the repercussions of which manifest prominently in their educational and social spheres. For teenagers in Nagari Supayang, online gaming has become an enduring fixation. Playing these games transports them to an alternate reality, often referred to as their second world, causing them to neglect responsibilities that should take precedence over gaming. Consequently, they construct their own version of reality. However, in reality, we understand that these online games are merely illusions crafted by individuals based on their perspectives. Addiction, however, imbues these online games with a sense of reality in our lives.

This presents an explanation of a prevalent societal issue: online game addiction among teenagers, particularly in the Nagari Supayang region. This problem aligns with the theory posited by sociologist Jean Baudrillard, known as hyperreality or pseudo-reality. Online games have supplanted the genuine reality of teenagers as students, transforming them into gamers individuals engrossed in gaming pursuits.

4. Conclusion

Hence, it can be deduced that the phenomenon of online game addiction among teenagers has garnered widespread attention, particularly among teenagers residing in rural areas such as Nagari Supayang, Payung Sekaki District, Solok Regency. These online games exert a significant influence on teenagers, enticing them to prioritize gaming over studying, thus

becoming entrenched habits. Upon careful examination, it becomes evident that the effects of online game addiction in Nagari Supayang lean more towards the negative than the positive. Online games serve as one of the factors hindering the learning process for these teenagers.

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