

POSITIVE AND NEGATIVE EXCESSES OF ONLINE GAMES AMONG MUSLIM ADOLESCENTS IN TANAH DATAR, WEST SUMATRA



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Abstract

This study aims to determine the factors and impact of online games on the behavior of Muslim adolescents in Jorong Tabek, Tanah Datar District, West Sumatra. The field methods used in this qualitative research were observation, interviews, focus group discussions, and the informants' documentation, which were determined by purposive sampling. The theoretical perspective of this research uses structural – functional and hipper – reality. The results of this study indicate that online games have negative and positive impacts on Muslim adolescents. For informants, online games have a positive impact because they are a medium of entertainment, relieve boredom, spend time, enrich friendships, and help them increase their English vocabulary. On the other hand, the informants also admitted that online games impacted negligence in performing prayers and other religious activities such as wirid and tadarus during Ramadan, negligence to studying, forgetting to eat, ignoring parents' words, and saying harsh words up to physical violence. The triggering factors that caused the informants to choose to play online games were boredom, lack of facilities and infrastructure to channel their hobbies, and the fact that the online game was currently viral.

Abstrak

Penelitian ini bertujuan mengetahui faktor dan dampak game online terhadap perilaku remaja Muslim di Jorong Tabek, Kabupaten Tanah Datar, Sumatera Barat. Metode lapangan yang digunakan dalam penelitian kualitatif ini adalah observasi, wawancara, diskusi kelompok terfokus, dan dokumentasi terhadap informan yang ditentukan melalui pengambilan sample purposif. Adapun perspektif teoretis penelitian ini menggunakan Teori Struktural Fungsional dan Hipperealitas. Hasil penelitian ini menunjukkan bahwa game online memiliki dampak negatif dan dampak positif bagi remaja Muslim. Bagi para informan, game online berdampak positif sebab merupakan sarana hiburan, media penghilang kejenuhan, pengisi waktu luang, penambah kosa kata Bahasa Inggris, dan memperluas pertemanan. Di sisi lain, para informan juga mengaku bahwa game online berdampak pada kelalaian dalam menjalankan sholat dan kegiatan keagamaan lain seperti wirid dan tadarus pada bulan Ramadhan, lalai dalam belajar, lupa waktu makan, mengabaikan perkataan orang tua, berkata kasar, hingga melakukan kekerasan fisik. Sedangkan faktor yang memicu para informan memilih untuk bermain game online adalah karena rasa bosan dan tidak adanya sarana dan prasarana penyaluran hobi, di samping faktor bahwa game online tersebut tengah viral.

INTRODUCTION

The development of technology in all forms makes the world also grow rapidly. The progress we feel the most is the development of information and communication, which changes people's lives to new forms of media through internet network connections. One of the technological developments created through the internet network is online gaming. Online games have attracted the community's attention, especially among



adolescents. They are vulnerable to things that can affect them and have a positive or negative impact. Online games have been used as entertainment that can create freedom for these teenagers.

Social Media online gaming has a significant influence on the lives of teenagers. Almost a quarter of middle school–age teens (23 percent) play online games daily (Koning et al., 2018). Teenagers often play PUBG and Mobile Legends online games, which can be quickly owned through application platforms such as play store. The games played will significantly impact the structure of adolescents' lives. For example, when the intensity of playing games is frequent, it can lead to addiction, which will negatively impact adolescents' limitations in their environment; their interactions do not go well because they are too busy playing games (Suplig, 2017).

Due to its adverse impacts, online gaming has been the subject of considerable research. One of them is that harmful, violent content has increased the level of hostility and cruelty of the players. However, in addition to negative impacts, online games also provide positive impacts, such as being a learning tool and providing communication benefits with other players (Koning et al., 2018).

In addition to entertainment, MMOG players report that these virtual worlds provide positive impacts, such as social environments that provide a sense of community, achievement, and connectedness. However, excessive use of video games can reduce social engagement, destroy social lives, and significantly affect players' health. Some reports suggest video games can cause death, such as the case of a 26–year–old man who died of a heart attack after spending his Chinese New Year holiday playing games. In another case, a South Korean man died of a heart attack after playing computer games for 50 hours (Sublette & Mullan, 2012).

There have been many academic reviews on the impact of online gaming on adolescents. Some of them are: (1) The impact of online games on students' emotions (Amran et al., 2020); (2) Aggressive behavior in online games and cyber victimization of adolescents (Makarova & Makarova, 2019); (3) Conscious and unconscious psychological motivations of online game addicts (Wan & Chiou, 2006); (4) The correlation and prevalence of internet gaming disorder, in which this study found that 30 percent of participants experienced internet gaming disorder (Yang et al., 2020); (5) The critical role of religion in online gaming culture, in general, this article discusses the contribution of religious studies in digital games (Campbell et al., 2016); (6) The intensity of playing online games and the supervision of both working parents on children's religiosity, which this study shows that there is an influence of the intensity of playing online games and the supervision of working parents on children's religiosity in Probolinggo (Prasetya et al., 2020); (7) Computer games as an important part of youth culture are relevant for religious education (Scholtz, 2005); (8) The impact of spirituality and religious denominations on gaming behavior, which this study shows that the stronger a person's religiosity and belief in God, the lower the frequency of playing games. In addition, Christians play games less frequently and have a lower addiction level than people with no religious denomination (Braun et al., 2016).

In contrast to previous research, this study focuses on the impact of online games on the behavior of Muslim adolescents in Jorong Tabek, Nagari Tabek, Pariangan District, Tanah Datar Regency. What I discuss in this article is to find out how the use of online games among adolescents in the area, what factors cause them to play online games, and how the impact of online games on their religiosity and behavior in everyday life.

This field study uses Miles and Huberman's qualitative data analysis technique. According to Miles and Huberman, data analysis consists of three co-occur activities: data reduction, data presentation, conclusion drawing or verification. The research data was collected through interviews, Focus Group Discussions (FGDs), observation and documentation during August–October 2021. The informants of this research were determined by purposive sampling. The informants of this research are Muslim teenagers aged 12–22 years, their parents, and the owner of the café where they often play online games. I have also used Functional Structural Theory and Hyperreality Theory to sharpen the analysis of this study.

This article consists of an introduction and a discussion section that discusses online games and the behavior of Muslim teenagers, the impact of online games on the behavior of Muslim teenagers, and the factors that cause Muslim teenagers to play online games, as well as conclusions at the end of the article.

ONLINE GAMING, RELIGIOSITY, AND ADOLESCENT BEHAVIOR

A game is a recreational activity that involves one or more players (Adiningtiyas, 2017). The elements of a game are goals to be achieved and rules that bind players. An online game is a website that provides various games and simultaneously uses computer networks. Online games are part of the technology developed in the 1960s and are played using the internet. Online games can also be interpreted as a manifestation of the modern world that exists in this world. Online gaming is an activity that drains emotions and time to vent high curiosity about the goals to be achieved in the game (Febriandari et al., 2016).

Historically, online games emerged in 1969 and were used for educational purposes. In 1970, a system was created that could make it easier for students to learn online. In 1995, online games experienced rapid development; many large companies launched online games and reaped enormous profits (Surbakti, 2017). In Indonesia, online games began to appear in 2001, along with the launch of Nexia online, an RPG game released by Boleh as a simple 2D-based graphic game. Nexia only requires small computer specifications that can be played on a Pentium 2 with at least 3D graphics. This Korean game was the first to introduce the in-game chat feature in Indonesia. However, the game was closed in 2004 due to a non-renewed license. On the other hand, online games in Indonesia continue to grow with the entry of new game providers.

Online games are played online and offer a variety of features. This online game will make it easier for players to communicate with other players; this is different from games that are done offline. Online games are created with dimensions that can make players comfortable and feel like they are in the real world. In online games, users must collaborate and build virtual organizations to win the game. Players must join "guilds" or "clans" of other players to advance (Wan & Chiou, 2006).

Online games that are in great demand by adolescents today are Mobile Legends games. The Mobile Legends game is a multiplayer online battle arena (MOBA) game in the favored category and ranked top in the play store. Like games in general, Mobile Legends has several distinctive characters, which is one of the reasons this game is a teen favorite. Because besides having extraordinary abilities, this game is also straightforward to use (Mustamiin, 2019).

Furthermore, the game adolescents always demand is PUBG (Playerunknown's Battleground), a battle or war mode game pitting 100 players against each other to fight for survival. This game is done by devising various strategies to survive until the end of

the game. Brendan Greene pioneered the battle royale genre and created the game mode in the ARMA and HIZI series: King of the Kill. In the PUBG Corp game, Greene works closely with a veteran development team to make PUBG the world's premier battle royale experience. The genre of the PUBG game itself is Battle Royale, designed for smartphone and computer use. This game is played by killing each other until leaving one player who will be the winner.

Adolescence comes from the Latin *adolescere*, which comes from the Dutch, which means adolescents who will grow into adults who have entered spatial and physical – emotional maturity. Adolescence can also be interpreted as a development of the transition between childhood and adulthood. The adolescents in this study are between the ages of 12–21 years and are experiencing the transition from childhood to adulthood. Some psychologists and scientists have differences in determining the age limit of adolescence. According to Papalia and Olds, adolescents are those between the ages of 17 and 20. According to Adam and Gullota, adolescents are between 11–20 years old. Meanwhile, Hurlock divides adolescence into two phases: early adolescence is 13 to 17 years, and late adolescence is 16–18 years. Sri Rumini and Siti Sundari divide adolescence into three phases: early adolescence, 12–15 years old; middle adolescence, 15–18 years old; and late adolescence, 18–21 years old. Meanwhile, Sarlito states that adolescence is between 11–24 years old (Nisa et al., 2018).

In addition, the definition of behavior is a response or a person's reaction to an external stimulus. A behavior occurs due to the interaction of individuals with their environment as a state of mind, thinking, and attitude, which reflects various physical and non – physical aspects. Factors that play a role in shaping behavior can be divided into two types, namely internal factors and external factors. Internal factors are those that come from within, while external factors are those that come from outside. The relationship between the two is very close and complex with each other (Fhadila, 2017).

Morality comes from the Latin, *mos*, which means habit, custom. In terminology, morals and morality have the same meaning, namely morals or the principles and values of good and bad (Asmaran, 1992). Morality is morals, temperament, character, and character, and it can also be interpreted as the quality of human actions that show that actions are right or wrong or bad. Morals are also explained in the Qur'an letter al – Qalam [68]: 4, which means, "And you are truly 'a man' of outstanding character." The behavior of each individual can change from good to bad or vice versa. All of these changes depend on the factors behind them, both internal and external factors that can influence adolescent morality behavior (Mannan, 2017).

The theories used in analyzing the impact of online gaming on the behavior of adolescents who play online games are Functional Structural and Jean Baudrillard's Simulacra Hyperreality. The Functional Structural Theory is used to analyze the factors that cause excessive use of online games and the impact of playing online games. In contrast, Hyperreality Theory is used to analyze the behavior of teenagers who play online games. This theory assumes that real and unreal things merge, in this case, teenagers who play online games, as if merging with the virtual world.

Functional Structural Theory, developed by Talcott Parson, emphasizes order and ignores conflicts and changes that occur in a society. The main concepts of this theory are dysfunction, manifest function, latent function, and equilibrium function. According to this theory, society is a social system consisting of elements that are interrelated and have functions; if the element no longer functions, it will disappear by itself (Ritzer, 1992, p. 25).

Robert K. Merton, the forefather of this theory, proposed a concept called dis—function. Besides providing positive functions for society, a social system can also cause negative consequences. On the one hand, the internet has a positive impact on society, but on the other hand, it also has a negative impact. From this Functional Structural Theory, we can analyze the functions and dysfunctions of online games for adolescents.

The hyperreality theory proposed by Jean Baudrillard can be used to analyze the behavior of teenagers playing online games. The idea of hyperreality assumes that the real and the simulated are mixed up to create a hyperreality where the unreal and the real become blurred. Adolescent players feel like they are at a real war when playing online games. They feel integrated into the virtual world; when they lose, they get angry and commit acts of violence against their friends—who are their game's opponents. They will also buy expensive skins and war equipment in the game because, according to them, costly skins and war equipment will increase their prestige. So, it's as if the virtual world and the real world are merging in themselves. This makes them consumptive to buy clothes and war equipment for online games.

ONLINE GAME USAGE AMONG MUSLIM ADOLESCENTS

Playing online games is familiar to adolescents, especially today when the world of technology is increasingly growing and inseparable from human life. All the sophistication of technology can make human work easier and faster and make it easier for humans to fall into bad things such as addiction. Nowadays, people play games not only for entertainment, but it has become a basic activity and a primary need. An adolescent, Muhammad Farhan Ibrahimovich (2021), recognized this condition. He admitted that playing Mobile Legend or PUBG has become an addiction; even the time spent playing online games can be up to 24 hours or a full day, from morning to morning or night to morning. Playing online games makes him forget his time and neglect more important activities such as worship, eating, and doing schoolwork.

Playing games has become a routine for teenagers in Jorong Tabek every day. For them, online games are engaging, have various features, and are challenging. These elements make them addicted to playing online games every day. As revealed by Wahyu Ilahi (2021) below:

"I play games because the features are interesting and not boring, in the games I play there are events that require me to play and reach certain targets, I am addicted to the prizes that have been achieved."

Usually, adolescents who are addicted to playing online games gather at one point to play together (*mabar/main bareng*). For them, *mabar* is more pleasurable than just playing alone at home. But on the other hand, *mabar* makes them careless and forget the time. Caf  D'teras is their gathering point. Almost every day, they do *mabar* in this place. The cafe owner, Monika (2021), justified it:

"The teenager of Jorong Tabek nearly every time after school and every holiday gather here to play online games together. They had played from morning to night or until the cafe was about to close. Even during Ramadan, they often play games from night to dawn."

FACTORS CAUSING ADOLESCENTS TO PLAY ONLINE GAMES

The Minangkabau people are known as religious people, including in Jorong Tabek. Adolescents spend much of their time studying religion in suraus and pesantren. Teenage boys usually pray at dawn, Maghrib, and Isha in congregation at the mosque.

During Ramadan, Muslim adolescents kept themselves busy with worship, including attending congregational sunnah prayers at the mosque. They also participated in various religious activities such as holding Ramadhan wirid activities, al – Qur'an and Saritilawah reading competitions, quiz contests, and speech competitions. Over time, technology has developed, and online games have emerged, which have penetrated Muslim adolescents in Jorong Tabek. Since they became acquainted with online games, congregational prayer activities at the mosque at prayer times are no longer visible. During Ramadan, they are more engrossed in playing online games than worshiping or carrying out religious activities. The factors that cause teenagers in Jorong Tabek to play online games are as follows:

a. Internal Factors

1) Boredom, Stress, and Depression

The factor that most often makes someone addicted to online games is feelings they cannot control. When feeling bored, stressed, and depressed, someone will do things that make them forget their situation. Usually, when bored, stressed, and depressed, most people will do the activities they like and one of the most common activities for most people is playing online games. This is because many online games can make their users fun and addictive; they treat boredom, stress, and depression. Zhulhendra Farma (2021) was confirmed it. He stated that he preferred playing Moblie Legend or PUBG to eliminate boredom. When playing, according to him, he must use his brain to think of strategies to survive and win.

Muhammad Rifkal Hakimi also conveyed the same thing. He admits that when he has problems with family, friends, or people around him that make him depressed, he often takes it out by playing PUBG or Moblie Legend. According to Hakimi (2021), when he plays, the depression he previously felt can be released. Besides being able to eliminate depression, the game also gives him pleasure and makes him sharpen his brain to strategize. He admits that when playing online games, he often finds a way out to solve his life's problems.

2) Inability to manage time and prioritize more important things.

Some people play online games because they cannot manage their time and prioritise their work. One of the informants, Reygit Dwi Putra (2021), admitted that he decided to play PUBG or Mobile Legend because he didn't know what to do. Sometimes when he has a lot of work to do but needs to figure out where to start, he often plays the game as a mind diversion. Playing games can make him forget his actual work. As a result, Putra usually eats late or doesn't eat at all, misses prayers, and often doesn't do schoolwork.

Many online games today have various features and technological sophistication that make users forget their lives. The users tend to become addicted, negligent, and lazy to do activities that should be a top priority. This is in line with the experience of M. Fauzi Ridwan (2021). He admits that, when playing online games, he often needs to catch up on time and has difficulty managing other important activities. According to him, when playing online games, he feels like he is being challenged to think about strategizing. This made him forget about other things. He admits that his parents and people around him often take care of him because he is too negligent and lazy due to his addiction to the game."

b. External Factors

1) Living Environment and Playmates

Factors causing adolescents to play online games are not only caused by factors within themselves but can also be caused by external factors and playmates. Adolescents bored at home will usually choose to hang out with their friends somewhere. When hanging out with their friends, adolescents imitate what their friends do, such as playing online games. Dafa Satria Putra (2021) said as below:

"When I'm alone at home and have nothing to do, I often get together with my friends at Caf  D'Teras. However, when friends gather, they don't tell each other stories, but are busy with their respective gadgets to play PUBG or Mobile Legend games. Seeing them busy playing, I also play instead of being alone."

Another adolescent addicted to playing online games due to the influence of friends to play is Fitra Aditya (2021). Aditya is very easily attracted to something currently viral, such as PUBG or Mobile Legend. He saw that the game was fun because many people played it. Then after he tried playing PUBG or Mobile Legend, he became addicted to playing it continuously."

2) Lack of Adequate Facilities to Develop Talent

The absence of adequate facilities for channelling hobbies or talents is a factor causing adolescents to become addicted to online games. Playing online games is an alternative for them to fill their free time and get rid of boredom because they can't channel their hobbies. Muhammad Farhan Ibrahimovich complained about this. He has talent and hobbies in music, such as playing guitar, drums, and others, but he does not have these musical instruments. This makes him bored, and he needs to figure out what to do besides playing PUBG and Mobile Legend.

In this case, the absence of facilities provided by the government causes adolescents to choose to play online games until they are addicted and, in the end, causes changes in adolescent behavior.

3). Lack of Parental Attention

Lack of attention and affection from parents and family causes teenagers to spend their time playing online games. Muhammad Rifkal Hakimi (2021) stated, "*I often feel neglected by my family, so I seek to escape by constantly playing online games.*"

A child's most crucial attention and education is from his family or parents. In other words, the first madrasah for a child is the family; thus, the family has a vital role in the education, mindset, way of acting, behaving, and speaking of a child. When a child obtains good and proper parenting, he will grow in goodness, and vice versa. For example, when we are in the teenage or adolescent phase, where we are still emotionally unstable and out of control, we will be easily influenced by things that can be detrimental. One of them is an addiction to playing online games.

The experience of an adolescent, Diva Afdal (2021), proves that theory. Afdal's poor communication with his parents made him feel less cared for. It causes him to often act or behave according to his own will. Afdal admitted that he was tired of living his life and felt unacceptable because he did not get the attention he should have as a child. He also vents his frustration by playing PUBG or Mobile Legend without knowing the time and ignoring those around him. He played online games, so he didn't eat, bathe, or pray for two days because he was addicted to playing online games.

Unlike the Smart view, he sees that teenagers are motivated to play online games because they are used to playing online games excessively without time limits. This habit is supported by the views of parents who use online games to calm their children. But parents of this type don't realize the destructive impact on their

children in the future. Several factors related to the habituation of playing online games in adolescents are as follows:

- a) Lack of attention from parents or those closest to them;
- b) Feeling stressed, depressed, or depressed;
- c) Lack of attention or concern for the teenager;
- d) Inability to manage time properly and prioritize an activity regularly;
- e) The environment will significantly influence teenagers to be encouraged to play online games.

Parenting is the most crucial role in shaping adolescent behavior. If the parenting style is wrong, the adolescent may commit deviant actions, such as playing online games without knowing the time.

If viewed from the Functional Structural Theory, each element must function correctly. If one aspect does not perform its function, it will disrupt the balance in a system. In the case of online games, if a child gets less attention from parents, they might become addicted to playing online games as an outlet for disappointment towards the lack of parental attention. When families, especially parents, do not pay attention and supervise their children, these children can fall into things that make them lose, such as addiction to online games.

4) Online Games are Considered Fun and Challenging

Everyone has a different hobby, and when doing this hobby, people will feel their pleasure. One of the fun hobbies for most teenagers is playing online games. Based on his experience, M. Fauzi Ridwan (2021) said he has several hobbies, but the most fun is playing PUBG or Mobile Legend. Both games provide features such as good game characters, skins, tools, and unique armor. The games are also full of challenges, so he has to use his brain to think of specific strategies. In addition, through these two games, he can get to know many people from various countries. This made him learn a lot of English terms."

What Ridwan got above is the same as Zhulhendra Farma's (2021) experience. Farma feels that the activity or activities that are the most fun and most frequently carried out are playing PUBG and Mobile Legend. With these two games, he forgot about the problems he was facing and the things that made him stressed or depressed. When playing the game, he often forgets about his surroundings and only feels pleasure.

5) The Virality of the Game and Its Resemblance to Playing in the Real World

When playing online games, one feels themselves playing it in the real world. As stated by Aditya (2021) as below:

"At first, it was because the online game went viral, then I joined in too. But eventually, I got addicted to playing online games. Playing online games makes me feel like I'm in a real war. I can strategize to defeat opponents, and I will get angry if I am disturbed by other people when I play games. Playing online games can also show prestige. If I had good skins or good armor, people would recognize me."

In the theory of hyperreality, something related to myth cannot be seen as true in reality. Everything that attracts human interest is created and broadcast through various media and virtual spaces with different ideal models. That way, the boundaries between simulation and reality get mixed up with one another to create a hyperreality; something real and unreal becomes unclear.

In Baudrillard's view, this is dominated by the simulacrum or a concept that sees that the real and the apparent are indistinguishable; an imaginary world. This state of

hyperreality illustrates that humans can no longer distinguish between the obvious and the objective reality. Let's look at the reality that is happening at present through hyperreality theory. Adolescents who are addicted to online games are in a situation where they can no longer distinguish between the real world and the pseudo world. These online games have been able to create new spaces and new social groups in their lives so that the boundaries between real and virtual life become blurred and unclear.

From day to day, technology is getting more sophisticated and developing. One can be seen in the growth of online games with sophisticated technology that makes every level of society, especially adolescents, interested in using it and becoming addicted. This has an ironic impact on its users. They are addicted and willing to spend even 24 hours of their time just playing online games. They will be willing to spend tens of thousands of dollars to buy quotas so they can access their games. Ironically, they no longer care about real life and feel that interactions in the real world are boring. In behaving and acting, they often demonstrate the actions in the game. By looking at these realities, we can conclude that those addicted to online games find it difficult to distinguish between fake and real.

6) Resentment Release

One way to vent frustration is to play online games. Adolescents with bad social relationships tend to have unstable emotions and are often out of control. He tends to look for fun actions such as playing online games to addiction. Based on Reygit Dwi Putra's (2021) experience, he often experiences conflicts with his peers or partners, so he plays PUBG or Mobile Legend to vent his frustration. Both games provide war games, which help him vent his anger and frustration."

THE AFFECT OF ONLINE GAMES ON THE BEHAVIOR OF MUSLIM ADOLESCENTS IN JORONG TABEK

The impact of playing online games on adolescent religiosity in Jorong Tabek is the reduced religiosity of adolescents in this area. This conclusion is evident from the changes in their religious behavior. Before the rise of online games, teenagers in this area always prayed in congregation at Fajr, Maghrib, and Isya. Likewise, during Ramadan, they will participate in the *wirid* and other religious competitions. However, when the influence of online games kicks in, they tend to spend their time playing online games until dawn. Apart from having an impact on the aspect of religiosity, online games also affect other aspects, as follows:

1) The Positive Side

The positive sides of online games include being entertainment in your spare time or treating your current situation. Online games can train the brain with the strategies implemented in the game. The brain will be honed with strategies to solve game problems. In addition, online games also provoke creativity and imagination. If you take it seriously, online games can even make money from prizes for winning battles (Syahrani, 2015).

As a fun activity, online games can indirectly sharpen the brain, train focus, generate inspiration, generate creativity and imagination, and foster innovations. As Reygit Dwi Putra (2021) said,

"When playing games, especially PUBG and Moblie Legend, we have to have a high focus because if we are a little distracted, we will be defeated by the opponent. Online games can also sharpen the brain because we must think hard in devising strategies to survive until the

game ends. The unique features in the game also make us prefer to be imaginative so that creative ideas emerge."

Apart from sharpening the brain and increasing focus and creativity, online games can also change a person's mood and make him forget about his life's problems. Muhammad Rifkal Hakimi admits that he often plays online games when he feels depressed or stressed when there are problems with his parents, friends, or the environment that puts pressure on him. As an outlet, Hakimi (2021) usually plays online games. The game will make him feel chilled and forget about the problems he is facing. He can vent his anger, especially when playing war. Sometimes he can find a solution to the problem he is facing.

2) The Negative Side

Online games will cause excessive addiction to their users. Playing games with great frequency and intensity will negatively affect the user. Some of them are the reduced interaction of online game users with their environment, excessive laziness, ignorance and indifference, negligence with responsibility, waste of time, and treating the game world as the real world (Doni, 2019).

Muhammad Farhan Ibrahimovich revealed that he felt a huge loss and impact due to excessive playing online games. When playing, Ibrahimovich (2021) often forgets his time, leaves prayers, forgets to eat, and even forgets to shower. Staring at the gadget screen for a long time while playing online games makes his eyes sore. Online games make him forget his schoolwork and other responsibilities. He never did schoolwork and was late for school. Ibrahimovich admitted that it was difficult to manage his time properly.

Besides damaging health, excessively playing online games impacts changes in adolescent behavior. In this case, Wahyu Ilahi (2021) confessed that he had lied to his parents about his school work; instead of doing his homework as he told his parents, he played online games. In addition, he admitted that he had asked his parents for money because it was necessary for the school when he used it to buy PUBG and Mobile Legend quotas. In addition, he often refuses his parents' requests for help because he is busy playing games. He realized that his neglectful attitude hurt the people around him.

Those around game users will feel changes in their attitudes and actions. Monika (2021), the owner of Cafe D'Teras said below,

"Teenagers who often play online games at this cafe often make dirty words that they shouldn't say. Usually, it happens when they get too excited or lose the game. They say dirty things and often use physical violence, such as hitting when they feel annoyed by their friends or because they lose a game."

Judging from Robert K Merton's Structural Functional Theory, every element in society can have a positive or negative function or what is commonly called dysfunction. This theory also sees that every element in society must have a role and be able to carry out their respective positions. If it is related to the problem of online games among adolescents, we will see that online games have both positive and negative sides.

Online games have a positive meaning when they function as entertainment, improve mood, relieve boredom and stress, sharpen the mind, increase English vocabulary, and spark imagination and creativity. However, several negative sides were also found, such as destructive changes in adolescent behavior regarding religiosity, negligence with responsibility, speaking harshly, and neglecting parents and their surrounding environment.

To overcome the adverse effects of online games, paying attention to various parties, such as the family, government, and society, is necessary. Society must be able to maintain, maintain, and renew patterns contrary to the norms of goodness. One of the cultures that I see is the online game addiction culture. This opium culture is overgrowing among adolescents. Online game addiction makes most of them fall into bad things.

CONCLUSION

Many Muslim adolescents in Jorong Tabek are already in the online game addiction phase. They can spend hours playing online games all day and night. Internal and external factors trigger this behavior itself. At the same time, playing games also provides positive and negative excesses for them. The positive results are that they are more challenged to think deeply and strategically, learn a lot of English vocabulary, make more friends, train their concentration, and relieve their boredom and anxiety. But on the other hand, there are several negative excesses that lurk. Some are negligent with responsibility, speaking harshly, acts of violence, and negligence in worship.

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