

Komunikasi Game “Free Fire” Terhadap Pola Perilaku Dan Attitude Anak

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Abstract

The aims of this study were as follows: (1) To find out the factors that change the attitude and behavior of children as communicated by the game "free fire", (2) To find out the level of influence of games on the environment as a change in the attitude and behavior of children, (3) To find out the importance Supervise children while playing games. This study uses a qualitative research method using the video game theory reader by Wolf and Perron. In collecting data this research uses observation studies, documentation, and interviews. Based on pre-research studies, researchers obtained three samples of children who played the game "free fire". Researchers found a change in the behavior of the three samples, especially in the increase in aggressiveness that arose when the sample played the game "free fire". Based on the results of pre-research, researchers used a sample of children, especially children who were still in elementary school because elementary school children were still growing, especially in emotional growth. Researchers speculate that it is not only the game "free fire" that is a factor in changing behavior patterns and attitudes, but also the environment outside the game that influences these changes. In pre-research the researchers found that the three samples played the game without adult supervision. Researchers found that the absence of adult supervision when children play games has the potential for children to access games that are not suitable for elementary school children to play.

Keywords: Free Fire Game, Behavioral Patterns, Attitude

Introduction

Game or game is an activity that requires an active player to make the game run. According to the Big Cambridge Dictionary, games can be interpreted as an interesting activity. As we know today's games or games are divided into two, namely traditional games and digital games. Traditional game itself is a game that is usually done with physical activity. Meanwhile, digital games usually require devices to play them, such as computers, smartphones, consoles and others. Nowadays digital games themselves have morphed into digital games that are online. This is due to the emergence of the internet as a technology that greatly influences not only games but all aspects of human life. In Indonesia alone, video games have become an industry that is rapidly developing. Based on information from the Ministry of Communication and Information (Kominfo) in 2021 alone, there are more than 150 million people who have access to playing video games, especially online mobile video games. It is recorded that 55.4 million people are computer/PC game players and 133 million are mobile video game players. Based on this information, it can be seen that video games are not only a time filler when they are bored, but also a big industry. Online digital games or also called online games have been widely used by all walks of life, from children to adults, even

from these online games a person can build a career. However, online games themselves are mostly played by children to teenagers. One of the most popular online games, especially in Indonesia, is the game "Free Fire". This game is a game that has the FPS (first person shooter) and TPS (Third Person Shooter) genres. The game is gaining popularity among Indonesian children and youth because the game can be played via their smartphones. It is known in pre-research that the reasons children and teenagers like this game are because it is easy to play anywhere, can be played with anyone, and can be played without having to pay to play the game. However, apart from the ease and popularity of the game, a new problem has arisen, which is related to the behavior patterns and attitudes of a child who plays the game. In conducting pre-research the researchers found that the majority of the players in the game were minors under the terms of the game. Based on the results of observations during the pre-research, researchers found that underage children who play the game "free fire" appear to have aggressive personality tendencies. This can be seen from the actions taken by these children when playing the game "free fire". the actions seen in the observations were speaking harshly, slamming the device, and committing violence to their playmates (if any).

This is something that must be worried about, especially by the parents of the players. Because they play outside the supervision of their parents. However, these actions are also carried out in front of their parents or in public places. Based on this explanation, it can be seen that there are things that are odd when a minor plays the video game "free fire". These irregularities are seen from several perspectives, the first is from a game perspective. That is what the video game conveys to the players or the features contained in the game. The second perspective is from an environmental perspective. That is, everything that is conveyed by the environment to players so as to create anarchic behavior. Previously there was a study that examined the impact of online video games on student learning interest by (Yulianti et al., 2020) entitled The Effect of Online Games on Student Learning Interests Mts Matlaul Anwar. This research was conducted by Pamulang University to elementary school students. In this study it is known that online games have become popular, especially among school children. It was explained in the study that online video games are a new dimension that reflects the development of school children. It was explained in the journal that they carried out an experiment by diverting the enthusiasm of school children for online games by conducting counseling to every student who was affected by excessive enthusiasm for online games. The research explains that there are assumptions about online games that are only activities that waste time.

In the video game perspective, according to Wolf and Perron to become a video game there are four indicators that must be met, namely: Graphic, Interface, Player Activity, and Algorithm (Creeber & Martin, 2009). Graphics (Graphic) can be understood as a picture or visual elements contained in video games. This is a powerful way of conveying the message that video games convey to players. Display (Interface) is a video game element that makes players make their own decisions. Player activity is an element of video games that makes games more interactive. Player activity describes an order to the player to get what the player wants. Algorithm (algorithm) is a term used in mathematics but in making video games the algorithm is an important component. Without an algorithm the movement of the video game will not be formed. The algorithm itself is responsible for the representation, response, rules and randomness in video games. According to the journal (Guadiola & Natkin, 2005)

regarding the development of video game theory. Video games have one important component, namely the matrix. The Matrix is responsible for how the video game wants to be represented. According to him, building a matrix requires: Players, Strategy, and a Game System. Based on this, it can be seen that video games are actually limited to a medium that conveys messages that have a purpose. Similar to the "free fire" video game, the game was basically built by the developer to be a casual FPS game or "shooting game" for players who are old enough. The question is if video games are just a medium that conveys messages then what makes these children have different personalities when playing these games. This research makes it possible to have two research perspectives, namely communication and psychology, but in this study researchers will focus on the perspective of communication conveyed by the "free fire" video game to players, especially children under age.

Method

The research method conducted by researchers is to use descriptive qualitative research methods. By obtaining data by observing, studying documentation, and interviewing. This study uses the constructivism paradigm as the researcher's point of view in obtaining answers to the problems in the formulation of the problem. According to (Cresswell J & Poth C, 2018) the constructivism paradigm is a point of view that explains how a person perceives and understands his own reality by developing one's experience and understanding of something. Researchers use the constructivism paradigm because researchers provide an understanding of the elements of communication provided by video games "free fire" on the pattern of behavior and attitude of children.

Results and Discussion

In conducting research, researchers found interesting findings that occurred between the game "free fire" and the players. The researcher gives three different categories to the "free fire" video game players. The first category is those who play carefree and just for fun. This category shows that no load is shown when playing video games. This category shows how video games only make them feel more relaxed. The second category is competitive. Competitive gamers show their seriousness in playing the game and they have a tendency to win something higher. Usually players who fall into this category are Esport-type video game players or video games that have become professional electronic sports. These players will sometimes be more emotional, especially when they lose or something happens that makes them lose while playing. The third category is toxic players. This player is one of the most dangerous because toxic players will do everything they can to disturb other players. Toxic players can take various forms, such as hate speech, racism and other negative actions that harm other players.

“FREE FIRE Games”

Free fire is a basic shooting game launched by the game development company, Garena. This game started to have large users in 2019 until 2023 there are approximately 187 million players who play free fire games around the world. This game can be played using gadgets such as Android and iOS. This game offers action games with shooting elements between one player and another. In this game the developer provides an opportunity for each

player to make their choices such as choosing to play in groups or individually. This game has third-person control in its game mechanics. The free fire game offers a game mode, namely battle royale, which is a game concept by giving 52 players an opportunity to be presented on one server and then they will fight until they get to the top position.

In this game, free fire offers a system that allows players to create their own character. Of course, this game also provides a feature that provides something exclusive for players who are willing to pay for whatever the free fire game provides. Based on this information, Free Fire also provides a feature, namely digital currency in the game so that players can buy something exclusive for those who are willing to exchange real currency for digital currency contained in the free fire game.

Change Factor

In the video game "free fire" itself, researchers found that there was no element that aims to make players change their behavior. However, researchers found a main feature, namely chat and voice chat. Based on observations, researchers found that these two features make a major contribution when players are playing. Because these two features are the main communication features between players and games and players with players. Researchers found that the majority of players use the voice chat feature compared to regular chat. This is because voice chat has a more real time response compared to the chat feature. However, the researcher found that it was from this voice chat that the main research problems emerged. Because voice chat doesn't have speech restrictions like censorship. So the players are free to say whatever they want.

This resulted in many swear words coming out of the voice chat. This becomes a problem when heard by minors. They are psychologically not ready to accept the association that seems wild. But the facts on the ground have been proven that children tend to follow what they see and accept. Therefore it can be seen that the game "free fire" is not responsible for the emergence of various actions taken against fellow players. It is true that there is a feature to report or report players who disturb other players, but if the influence of the player's actions or words has entered the subconscious of children under the age of playing, it is possible that they will do it too.

This will also affect the image of the game, in contrast to what was stated in the journal (Guadiola & Natkin, 2005) that the matrix is a representation of researchers finding that actions outside the game are the main source of game representation because everyone will label video games based on other people's experiences. who play the game. Through an observational study, researchers found that the game "free fire" has been labeled as a toxic game. It's not because of video games that make them say that, but because the players have third category (toxic) tendencies that make them disturbed so that they are influenced to do other toxic things.

Influence Level

In conducting research on the level of influence, researchers did not conduct surveys or the like which resulted in definite percentage calculations in this study. However, researchers conducted research on influencers by observing a sample, namely children playing the game "free fire". Researchers found that when playing games these children

seemed to be indifferent to their surroundings. They were more focused on the game being played. However, if this is combined with the existence of the same group, in this case children who get together and play the same game, they will be more focused and tend to be more compact.

In this case the researcher realizes that video games provide interest to children so that they are not disturbed by the surrounding environment. It can be said that the researcher's statement about video games as just a medium is true. However, there is a very significant change when in a play group they know each other and have a closer relationship than a group that is only united because the similarity of hobbies has more intense communication because they have no doubts between each other and when researchers observing the group researchers found that groups that have a closer relationship tend to have the same behavior, especially if there is someone who leads the group. They will be integrated so that their communication tends to flow more smoothly. Based on this the researcher can give a statement that a group that plays similar games and has a close and strong relationship will have the same effect on one another. In research on the influence of the environment on changes in the attitudes of children who play "free fire" researchers found that there is an ambiguity in this study. Because researchers found a variety of environmental conditions that have an influence on these children. Researchers found three main environments that influence these children in playing video games "free fire". The first environment is the family environment. In observing the family environment researchers found that children who play video games especially "free fire" feel uncomfortable especially if supervised by parents or adults. After conducting an investigation, the researchers found that the discomfort was present because the children realized that the games they were playing were not suitable for use by those who were not old enough.

Researchers found that in the family environment they tend not to show their negative side when playing the game. However, researchers found that there are also children who are not reluctant to show that side. However, there are not many of these. researchers found that the majority of them showed more of their positive side when playing games. However, researchers found that in the family environment the negative side is influenced by the social media they use. Researchers found that many of their shows had inappropriate actions, such as speaking harshly, committing violence and other negative actions. From this, researchers also found that they were influenced by influencers who played the same game. They follow the example of the influencer more than the example given by their family, especially in positive terms. The second environment is the school environment. In this environment the researchers found that children who were at school did not play the game, this is because some schools have rules not allowing students to bring cell phones to school. However, in this study the researchers focused more on the school environment, especially friendships at school. Basically the researchers found no difference with the family environment, but from this the researchers found that without adult supervision their actions tended to be more aggressive. This is the same as the researcher's statement about groups that have closeness and similarities in one thing. They play in groups and compactly, but researchers find that in these groups they bring their own influence. When they are in groups they will provide individual understanding which is communicated to the group so that the group has the same understanding. Based on the researcher's observations and interviews with one of the research

children, they found that they were happier playing in groups than playing alone. Based on the observations of researchers, they found that children who play alone tend to have a boring playing experience compared to children who play in groups.

However, due to the lack of supervision of these children, it can be seen that these children are more quickly affected by what they find. Based on the researcher's observations, the researcher found that each individual brings his own influence, thus it can be seen that in this environment, those with strong influence will be able to dominate the influence for the group to make it more homogeneous. However, often the influences given to the group are negative influences that make the behavior and attitudes of these children worse, especially in front of ordinary people. Based on the results of the research, the researchers found that many school children behaved badly due to the influence of their environment, including the presence of the game "free fire" with freedom of expression in the game, especially with the voice chat feature which made children affected by things given negative.

Therefore, there is an expression from the observations of researchers that games only have a bad influence, especially for students. However, based on what the researchers obtained, this was not the case. The researcher makes a statement that it is not the game that makes these students have bad behavior and attitudes but what has a big influence that makes these students affected by the game is the environmental conditions provided by the game and the influence of the characters, especially influencers who make the attitude of the students. The third environment is the public environment. Researchers found that the public environment is an environment that has greater influence. This is because the researcher realizes that from the two environments that the researcher previously explained, the public environment is the main factor in the two environments. Researchers found that children who find a negative public environment tend to be formed into a negative person, of course psychologically it will be formed that way. However, if you examine it from a communication perspective, the amount of bad swearing makes the children's communication methods worse, especially in this case, children often have the impression of being impolite. We can also understand that in the public environment in general every community is free to express their own opinions without exception, but we can understand that around us there are norms that must be obeyed, so it's no wonder when these children communicate with each other using obscene language. adults tend to dislike these actions especially if their actions disturb the surrounding community.

Based on the researchers' observations, the influence of the public environment does not only make children affected by various negative things, but children are affected because of various uncontrolled social activities. Therefore this can become a new problem regarding uncontrolled community life with changes in children's behavior and attitudes. However, apart from this, the influence of the public environment can still be controlled if there is optimal supervision of children, especially those who play games.

Based on the information the researchers obtained from observing the public environment, the researchers found that many adults also played online games, especially the "free fire" game. The researchers found that adults had a major influence on changing the attitudes of these children. Researchers found that adults who play games tend to have freedom in doing whatever they want. What the researcher wants to emphasize is that in games, especially "free fire", each player will meet other players on their own or determined

by the game and this is random or cannot be determined. Based on this, players do not have control over their game, especially in terms of communication. The voice chat feature is an important feature in online game communication. Thus there will be a big difference when in a game the children will be in groups with adults. This will be a problem, especially in terms of communication. In addition to bad communication, we can understand that the language used is sometimes not polite or good and correct. On the contrary, there are many swear words delivered to individuals that annoy them. Thus based on the information received by researchers. The problem of the public environment cannot be solved through this research, but efforts must be made to maintain and make this public environment an example for children, especially in an effort to be wise in playing games. Like playing age-appropriate games and hanging out with the right association.

Child Supervision

Supervision of children is an important thing that must be done by parents for children, especially in playing online games. Online games have become a major influence on the development of children today. Supervision of children in playing games is an obligation for every parent to maintain children's behavior to be positive. Based on the observations of researchers, children who have negative attitudes and behavior tend to be far from the supervision of their parents or adults. As the researchers previously explained, children who play online games but with parental or adult supervision will feel uncomfortable because their privacy is disturbed. With that they will try to stay away from or ignore their parents or adults who supervise them in order to get freedom in playing games.

As we know, children who are not under parental supervision tend not to be able to filter themselves from bad influences, especially those that are spread in communication that occurs in online games, especially communication that exists between one player and another. It can be seen that in the game world there is communication between players and other players, usually the communication made by the players is done tactically, namely by using languages that only the game players understand. However, it is often found that ordinary people do not understand some of these words or language. Researchers even found that people considered the word or language spoken to sound indecent like "jir". This should be the responsibility of parents or those closest to them in maintaining the health of this personality. Based on the results of observations by researchers, children who get full attention tend to have a calmer and less aggressive nature because according to researchers, there is a deep impression of communication and interaction between parents or those closest to their children. At an age like elementary school, they are at the stage of playing and have high curiosity. They tend to try or imitate what they see as having similar or better value to their lives. In contrast to children who are far from the supervision or attention of their parents or those closest to them, they tend to have unpredictable personalities, sometimes even these children feel burdened or feel awkward with those closest to them.. this is similar to what the researchers found, namely when children play games they don't want to be under the supervision of their parents because they feel disturbed or uncomfortable. However, in several cases the researchers found that many parents did let their children play games or gadgets as they pleased with the reason to calm them down, but this had a different effect on their hopes

for their children to be calmer. The visible impact is that these children become uncontrollable in using their gadgets, whether it's for playing games or with other gadget activities.

Supervision of children is currently very important, especially in the era of the development of communication technology and the abundance of information. Because researchers found that these children did not yet have definite or wise principles in choosing and sorting out good and bad information. In several cases the researchers found that the majority of children who use gadgets outside of parental supervision tend to receive negative information, this is due to their curiosity about something they find interesting. Especially information related to the game "free fire", many children who are out of the control of their parents do things they cannot do, such as buying digital currency to use in the game. This will later become a chain problem, especially if the child has an addiction to playing games, there will be a feeling of wanting to buy or a consumptive feeling that is embedded in these children. Based on this, it is possible for unwanted things to happen, such as stealing money from parents or forcing their parents to buy them digital currency. As we know, there has been a lot of news regarding this matter. As was the case with the parents of a child who played games but bought digital currency without the knowledge or supervision of their parents, up to tens of millions of rupiah. This will be a problem if it always happens to every child. Parental supervision of their children in playing with gadgets or the like must be a major concern and must be carried out by every parent who has given their children gadgets. Because the distance from parental supervision when children are playing gadgets or more specifically playing games "free fire" has the potential to have unwanted influences on these children.

In addition to parental supervision, the attention of other interested parties, such as the school, must also participate in coaching their students, especially in playing games. As we know, many schools have started to explore things that are more digital. A lot of recruitment and training has taken place in schools, especially in Indonesia where their school community has started to provide training related to a more digital system to people with an interest in schools. Like the example of the journal that researchers use as a reference, schools are starting to develop games or games that are more educational for their students. However, according to researchers this is quite in vain. Because the majority of school children already have knowledge about games. Because children are given gadgets by their parents to play games so they are calmer, especially their parents give these gadgets to play games. As we know games built by schools or all educational entities have an academic purpose, meaning they have a goal of arousing the curiosity of these children. However, the game lost on its famous side with the game that was covered in the media. Children tend to be more familiar with what is more famous than what is not published. However, as we know that there are also many games built by educators that do not have an exciting impression that sparks their adrenaline when playing these games, there are also many children who think that the games provided by the school have the impression of being boring and not fun. there is a point. It was found by researchers that this understanding is influenced by the media, especially in making children more interested in games that are full of action and reactions. As we also know that the game "free fire" is a game with a shooting basis on one side, the media also produces a lot of publications about war and related matters. On the other hand, we can also find that there are many influencers who play similar games, which have a big influence on

these children. However, there are not many influencers who have a bad influence, especially when children watch them through their screens. Things related to influencers are dangerous because they will do what they want and it is undeniable that negative actions also appear quite often. The researcher's previous statement regarding large-scale digital currency purchases is one of the influencers' bad influence on these children. Basically, some influencers do have the capital to buy digital currency because that's their job. There are also influencers who are given capital by the company that made the game to make a show on social media that he has a lot of money and can buy digital currency on a large scale.

Based on this, the researchers also found that the authorities, such as the Ministry of Communication and Information, did not have a big hand in limiting this. Small influences like this will feel more impactful if the bad influence exerted and broadcast by social media spreads to all levels of society. Therefore, based on what the researchers found, the researchers previously conveyed the importance of supervising parents or those closest to them when children play "free fire" games or other gadget activities. It is not enough only from the internal family, the school environment and the public environment must also have a role in protecting children at a young age from bad influences, especially when playing games. Previously, researchers mentioned that the game "free fire" does not have power over all kinds of bad information given between players, but it would be wiser if parents or responsible parties pay more attention to their children when playing games.

Conclusion

The conclusion that can be given in this study is that free fire games are media that are basically neutral. This game was created by game developers with the aim of giving pleasure to the players. However, many of the players also give bad experiences to other players. The existence of an age limit on the game is also a factor in the responsibility of the game to the community. However, many of them ignore this and just want to have fun, especially children.

With the many types of communication that occur in the game, children are influenced to follow the culture of communication. Not infrequently also the communication given has a bad influence so that it changes the attitude and personality of these children. Not only from a game, other factors such as environmental factors also affect how children act. Therefore, researchers consider that the role of parental or adult supervision is very important to protect children from the bad influences given, especially in this free fire game. . It's not the game that's the problem but the players who are irresponsible with their actions as game players so that it has a negative influence on fellow players including children. The family environment, school environment, and public environment must be able to become pillars that improve and maintain children's attitudes and attitudes.

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