

**THE INFLUENCE OF ONLINE GAMES ON STUDENT ACHIEVEMENT OF  
TRI KARYA SUNGGAL SMK**

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**ABSTRACT**

The development of the times makes it easy for humans to carry out their activities. The development of the times affects various fields of technology and entertainment, one of the developments in the field of technology and entertainment is the large number of online games that can be found both on websites and on Android bases. Online games are games that are played online or using the internet network, online games can be easily found in internet cafes and mobile phones, so everyone can easily access them, both children and adults can play them. Online games have two impacts, namely good and bad. The good impact is to entertain its users. The bad impact is that many users forget the time, so they forget to do their work. This is proven by the results of this study, statistical test results with SPSS on variable X1 (online game), obtained a calculated value = 17.040 and a significance of  $0 < 5\%$  so that  $H_0$  was rejected. This means that the variable of influence of online games has an influence.

**Keywords :** *Online Games and Learning Achievement*

## **Introduction**

### **1.1. Introduction**

The development of the times makes humans young to carry out their activities. The development of the times affects various fields of technology and entertainment, one of the developments in the field of technology and entertainment is the number of online games that can be found both on the website and on the Android base. Online games are games that are played online or using the internet network, online games can be easily found in internet cafes and mobile phones, so everyone can easily access them, both children and adults can play them. Online games have two impacts, namely good and bad. The good impact is to entertain its users. The bad impact is that many users forget the time, so they forget to do their work.

Tri Karya Sunggal Vocational School is one of the best schools in Sunggal, while this school has many students from elementary to vocational level. This school is located on Jl. Agriculture No. 1 Medan Sunggal. Technological developments are also experienced by this school. many students who play online games to forget the time if left it can reduce student achievement. If left unchecked, it can reduce the quality of education in North Sumatra, especially Tri Karya Sunggal Vocational School

From the above background and the benefits obtained, researchers are interested in submitting the title "THE INFLUENCE OF ONLINE GAMES ON STUDENT ACHIEVEMENT OF TRI KARYA SUNGGAL SMK" as the title of the final project.

## **1.2. Problem Statement**

From the background above, the formulation of the problem in this study is taken, as for the formulation of the problem is as follows:

1. Do online games have an impact on student achievement in English subjects?
2. How do students perform in English lessons after playing online games?

## **1.3. Scope of problem**

From the formulation of the problem above, researchers make limits on research limits so that research is directed and gets the desired results, while the limitations of the problem in this study are:

1. Impact of student achievement before playing online games
2. Impact of student achievement after playing online games

## **1.4. Destination**

The purpose of this research is to improve student achievement at Tri Karya Sunggal Vocational School

## **1.5. Benefits of research**

In a research must have benefits that must be obtained for mutual purposes both for oneself and for many people. The benefits in this study are as follows: Benefits for the Company (Tri Karya Sunggal Vocational School)

There are also benefits for the company, in this case the Tri Karya Sunggal Vocational School, are as follows:

1. Improving student achievement at SMK Tri Karya Sunggal
2. Collaborating with the company with the campus

### 3. Benefits for academics

The benefits or uses of this research for academics are as follows:

1. As a benchmark for academics as a determinant of students' ability to apply the knowledge gained during lectures
2. As a reference material for students who will research next
3. Fostering collaboration between campus and companies

### 3. Benefits for writers

The benefits of this research for the author are as follows:

1. As a place to reflect on ideas or think to show the ability to apply the knowledge gained in college
2. To get a bachelor's degree in English education

## **RESEARCH METHODS**

### **2.1. Research methods**

There is also a method used in this study is qualitative method. A qualitative approach is a process of research and understanding based on methodologies that investigate social phenomena and human problems. In this approach, researchers create complex pictures, examine words, report detailed views of respondents, and conduct studies of Creswell's natural situation. Qualitative methodology is a research procedure that produces descriptive data in the form of written and spoken words of people and silent behavior. (Afriani, 2009)

### **2.2. Object of research**

There is also the object of research is divided into populations and samples as well as the explanation is as follows:

#### **1. Population**

The population in this study was 100 students of SMK Tri Karya Sunggal

#### **2. Sample**

The sample that the researchers used in this study was 40 students of SMK Tri Karya Sunggal

### **2.3. Data Collection**

Data collection techniques in this study include observation, documentation and questionnaires.

1. Observation

In this study, researchers made direct observations to SMK Tri KaryaSunggal.

2. Decomentation

In addition to making direct observations, researchers are embarrassed to search for data on matters related to the influence of online games on student achievement, with various sources such as journals, internet sitesand books related to the title of this study.

3. Questionnaire

In this study, researchers made a questionnaire using several questions related to the influence of online games on student achievement

**2.4. Data source**

Data sources in this study are divided into 2 data sources, namely the typeof research and data sources

a. Types of research

In this study researchers used quantitative data.

b. Data source

There are also data sources used by researchers in this study, divided into two, namely primary and secondary data

1. Primary Data

Primary data were taken when observing directly during direct research at SMK Tri Karya Sunggal schools.

## 2. Secondary Data

Secondary data in this study are various books related to the influence of online games on student achievement, journals, reports, and so on

### 2.5. Data analysis technique

The data taken is then analyzed using quantitative descriptive analysis. That is by describing existing data and associated with existing assumptions and theories. At the final stage, it will produce conclusions that are in accordance with the influence of online games on student learning achievement

This study uses the calculation of Product Moment Correlation

$$r_{xy} = \frac{\sum x'y' - (Cx')(Cy')}{(SDx')(SDy')}$$

$\sum x'y'$  = The number of cross products (Product of the moment) between: cell frequency (f) with  $x'$  and  $y'$

$Cx'$  = correction value in the variable x that can be searched/obtained by the formula:

$$Cx' = \frac{\sum fx'}{N}$$

$Cy'$  = correction value on variable y which can be searched/obtained by formula

$$:Cy' = \frac{\sum fy'}{N}$$

$SDx'$  = Standard deviation of x scores in terms of each score as 1 unit (where  $i = 1$ )

$SDy'$  = Standard deviation of y scores in the sense that each score is 1 unit (where  $i = 1$ )

$N$  = Number of cases



**RESULTS AND DISCUSSION**

**3.1. RESULTS**

**A. Description of Respondents**

The types of sales of respondents in the research that has been carried out, are grouped into 2 (Two) groups, namely online games and learning achievements. To find out more details about the grouping of online games and learning achievements, we can see below

**Table 3.1** Respondent Description Table

	N	Min	Max	Mean	Std. Deviation
Student achievement	100	7.00	22.00	15.6200	4.49866
Geme Online	100	7.00	24.00	17.5600	3.86207
Valid N (listwise)	100				

From the table above, it can be seen that online games get a maximum score of 24 or equivalent to 52.17%, and learning achievements get a maximum score of 22 or equivalent to 47.82%

**A. The normality test**

The normality test is used to test the degree of normality of the distribution of disruptive or Residual variables in regression models (Ghozali. 2005) the detection of normality in this research model is seen through chart analysis with a normal graph presented as follows:

Normal P-P Plot of Regression Standardized Residual

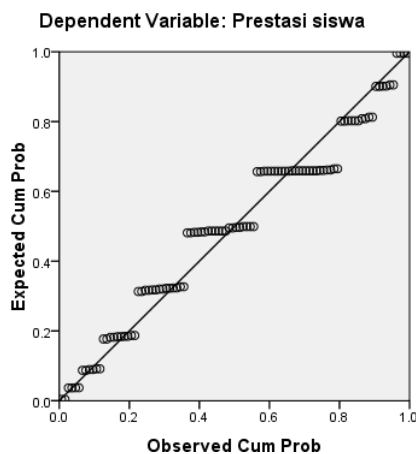


Figure 3.1 Normality test

From the picture above, it is clear that the point spreads following the diagonal line, it satisfies the assumption of normality. The results of the normality test in this study, also carried out using kolmogorov-smirnov there are also the results are as follows:

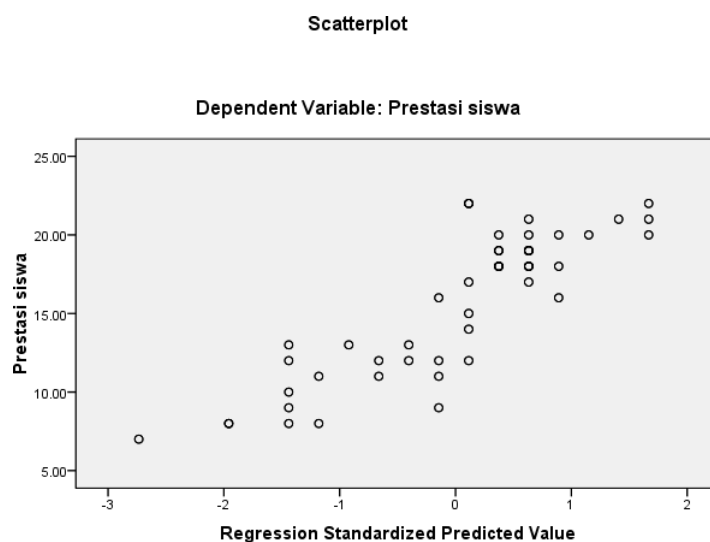
Table 3.2 Normality test table

		Unstanda r
N		40
Normal Parameters <sup>a</sup>	Mean	.0036
	Std. Deviation	1.05279
Most Extreme Differences	Absolute	.198
	Positive	.198
Kolmogorov-Smirnov Z		1.251
Asymp. Sig. (2-tailed)		.088
Negative		-.129

From the table above the result is greater than 0.88 and that means that the online game variables are distributed normally.

### B. The heteroskedasticity

There are also benefits of heteroscedasticity tests to determine whether there are deviations from the classical assumptions of heteroscedasticity, this requirement must be met in regression models



**Figure 3.2** Heteroskedasticity Test Image

From the figure above, it can be concluded that there is no heteroscedasticity problem in this regression model. To find out the results of regression by conducting heteroscedasticity tests can also be done using glacier tests, here are the glacier tests in this study:

**Table 3.3** Table of heteroskedasticity tests

Model	Unstandardized Coefficients		Standardized Coefficients	t	Sig.
	B	Std. Error	Beta		
1 (Constant)	.011	.479		.022	.982
Games Online	.000	.027	-.002	-.021	.983

From the table above, the online game factor variable is 0.983 greater than 0.970 that there is no heteroscedasticity between online game variables and learning achievement

### C. Homogeneous Test

The Homogeneity Test is used to determine the variables of the influence of online games and student achievement are the same or not. This test is usually performed as a prerequisite in the analysis of independent sample T tests and Anova. The results are as follows:

**Table 3.4 Homogeneity Test Table**

ANOVA					
Student achievement					
	Sum of Squares	D f	Mean Square	F	Sig.
Between Groups	1679.531	14	119.967	31.470	.000
Within Groups	324.029	85	3.812		
Total	2003.560	99			

From the table above, the learning achievement variable (Y) and the online game variable (X) have the same variance. This can be seen from the significant level is 0.000.

#### **D. Autocorrelation Test**

Autocorrelation test serves to test linear regression models. In table 3.5 we can see a significant figure of 0.865 greater than 0.05 it can be said that in the table above there is no autocorrelation

**Table 3.5** Autocorrelation Test  
Table

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Durbin-Watson
1	.865 <sup>a</sup>	.748	.745	2.27130	1.686

**E. Simple Linear Regression Test**

Simple Linear Regression Test berfungsi untuk mengetahui berapa besar pengaruh variabel pengaruh game online terhadap prestasi belajar siswa

**Table 3.6** Simple linear regression test table

Model	Unstandardized Coefficients		Standardized Coefficients	T	Sig.
	B	Std. Error	Beta		
1 (Constant)	-2.067	1.062		-1.945	.055
Game Online	1.007	.059	.865	17.040	.000

**F. R test**

**Table 3.7** R Test Table

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Durbin-Watson
1	.865 <sup>a</sup>	.748	.745	2.27130	1.686

Referring to table 3.7, we can conclude that online game addiction (X) negatively affects academic achievement (Y) this can be proven by the results on

the R test seen on R Square 0. 748, the value of R Square is based on the multiplication of theindigo R which is  $0.865 \times 0.865 = 0.748$

**G. Test F**

Test F was conducted to see the significance of the influence of online games simultaneously on student achievement variables or often called the regression equation linearity test.

**Table 3.8** F Test Table

Model		Sum of Squares	Df	Mean Square	F	Sig.
1	Regression	1497.997	1	1497.997	290.376	.000 <sup>a</sup>
	Residual	505.563	98	5.159		
	Total	2003.560	99			

In the Anova table, the value of F = 0.290.376 and the value of significance = 0.000 < 5% means that the independent variable of online game factors simultaneously has a significant effect on the variable of learning achievement, In other words, the independent variable of online game factors is able to explain the magnitude of the variable of learning achievement.

### **3.2. DISCUSSION**

A constant value of 0 indicates that if the online game factor called (x) is 0 or fixed then the online game variable (y) is 0

The results of statistical tests with SPSS on variable X1 (online game), obtained a calculated value = 17.040 and a significance of  $0 < 5\%$  so  $H_0$  was rejected. This means that the independent variables of the online gaming factors have a statistically significant positive influence on the variables of student achievement



## SUGGESTIONS AND CONCLUSIONS

### 4.1. Suggestions

From multiple linear regression tests and hypothetical results for online game factor variables that have a positive and significant effect on online games, this can be proven by the results of the SPSS test that has been done above.

A constant value of 0 indicates that if the online game factor called (x) is 0 or fixed then the online game variable (y) is 0

The results of statistical tests with SPSS on variable X1 (online game), obtained a calculated value = 17.040 and a significance of  $0 < 5\%$  so  $H_0$  was rejected. This means that the independent variables of the online gaming factors have a statistically significant positive influence on the variables of student achievement

### 4.2. Conclusions

There is also a suggestion in this study is to add variables related to learning achievement to be more varied

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