



## Social Behavior of Student Users of The Mobile Legends Online Game; Case Study

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**Abstract: Social Behavior of Students Using the Online Game Mobile Legends (Case Study of Civics Students at Bhinneka PGRI Tulungagung University).** *Playing online games is an activity that is done for fun without considering the possible consequences of the activity. This study provides an understanding of student behavior towards online games towards academic activists. The type of research used in this study uses a qualitative descriptive approach. The results of the study show 1. Playing online games excessively can affect the psychological condition of students, especially stress, anxiety, and disrupt their mental health, for example, being easily offended, emotional and easily swearing 2. Consumptive behavior of online games results in decreased interest in learning, decreased levels of achievement in terms of daily course results, lateness and attendance at lecture hours, time that should be used for rest and study is actually spent sitting in front of a computer or gadget to play online games. Meanwhile, from the aspect of benefits, it does provide high hallucination satisfaction that is brought into everyday life, and sometimes it can be used as a side business by buying and selling member accounts in online games.*

**Keywords:** *Online Games, Mobile Legends Bang Bang, Pesikis.*

**Abstrak: Perilaku Sosial Mahasiswa dalam Penggunaan Game Online Mobile Legends (Studi Kasus Mahasiswa Pendidikan Kewarganegaraan Universitas Bhinneka PGRI Tulungagung).** *Bermain game online merupakan suatu kegiatan yang dilakukan untuk bersenang-senang tanpa mempertimbangkan akibat yang mungkin timbul dari kegiatan tersebut. Penelitian ini memberikan pemahaman tentang perilaku mahasiswa terhadap game online terhadap aktivis akademik. Jenis penelitian yang digunakan dalam penelitian ini menggunakan pendekatan deskriptif kualitatif. Hasil penelitian menunjukkan 1. Bermain game online secara berlebihan dapat mempengaruhi kondisi psikologis mahasiswa terutama stress, cemas, dan mengganggu kesehatan mentalnya misalnya mudah tersinggung, emosional dan mudah berkata kotor 2. Perilaku konsumtif game online berakibat pada menurunnya minat belajar, menurunnya tingkat prestasi dalam hal hasil mata kuliah harian, keterlambatan dan kehadiran pada jam perkuliahan, waktu yang seharusnya digunakan untuk istirahat dan belajar justru dihabiskan untuk duduk di depan komputer atau gadget untuk bermain game online. Sementara itu dari aspek manfaat memang memberikan kepuasan halusinasi tinggi yang dibawa dalam kehidupan sehari-hari, dan terkadang bisa dijadikan bisnis sampingan dengan cara jual beli akun member dalam game online.*

**Kata kunci:** *Game Online, Mobile Legends Bang Bang, Pesikis.*

## ▪ INTRODUCTION

The MLBB game has become a very popular phenomenon among students, and can be compared to a "virus" that is spreading throughout the world. This game, which is categorized as a multiplayer online battle arena (MOBA) game with strategy elements, attracts players with its strong appeal. MLBB aims to destroy the opposing team's tower in order to achieve victory, and was developed by a company from China called Moonton. Although MLBB can be considered a good means of entertainment and playing skill training, it is important to remember that its use must be wise. Players are advised to control themselves so as not to fall into excessive addiction. In this case, this game can provide positive benefits as a means of entertainment and training, but self-control remains the key to preventing negative impacts that may arise (Nuzuli et al., 2023).

It is easier for a person to understand other people's behavior if they know the attitudes formed in that person. Ongoing changes in attitude patterns are the same as changes in the system of behavior patterns from positive to negative assessments or vice versa, feeling emotions and attitudes of approval or disagreement towards objects. The attitude object itself consists of knowledge, judgment, feelings and attitude changes.

The definition of attitude is a pattern of behavior and movement displayed in an interaction with the social environment or society. In this interaction there is a process of mutual response, mutual influence and mutual adjustment to the social environment (Nety, Riswandi & FKIP, 2018).

Online game addiction is a condition where a person experiences excessive dependence on online games, sacrificing time and energy that should be used for other activities. In the context of online game addiction, the psychological aspect refers to the psychological impact that can occur on individuals who experience this addiction. The psychological condition of being addicted to online games is where a person's mental and emotional experiences experience negative impacts due to excessive dependence on online games. Some psychological characteristics of online game addiction include: Functional Disorders, Arousal and Emotional Changes, Sleep Disorders, Social Isolation, Neglect of Responsibilities, Mental Health Disorders (Putra et al., 2019).

Players who experience the habit of playing online games tend to abandon social activities around them, compared to playing games in the real world in favor of playing online games. Online game players who are addicted to online games tend to be loyal to the games they play in order to maximize the performance of the games they play. playing online games greatly influences the discipline attitude of individuals/students on campus because the habit of playing online games has a negative effect on the formation of a disciplined attitude in attending lecture hours on campus (Nety, Riswandi & FKIP, 2018).

Based on this description as regarding the impact of playing online games, researchers are interested in conducting research on "Social behavior of students using the online game Mobile Legends (case study of Civics students at Bhinneka PGRI Tulungagung University)".

## ▪ METHOD

The researcher uses a qualitative approach. Qualitative research is carried out in natural conditions and is a discovery of phenomena that occur in the field with a descriptive research design in the form of written and verbal communication from the author interacting with the informant. In this research, it is carried out through the aspect

of observing something (research object), then explaining accurate facts according to the actual situation in the field. In qualitative research, the role of the researcher himself is referred to as a key instrument in collecting data and interpreting data. Data collection tools usually use direct observation, interviews, document studies(Sugiono, 2016).

## ▪ **RESULT AND DISCUSSION**

From the results of the research described above, researchers obtained data regarding the question "How do you maintain your mental health when playing mobile games? Some of the data obtained from respondents is as follows:

1. The first respondent answered with the statement: "I don't have a special strategy for maintaining mental health when playing Mobile Legends: Bang Bang, so I often feel anxious and irritable if I play for too long or when I lose".
2. The second respondent answered with the statement: "I feel that my mental health is disturbed because I often play Mobile Legends: Bang Bang excessively. I haven't been able to limit my playing time well and often feel overwhelmed"
3. The third respondent answered with the statement: "I have difficulty maintaining my mental health when playing Mobile Legends: Bang Bang because I often feel frustrated and stressed when I lose, and have not found an effective strategy to avoid these negative impacts"
4. The fourth respondent answered with the statement: "Mobile Legends: Bang Bang makes it difficult for me to stay calm and focus on other important things. I have not found an effective way to prevent stress and mental fatigue from playing this game"
5. The fifth respondent answered with the statement: "I feel depressed and don't get enough sleep because I often play Mobile Legends: Bang Bang until late at night. There was no special strategy that I implemented, so the negative impact on my mental health was quite large".

From the results of dialogue between resource informants, it was concluded that the majority of teenagers were addicted to online games and interacted a lot with various delinquent groups, namely at least verbal aggressive behavior was found, this behavior was the pronunciation of harsh language originating from social words among teenagers (free language communication). and apply it in real life like negative words: "fuck, cok, gateli, damput,".

Addiction is a persistent dependence on a behavior or online game addiction is characterized by the extent to which a person plays games excessively so that it can disrupt his daily life. It is important to remember that online gaming addiction can vary in severity, and preventive measures and support from the environment can help students overcome and control this condition(Saputri et al., 2019).

Online game addiction on students' psychology refers to a condition where students experience detrimental dependence due to playing games excessively and uncontrollably. This condition can have a negative impact on their mental health and balance in daily life. Aspects of online game addiction are included in the type of psychological addiction, namely the urge to continue, withdrawal, tolerance and problems in relational relationships and health(Haidar & Antika, 2022).

Several aspects in understanding online game addiction on students' psychology involve:

1. Sleep Pattern Disorders: Online game addiction can affect students' sleep patterns, by playing late into the night or even all night long, causing lack of sleep and sleep disorders which have the potential to be detrimental to psychological health(Haidar & Antika, 2022).
2. Changes in passion for physical fitness, students who are addicted to online games may experience quite drastic changes in passion for lifestyle which are related to frustration, depression because if their desires, imagination of satisfaction are not fulfilled, they will definitely vent, take it out on someone or the surrounding environment, shown by feeling depressed, lazing around to attend lecture activity hours(Angelina et al., 2021).
3. Social behavior; Students tend to waste their time and the economy of their families, because they often spend time focusing on game imagination, the social behavior of online game users gives rise to a feeling of indifference or indifference towards fellow campus friends and the surrounding community and tends to have a closed nature and the fatal effect is frustration. Students often spend expenses that should be regular for purposes only to play online games, for example, purchasing skins and cars (member accounts) in online games. Along with wasting the use of inferior cellphones, they should be used for positive things for quality activities related to academics and social activities in the surrounding environment(Nety, Riswandi & FKIP, 2018).
4. Emotional level of behavior: According to Goleman, emotion is a desire to act, an instant plan to overcome a problem that has been gradually implanted by evolution, those who are addicted to online games may experience emotional dependence on these games. They may also find it difficult to tear themselves away from the game and feel excessive happiness or satisfaction while playing(Ali Amran, 2020).
5. Neglect of Obligations and Responsibilities: Students who are addicted to online games tend to neglect their obligations and responsibilities, both in academic contexts and daily life, such as homework, personal hygiene, or work. It is important to remember that online gaming addiction can vary in severity, and preventive measures and support from the environment can help students overcome and control this condition(Haidar & Antika, 2022).

Teenagers who use online games mostly interact from various circles, namely at least verbal aggressive behavior, everyday speech behavior using free but harsh language that comes from promiscuous words among teenagers and applies them in real life, such as words that are often expressed. When negative words are defeated, negative words are used. which is often pronounced "fuck, cok, gateli, damput"(Saputri et al., 2019).

Based on the data obtained from respondents as follows:

1. The first respondent answered with the statement: "The Mobile Legends Bang-Bang game really affects my daily time pattern as a student. I often spend hours playing, so my academic work becomes neglected and my academic results decline."
2. The second respondent answered with the statement: "I find it very difficult to maintain a balance between playing time Mobile Legends Bang Bang and academic work." "This game made me addicted, so I often put off my homework and studying for exams.

3. The third respondent answered with the statement: "Mobile Legends Bang-Bang has made me lose a lot of time that should be used for studying. Once I started playing, I found it difficult to stop, and this had a negative impact on my academic performance."
4. The fourth respondent answered with the statement: "As a student, I feel Mobile Legends Bang-Bang has a negative impact on my productivity. When I have free time, I tend to choose to play games rather than completing assignments or reading lecture material."
5. The fifth respondent answered with the statement:
6. "Playing Mobile Legends Bang-Bang disrupts my attendance schedule during daily lectures, namely feeling sleepy and often sleeping late because of playing, which ultimately makes me sleep deprived and have difficulty concentrating in class the next day."

From the results of the dialogue with the resource person, it was found that;

Consumptive behavior of online games results in a decrease in interest in learning activities, a decrease in the level of achievement in terms of KHS lectures, lateness in attending lecture hours also affects the attendance list due to the laziness factor.

The time that should be used for resting and studying is actually spent sitting in front of a computer or gadget playing online games. Even though it looks like a normal sitting activity, the long-term impact of using more than 30 hours of free time per week to play games can drain energy and require high concentration.

Dependence on these games can cause negative behavior, such as a tendency to lie, absence from lectures because of sleepiness, laziness in studying, and delaying coursework. In addition, it is feared that a high level of dependency and the wrong sitting position when playing games can result in physical problems such as joint pain, which can harm students' health and fitness.

Meanwhile, from the benefit aspect, it does provide high hallucinatory satisfaction that is brought into daily life, and sometimes it can be used as a side business by buying and selling member accounts in online games.

Most online games today are designed to be addictive for the players. The more addicted a person is to a game, the more the game creator benefits, as dependent players may be more likely to make in-game purchases or subscribe to premium services, ultimately increasing revenue for the game developer and publisher (Novrialdy, 2019).

The profits earned by game producers can have a negative impact on players' psychological health. Increased reliance on gaming can encourage negative behavior, such as attempts to steal a player's identity, use of abusive language, and neglect of real-world activities such as worship, schoolwork, or work.

Students who are addicted to online games tend to ignore their obligations and responsibilities, both in academic contexts and in daily life, such as homework, personal hygiene, or work.

Activities during lecture hours are reduced, they prefer not to attend subjects and focus on playing games, apart from that, when attending lecture hours themselves, students actually enjoy themselves in playing games and give the impression of being indifferent rather than paying attention to the lecture material, this causes students' concentration levels. decreased, because they prioritized playing games rather than attending lectures. The material that should have been absorbed just disappears, as a result, academic achievement decreases.

## ▪ CONCLUSION

Most online games today are designed to be addictive for the players. Students who are addicted to online games tend to ignore their obligations and responsibilities, both in academic contexts and in daily life, such as homework, personal hygiene, or work. The time that should be used for resting and studying is actually spent sitting in front of a computer or gadget playing online games. Playing online games not only has a negative impact, but online games also have positive impacts, namely; Video games train problem solving, Train to build a network (network of fellow MLBB users), Improve hand-eye coordination, for astuteness and dexterity, Can be used as a side business by buying and selling online game member accounts.

However, the consumer behavior of online games results in a decrease in interest in learning activities, a decrease in the level of achievement in terms of KHS course results, as well as delays and attendance lists during lecture hours (Nety, Riswandi & FKIP, 2018).

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