

C-REVISI JPO3 hs(1).doc

by Pjo pps

Submission date: 08-Jun-2026 08:43AM (UTC+0800)

Submission ID: 2978443281

File name: C-REVISI_JPO3_hs_1_.doc (264.5K)

Word count: 3582

Character count: 20497



The Impact of Online Games on Elementary School Children' Learning Achievement: A Systematic Literature Review (SLR)

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Informasi Artikel

6
Diterima 202x-05-20
Direvisi 202x-05-28
Dipublikasikan 202x-06-12

Keyword:

Online games
Children
Elementary School
Social Performance

ABSTRACT (10 PT)

Purpose. Video games are currently very common among children before adolescence. This article discusses the impact of playing online video games on elementary school children. According to the social facts underlying this study, social activities are rare, and online games are quite popular among elementary school children, one of which is the game Free Fire. **Method.** This study follows the guidelines established by the PRISMA (Preferred Reporting Items for Systematic Reviews and Meta-Analyses) tool to conduct a systematic literature review, list 2021-2023 for 10 articles, a form of structured article review research that reveals the social side. Data collection, data cleaning, data presentation, and conclusion drawing are the data analysis techniques used in this study. **Result.** Product: The majority of online games have a negative impact on elementary school children's academic achievement, according to this study because, in terms of thinking patterns, children will only be pressured by individual thoughts without input from other friends. **Conclusion.** So far, this study has only looked at the impact of online games on elementary school children by analyzing data from previous studies. Therefore, to demonstrate that online games have a negative impact on elementary school children, more field research is recommended. Special experiments are also needed to answer the negative impacts presented by online games.



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INTRODUCTION

Internet technology is one of the effects of the development of revolution 4.0. The advent of the internet has brought about many changes in human society. Physical ability is no longer required for many jobs; modern technology has made it more efficient and effective. Time and distance constraints are now moot. The revolutionary changes caused by it have permeated almost every facet of human existence. The internet significantly affected the lives of 24% of the 1,950 respondents in an American study by Zogby International. However, many now recognize that high-speed internet is essential and that many people cannot function without it (Rohman, 2019).

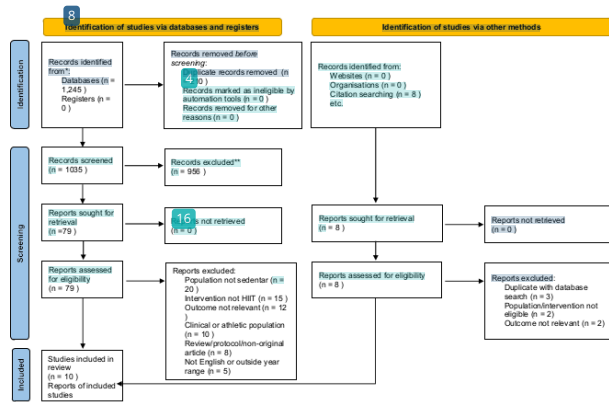
Every facet of life, including gaming, has been affected by the ever-increasing expansion of the internet. Children used to spend a lot of time playing traditional board games, video games on consoles such as PlayStation and Nintendo, etc., before the internet developed into what it is today. But children in Indonesian villages flocked to online games as the internet expanded. People became addicted to playing online video games because of how popular they are today. Where playing online video games becomes a habitual part of the player's life. Online games are those that can be played by a large number of people at the same time through various forms of electronic media that are all part of a single network. The Internet is the name of this network.

Popular online games among gamers include titles such as *Class of Clash, Mobile Legends, Free Fire*, and many more (Harahap & Ramadan, 2021). For this games child happy win, but the positions games lose he very angry for punch tools.

Negative effects can result from playing online video games for long periods of time or to unhealthy levels. A child's behavior will be shaped by how this impacts their emotional and social development (Alanko, 2023). Many effects emphasize the emotional side, making children easily irritated, impatient, and even hasty in everything. This effect also tends to lead to coercion on parents to ensure their children always get what they want. As they lack the cognitive development necessary to differentiate between appropriate and inappropriate experiences, children in primary school are particularly vulnerable to harmful influences. This goes hand in hand with the prevalence of online gaming, which impacts a large number of primary school-aged children who are now considered to have an addiction to these games. Children who have developed a dependency on online video games are a bad influence on younger children. Such as lack of motivation to learn, inability to focus, erratic sleep schedules, and extreme enthusiasm for video games when played online (Paremeswara & Lestari, 2021). Video game addiction manifests itself in compulsive play, and many students skip classes just to play video games. Moreover, they believe that playing online games is a big part of what makes them happy, which makes them less motivated to do well in school because they are already addicted to playing games all the time. It is not uncommon for a large number of students to miss classes. A statistical breakdown of participants according to how often they skipped class to play video games (Kadarisman & Suryanto, 2015). Given the widespread concerns about the detrimental effects of video games on children, the authors wanted to investigate how elementary school students' use of these platforms affects their academic performance. The effects of playing online video games on Indonesian elementary school students is the subject of this article's systematic review and analysis. To determine whether playing online video games hinders students' ability to learn, the authors argue that this study should be conducted.

METHOD

This study used a systematic literature review, which is a structured type of article review, following the PRISMA method. To provide a step-by-step framework for this study, the authors searched the Google Scholar database for Indonesian and English national journals published between 2016 and 2023. (Moher et al., 2010). Research criteria were used to select ten articles that discussed online games for elementary school students to be included in the study. Miles and Huberman's interactive model was used as the data analysis technique. The steps taken were as follows: (1) data collection, which involved searching the literature using keywords such as online games, students, primary schools, and learning achievement (2) data reduction after collecting relevant literature, analyzed by summarizing, coding, tracing themes, and grouping them according to the focus of the study (4) drawing conclusions, which involved processing all the findings obtained, and (3) data presentation, which involved grouping the data through tabulation (Onwuegbuzie et al., 2014).



RESULT AND DISCUSSIONS (70%)

Results of Research on the Effect of Online Games on Elementary School Students

A number of studies have examined the impact of playing online video games on elementary school students. This research will mainly focus on the impact of online gaming on primary school students in Indonesia by reviewing existing research on the topic, analyzing the data, and drawing conclusions. The following research findings on online gaming were extracted from a number of scientific journal articles found on Google Scholar:

Table. 1 Impact of Online Games on Students

Author	Title	Results
Sukron Habibi Harahap & Zaka Hadikusuma Ramadan (2021)	The Impact of Free Fire Online Games on Elementary School Students' Learning Outcomes	Grade V students' learning outcomes are influenced by online games in three ways, namely cognitively, emotionally, and physically. From a cognitive point of view, free fire online games do have an influence, namely helping children sharpen their thinking skills. Addiction to free fire games reduces children's interest in learning, which is an affective aspect. Eye fatigue and lack of socialization are two examples of how psychomotor aspects affect children's physical health. There is a general trend towards negative psychomotor, affective and cognitive impacts from the findings of this study.
Lisnawati, Nana Ganda Syarif Hidayat (2021)	The Impact of Free Fire Online Games on Elementary School Students	Free fire online game is the most popular game among elementary school students among the many online games that exist. Students' habits in playing online video games have good and bad effects. Based on the findings of this study, 20% time intensity produces a positive difference, 30% time intensity produces a slightly positive difference but mostly negative, and 50% time intensity always produces a predominantly negative difference.
Anggun Nadiya, Fatiyah Ummul Izzah, Fiolga Prezilia Bahri, Tri Mayang Sari, & Ines Tasya Jadidah (2023)	Analysis of the Influence of Online Games on the Social Behavior of Elementary School Children	Based on these findings, playing video games can have a negative impact on children's personality development, such as hyper-individualism, lack of empathy, and defiant or rebellious behavior.
Aji Prasetyo, Wawan Shokib Rondli, & Diana Ermawati	The Impact of Online Game Playing on Elementary School Students' Learning Achievement	The findings of this study indicate that students' academic performance is negatively impacted by the use of online games. It affects one's speech patterns, lower eye and hearing health, makes one clumsy and rude. Based on the results of the study, it is clear that playing online video games has a negative impact on students' learning ability, especially when combined with other factors that hinder their academic performance in class.
Lusiana Sajidah (2023)	The Effect of Online Games on the Social Personality of Elementary School-Age Children	This study found that the use of online games by elementary school students has two impacts. First, it has a beneficial influence on the spiritual development of children and society. Students' social interactions can be more easily monitored by parents thanks to online gaming. One of the adverse effects of gaming on children is that they do not make the necessary efforts to succeed academically; instead, they will waste their free time playing these games.

Almuntaqo Zainuddin & Novialdi Firmansyah Cahya Baskara (2023)	The Effect of Online Games on Procrastination Behavior of Grade 5 Students of Cemoro State Elementary School	Playing online video games was significantly associated with students' procrastination behavior (putting off work until later) in grade five, according to this study.
Ach Fauzi (2019)	The Effect of Online Game PUBG (Player Unknown's Battle Ground) on Student Learning Achievement	The findings of this study indicate that the popular online game PlayerUnknown's Battlegrounds (PUBG) has an effect on students' academic performance. PUBG has many positive properties, such as being easy to pick up and play anytime and anywhere, reducing stress, enhancing cooperation, improving English language skills, and avoiding drug use and promiscuity. However, the study warns that playing PUBG without self-control can lead to addiction and decreased academic performance.
Muhammadz Faiza Z & Dea Mustika (2023)	The impact of the online game "Free Fire" For Grade V Primary School Students in Pekanbaru City	The bad influence caused by playing too many video games is what causes the online game "Free Fire" to have a negative impact on the learning ability of elementary school students. Students' learning activities become less active and focused.
Indah Permata Sari & Nurwahyuni (2022)	The Impact of Mobile Legends Online Games on the Emotional Development of Fifth Grade Students SDI	The findings of this study show that the multiplayer online battle royale game <i>Mobile Legends</i> affects children's emotional growth. Having fun, learning a new language and making new friends are good outcomes. The negative impacts include being irritable, physically aggressive, being rude and disobedient, not doing work, and generally feeling lazy. Keeping an eye on how children feel when playing video games is something educators and parents should do. When students spend too much time playing mobile legends online, parents and teachers should take the following steps: accompany, guide, motivate, set limits, and punish.
Lominikus Veri, Thomas Joni Verawanto Aristo & Imanuel Sairo Awang (2023)	The Impact of Online Games on Social Interaction of Elementary School Learners	The research findings revealed, first, that students' social interactions are positively affected by playing online games. This is because students can improve their English skills, learn about new technologies through the game, and interact virtually with many friends. The second issue is the adverse impact of playing online video games on students' ability to interact socially; specifically, students become more withdrawn, less invested in their studies, and more likely to play games alone in their rooms rather than interact with their classmates. Third, the social interactions that students experience as a result of playing online video games, specifically how the games make them forget how much time has passed, how they prioritize gaming over other activities, how they start to feel lonely, how their social interactions deteriorate. (becoming toxic or angry) and how they developed empathy with friends who were playing online video games. The findings of this study show, first, that students' social interactions benefit from

		<p>playing online games; in particular, these games provide a platform for students to meet new people and have virtual conversations. Secondly, the adverse impact of playing online video games on students' interpersonal skills, particularly their social development. Finally, the influence of playing online games on students' social interactions is evident, as students and children often prioritize gaming over other activities.</p>
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Based on the author's findings, there are pros and cons to the use of online gaming among elementary school students. On the positive side, students who play online games report a number of benefits, including increased socialization, decreased stress, more freedom, better English language skills, more fun, and the opportunity to meet and get to know many friends virtually. At the same time, primary school students are more exposed to the negative impacts of playing online video games than the positive ones. The author refers to a number of studies that conclude that playing online video games has negative impacts, such as making players lose track of time, making them prioritize gaming over other activities, putting off important tasks until later, experiencing negative emotions (e.g. anger) and poor social interactions (e.g. toxic bullying), and, lastly, decreased interest in learning due to gaming addiction. Tired eyes and lack of socialization are two examples of how psychomotor aspects affect children's physical health. Meanwhile, the author's research shows that elementary school students play a variety of online games, including mobile legends, PlayerUnknown's Battlegrounds (PUBG), and free fire.

Analysis of the Impact of Playing Online Games on Elementary School Students

Many experts state that computer-based game learning is an effective learning tool to increase student motivation because games encourage students to think at a higher level. Playing games allows students to acquire expert skills or competencies (Alfiani et al., 2023). One of the positive impacts of online games on elementary school students is the addition of English vocabulary such as, OTW (On The Way), yes, join, and so on (Romadhan & Muhammad Maududi, 2022). Although the use of games provides some positive impacts, online games also have a negative impact (Alfiani et al., 2023).

As a result of the constant effort to win, students who play online games regularly tend to develop an addiction. When he succeeds, it brings joy to his heart, and he will continue to do so until boredom sets in. People who spend a lot of time playing online video games will feel the negative effects of gaming. One example of a youth-oriented online game that is currently popular is Mobile Legends. Online games have a negative impact on students because it encourages them to spend their free time playing games rather than studying. Online gaming will take precedence over students' study time. Their gaming habit even extends to class hours. Playing video games after school will take time away from studying and helping parents. Students' emotional stability and eating habits will be negatively affected by these games. Prime cards that provide faster internet access can be purchased with pocket money (Muzaki, 2018).

Discussions

At first, the government imposed these games on students so that they would play them instead of pornographic sites whenever they were online. Gery Fernando R.'s research at one game center found that playing online video games affected the performance of students in primary and secondary schools. Being glued to the screen for too long has a negative impact on the health of online gamers as well as their academic performance. To distract children from playing video games, we need to find new and creative ways to teach them. Parental supervision and direction of children is as important as engaging them in creative and innovative learning activities. (Ibda, 2019).

Children who play too many online video games can have a negative impact on their own behavior, causing them to neglect important responsibilities such as studying and completing assignments, ultimately lowering their academic performance. To address the negative impact of online gaming on students' academic performance, educators should organize group projects that include all students, such as sports or outdoor activities, as students' concentration and engagement in learning can be compromised if they spend too much time playing these games. Quizzes in singing classes can motivate students to actively participate rather than passively watch the game. (Zendrato & Harefa, 2022).

A child will develop social behavior that is obtained when the child interacts a lot with everyone, this will make the child continue to develop in thinking, especially if this social interaction continues to receive a response due to the child's high curiosity so that the child's social performance can always be answered by other people who know the right and wrong answers. Every social interaction also provides security and fun activities

for children to continue to receive positive questions and answers. Online games will influence children's minds to become limited so that social interaction cannot take place.

CONCLUSION

Spending long periods of time playing online video games, especially if done at an unhealthy level, can have detrimental effects. A child's emotional and social growth will be affected, which in turn will impact their behavior. Because they lack the cognitive development necessary to distinguish between appropriate and inappropriate experiences, children in elementary school are particularly vulnerable to harmful influences. Most research findings show that online gaming negatively impacts learning achievement of primary school students, according to the author's survey of research examining this topic. Research on online gaming in primary schools is the sole focus of this review. A more in-depth discussion of the impact of internet gaming on primary school students may be addressed in future research. Regarding the social impact of extended in-person chats on social performance, a child who has played online games for a long time will enjoy social interactions through smartphone communication tools more. The increasing social phase using technology also provides children with opportunities for ongoing social interactions using technology. Furthermore, children who have used gaming applications for a long time are also more sensitive to fraud perpetrated through smartphone technology and are more cautious in responding to responses from digital communication.

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