

The Effect of New Media Addiction: The Online Game Higgs Domino Island (Scatter) on Communications Students of 2018 Class of State Islamic University of North Sumatera (UINSU)

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Abstract

The purpose of this article is to comprehend the impact of domino pencar island higgs in student of communication in class of 2018 of State Islamic University of North Sumatera (UINSU). At the moment, communication technology is entering a new medium through which social media can be advanced and easily accessible. This descriptive study makes use of qualitative data collection methods such as interviews, observation, and documentation. According to the findings of the study, three psychological symptoms predominate among college students: compulsive withdrawal symptoms, symptoms tolerance, and symptoms anxiety. These symptoms support the third argument that the new media has increased the failure rate of gambling sites. Filterisasi has blocked the government and will continue to limit social gambling and cognition students. Furthermore, damaged and a physical disturbance, as well as a psychological disorder, make students difficult.

Keywords: influence, new media, online games.

1. Introduction

Online games is the phenomenon latest new study media because many are favored by teenagers. Online games can be played with best friends from close range and provided connected with remote internet connection. Today, online games developed conformable with the development and technology itself. Online the presence of game would have been has a positive or negative at the one (Fajri, 2012)

The development of technology has also had an effect on the development of a crime or action that can harm others. Evil or act done the same with different mediums as use the internet. One crime associated with the internet gambling online packed. In the form of the game (Kartono, 2014), that, gambling is the one disease in history from generation to generation not easy to. Eradicated Society diseases in this context the whole human behavior that are not conforming to a norm in community and customs or not integrated with public behavior

Many packed in the form of online gambling game so as to be easily was received by the, one example is game scatter. Then, the game scatter break out in our community. Scatter game is also induce the action of crime and criminality other like robbery, theft, to domestic violence. Wide spread of these online gambling websites makes people try to play better than the adult population, students, in fact school children also played online gambling site. As the developments of the times gambling is not conducted in secret, only to be even laid gambling could be done determining to gadgets or a computer that has the internet then did not forget with m-banking or e-wallet used in the payment of.

This study using game "scatter higgs domino island" as the subject of research and the course of study the Communications Students of 2018 Class research as an object. To scatter game among teenagers caused some students joined the game so there is a tendency negative social aspect. Based on the background on, the act of pulling the: all the influence exerted scatter the higgs domino island of Communications Students of 2018 Class of State Islamic University of North Sumatera (UINSU)?

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2. Literature Review

2.1. Influence

The definition of influence according to the Big Indonesian Dictionary (Poerwadarminta, 2005) namely: “influence is a power that exists or arises from something (people, things) that helps shape a person’s character, beliefs, or actions”. At this level, influence has meaning as a result or individual response to a given stimulus through an object.

Some of the experts namely the definition of the influence of , according to (Poerwadarminta, 2005) the influence is a resource existing in something that in nature can provide that in nature can provide to change to another . Influence is a situation where there is a reciprocal relation or relation of cause and effect between what affect with what influenced.

Of sense in it can be concluded that influence is influence is the power to change where it is having the relationship between cause and effect being affect with what influenced .The influence itself is also very concerned with the effects, where in this article online games as a media new responses and had an impact on the influence of an individual .

2.2. Definition of Online Games

Online games or often called online games are a game. Games played in a network (both LAN and internet), usually in play this game simultaneously by the infinite number of. According to Januar and Turmudzi (n.d.) online game is as computer game that may be played by multiple players via the internet (Prastius, 2020).

Online gaming is a game that is accessed using media such as smartphones, PCs, laptops, tablets and the other is connected with the internet network. So, if we want to play online games we must be connected with an internet connection. Online games are usually played from many people both the adult population and children and online games we can play the game together without considering the distance.

An online game is a combination of two words that is derived from english. What this means is online game play and what it means is in the tissues. If these two words combined, then it will create new meaning which is near the of those two words is elementary notes. An online game is a form of play which are connected through the internet network.

With sophistication of, technology development online gaming is not the only, online games also presents a variety of features such as, live streaming, chat there are even voice chat that allows us to communicate with other players between. Using some of the features of the interaction of provided by the application of game players can find new friends in the game.

The impacts of playing online games are divided into two, namely:

a. Positive Impact

- 1) Improve English language skills. Most of the online games circulating are in English. Players can learn English with fun apart from school (Kustiawan & Utomo, 2019). This is reinforced by research from (Prastius, 2020) that learning English using the online game method is effective in increasing motivation to learn English than conventional learning methods such as reading and listening tests in English.
- 2) Able to increase brain intelligence. Brain intelligence will increase because online games can increase the ability to analyze something both in the game and outside it. Also, when a problem arises, we will be more accustomed to solving it in a creative and innovative way.. The influence of online games on English language skills. Build a sense of cooperation with game players. This is done to beat the opposing players, this is where the sense of cooperation is needed to achieve a common goal.
- 3) High attention and motivation
- 4) According to (Fajri, 2012) Some of the positive impacts of playing online games are that it can help the development of hand-eye coordination, motor, and spatial abilities. In addition, it improves the ability to make analysis, quick decisions, and think deeply.
- 5) Can earn money This is possible if you have an account that has completed some of the game’s most difficult achievement levels.

b. Negative Impact

- 1) Leads to addiction. If someone is addicted to a particular game and feels curious then in this case the game makers are getting benefited.
- 2) Desire to do negative things such as stealing other players’ IDs in various ways
- 3) Speak rudely and even dirty when playing games

- 4) Abandonment of activities in the real world, such as worship, school assignments, college assignments and so on. This is due to attachment and curiosity in the process of completing the task of achieving the level given by the game and the feeling of fun playing the game.
- 5) Changes in rest patterns and eating patterns that are common among online game players.
- 6) Waste of money, in this case the money is used to pay for computer rental at an internet cafe, top-up diamonds, purchase chips or games, and even purchase accessories provided by the game maker to make the game more interesting.

2.3. *New Media*

The phenomenon of Online Games is growing in tandem with the number of existing Online Game addicts. People generally perceive online game addicts as apathetic and anti-social because they appear disconnected from real life. In communication science, an online game is a type of phenomenon. In communication science, online games are classified as New Media.

Pierre Levy developed new media theory, which argues that new media is a theory that discusses the evolution of media. There are two perspectives on new media theory. The first is the social interaction perspective, which distinguishes media based on their proximity to face-to-face interactions. In his book *Cyberculture*, Pierre Levy distinguishes new media from its predecessor media by viewing new media products, specifically the World Wide Web, as an open, flexible, and dynamic information environment.

Meanwhile, Creeber and Martin define new media or online media in (Prastius, 2020) as a product of technology-mediated communication that exists alongside digital computers. New media is made up of a variety of components. That means it contains media convergence, in which multiple media are merged into one.

New media is defined as internet-based online media with a flexible character and interactive potential that can function both privately and publicly. One distinction between New media and mass communication is the interaction process. In New media, interactions can occur directly and there are no restrictions on the interaction process. While interactions in mass communication are still limited and do not occur directly. For example, in new media, online games present a live chat feature for users to get direct replies to the disturbances they experience in the game; from player complaints, we usually get feedback; this does not happen in mass communication, because mass communication only includes one-way communication with the communicator process, namely the mass media, conveying information or messages to the communicant. While new media can occur, two-way communication allows fellow communicants to communicate.

3. **Methodology**

This study employs descriptive qualitative methods, which provide an overview of structured data, the number of phenomena to be studied, and a general picture. According to Milly and Hubberman in Sugiyono (Sugiyono, 2013), this methodology aims to compile results in a structured, real, and correct manner.

In this study, data was gathered through interviews, observation, and documentation. In order to obtain credible and correct data, researchers will seek out competent sources. In this study, narrative analysis was used to provide a broad, clear, and precise picture of the data.

This study will take place on campus IV of UINSU Tuntungan in the Deli Serdang District. Eleven UINSU students and four lecturers with expertise in analyzing new media were used as primary data in this study. In this study, the secondary data are journals and books that are directly related to the title for comparison.

4. **Result and Discussion**

4.1. *Result*

Eleven uinsu students were used as research objects, and four new media expert lecturers served as interview sources. According to the findings, the majority of users of the scatter high domino island application suffered from psychological disorders, as evidenced by the appearance of the symptoms described in the discussion section.

All of the students who became the subject of this article's investigation stated that they had progressed to the stage of compulsive symptoms. The research participants acknowledge that the Higgs Island scatter domino game has

dominated their thoughts, feelings, and behavior. Students who have severe compulsive symptoms report difficulty concentrating, especially when completing the final project.

Students with compulsive symptoms become anxious when their needs are not met (internet needs and access to the scatter domino higgs island application). This symptom causes students to be greedy and curious, causing them to make large deposits to online gaming accounts in the hope of always being lucky.

The impact of failing to meet the needs of Higgs Island scatter domino application users causes the second symptom, namely withdrawal symptoms. Until this symptom, not all students had the same experience because the levels of opium produced by online games vary. The majority of students who experience withdrawal symptoms are dissatisfied to the point where their physical and psychological health suffers.

Insomnia is the most common physical disorder that appears, so students who reach the second stage always sleep late because they play the scatter domino higgs island game. This physical disorder also makes it difficult for students to participate in activities due to a lack of rest, and they are temperamental. The psychological disorders experienced are mood changes caused by online game gambling, the effects of which are not permanent.

All students who experienced withdrawal symptoms experienced the third symptom. The third symptom is tolerance, which occurs when students become dependent on the internet. Students are constantly looking for new ways to obtain internet signals and data in order to stay connected to online games.

The lecturer who served as the research's resource person stated and agreed that the new media had been underutilized. Some even believe that social media ethics have entered a state of suspended animation. The failure to use new media is causing a crisis that is difficult to overcome.

Students who become addicted to the scatter domino higgs island game have contributed to the worsening of new media conditions in terms of utilization failure. In practice, students face social cognition barriers as a result of physical and psychological disorders.

The failure to use online media has a relationship with another media. One example of this connection is students' failure to gamble, which results in them running out of money. The advancement of the media actually accommodates these deficiencies by providing online lending, so the failure of this utilization is already in the circle and continues to spin. This failure is what causes social unrest in areas where fraud, theft, and other violations are common.

Essentially, despite the fact that these failures are widespread, new media failures should be addressed. The government has filtered and blocked prohibited websites, but this has not stopped the spread of new media failures. The general understanding of human rights is too broad, failing to address contextual values and prevailing norms. To create a deterrent effect for users of the Higgs Island scatter domino application and other gambling sites, the government should take firm steps by cutting the roots of gambling through sharper legislation.

4.2. Discussion

New media is a communication technology phenomenon that is still in its early stages and is being used as research material. Humans can now conduct transactions, activities, and socialize illegally thanks to today's new media. Ironically, new media are now stuttering in their use, causing significant social changes, one of which is gambling-based online games like scatter high domino island.

At this level, the author discovers a number of negative tendencies that support the author's argument for the failure to utilize new media. The emergence of compulsive symptoms is the first failure (compulsive symptoms). When internet use becomes the most important activity in a person's life, it takes over the individual's thoughts, feelings, and behavior, compulsive symptoms develop. Furthermore, people who are addicted are usually fascinated by the mere thought of online activities (Chou et al., 2005). This condition demonstrates how internet use influences users' activities, feelings, and attention to online activities. Some students who are addicted to the internet struggle to concentrate while studying, feel restless when they are not using the internet, and pay less attention to personal and health needs. Individuals who are addicted to the internet will prefer to use the internet over other activities. Compulsive symptoms, on the other hand, are symptoms that affect the individual, ranging from feelings to thoughts to actions.

The withdrawal symptoms are the second symptom. Withdrawal symptoms are unpleasant feelings that occur when internet use is reduced or discontinued, affecting the individual's physical and psychological well-being. Physical side effects that are common include dizziness and insomnia. While the psychological side effects include irritability and moodiness.

Based on this explanation, it is possible to conclude that withdrawal symptoms are symptoms that cause individuals to be dissatisfied if they do not use the internet. Students who are sad, uncomfortable, and easily irritated when not using the internet are examples of related issues.

The next failure that appears is tolerance symptoms (symptoms of tolerance). Tolerance symptoms are a process in which the number of internet users increases in order to obtain pleasant results when using the internet. On this occasion, pleasure and satisfaction are initially sought, but the activity must be involved for some time before a person feels normal (Dyah, 2018). Satisfaction obtained from using the internet continuously in the same amount of time will decrease significantly, requiring individuals to gradually increase their internet usage time. Tolerance symptoms are symptoms that cause individuals to have a strong desire to increase the amount of time they spend on the internet in order to achieve satisfaction.

The three symptoms listed are the failure to use new media, which is the most prevalent psychologically. The dominance of the negative symptoms described above attacks the students of Communication Studies at UINSU, affecting their lives both mentally and socially. From a psychological standpoint, the three symptoms listed above cause psychological segregation, causing students to struggle in their social lives. Furthermore, the process of social cognition is severely hampered because the influence of online game addiction causes students to engage in behaviors that violate norms, causing other students to avoid them.

5. Conclusion

Based on the result and discussion, we conclude that the online game scatter domino higgs island has a significant impact on student life. Students with physical and mental disorders have difficulty controlling their emotions and face barriers to social cognition. The emergence of negative symptoms reinforces the assumption that new media has failed to use, making new media analogous to being trapped in a difficult-to-extricate circle.

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