



## Online Game and Children's Language Behavior

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### Abstract

This study examines the dangers of online games on children's language behavior. This research uses a qualitative approach with descriptive type. The data collection method uses observation by describing the results of video observations that show the interaction of children while playing online games. The online game that was studied was Playerunknown's Battlegrounds (PUBG). The data obtained are then analyzed interactively by means of reduction, presentation, and drawing conclusions. The results showed that when playing online games children absorb a lot of abusive / negative language so that the language behavior becomes distorted. Words or terms that are often used by children such as dogs, idiots (monks), monkeys, *bencong* (sissy), dogs, idiots / idiots / fools (stupid), dick (male genitalia), *tampol* (slap), son of a bitch (bastard (slap) brash), and *tonjok* (hit). It was concluded that online games make many children absorb abusive or negative language so that the language behavior becomes bad. It is recommended to parents, teachers and policy makers not to recommend children to play online games that are specifically violent and have a verbal interaction menu.

**Keywords:** online game, children's language behaviour

### Introduction

The main problem faced by parents, teachers, and government is that children now spend more time playing online games rather than learning or interacting with the surrounding environment. Most of our society either because they do not understand or do not care finally 'let' children play games that are not educative. In addition, more varied types of games are provided by paying only Rp. 1,000, - sd.Rp. 3,000, - / day can access various games. Games addiction will disrupt the nerves and brain of children so that children do

not want to learn, are easily angry, difficult to manage and easily speak bad language (Iswan and Kusmawati, 2015: 12).

Today, online games are electronic media that are loved by both children and adults. This game is very interesting to play even has become a primary need in daily activities. Even at school, children will try to steal time so they can play online games to disrupt prayer time, eat, and go home. Children's passion for online games has become an attraction for game makers who no longer concern moral values, education, and culture in the games they create. The result is that we will find non-educative online games for children, resulting in violence (physical or verbal), and pornography.

Language behavior is a person's mental attitude in choosing and using language (Ihsan, 2011: 28). Deviant language behavior according to Kusmana (2012: 72) is an abnormality in language that can be caused by psychological and physiological factors. Based on this, the language behavior is one's action in choosing the language used in interacting.

Children's language behavior in their daily lives depends on their environment. Currently the child's environment is not just about the community that is around his house or can be referred to as the offline community. Other communities that influence the use of children's language are those who interact with them through technology assistance or what is referred to as online communities.

Research conducted by Iswan and Kusmawati (2015: 12) explains that children who have been addicted to online games make language behavior worse. Online games can affect the language development of children aged 9-12 years because in playing children can interact with anyone whose majority of players are teenagers who use abusive language. Observation results from Iswan and Kusmawati (2015: 17), found the fact that the language of children that appears when playing online is a rough language such as your monkey (you are like a monkey), dog (animal), tai luh (human waste), devil (creature), and others.

Online games are a manifestation of a digital game that is being rife in modern times (Iswan and Kusmawati, 2015: 12). According to Syahran (2015: 85), online games as a technology product that has benefits as entertainment. From this opinion, online games can be explained as types of games that are played using the help of the internet network.

John Piaget stated that elementary school students, especially those sitting in grade 5, aged around 7 to 11 years, were at a concrete operational stage which had concrete thinking characteristics. The development of children's language at this age greatly affects their daily behavior both at home and in the environment, so that the emergence of online games will be one of the obstacles for parents in directing the children's language behavior politely and politely. The results of observations at an internet cafe in South Tangerang

are the emergence of various languages that are very improperly spoken by children aged 9-12 years (Iswan and Kusmawati, 2015: 13).

According to Mark Griffiths (Syahran, 2015: 85) who is an expert level of video game addiction from Nowingham Trent University that a third of teenagers play online games every day. It was further explained that there were 7% of children playing online games for at least 30 hours a week. Based on this, children spend more time interacting with the online community rather than the surrounding community (offline).

Children's language behavior can be greatly influenced by the frequent children in the online game. Though the online game environment is an environment that is not very good for children's growth. Iswan and Kusmawati (2015: 13) explain that many bad languages emerge when children play online games such as the words monkey, dog, tai luh, kunyuk, aah devil, and others. From the words mentioned are certainly not appropriate and interfere with their language development, so that when they are in the community they will be labeled as naughty children.

In interacting with other people, the most important aspect is language, so it is important to know the effects of online games on children's language behavior. This article will answer the question of how online games can impact language behavior in children

## Research Method

The research method uses a survey approach in a qualitative descriptive way. This study uses a qualitative descriptive approach that focuses on the effects (impacts) of various factors, giving meaning (meaning) to social phenomena (Miles & Huberman in Sunarto, 2004). The reason for choosing this approach is to want to get a picture of children's language behavior while interacting in online games. The online game that was observed was PUBG (Player Unknown's Battle Ground). The subjects of this study are children who play online games. Data is collected by observing several video documents available on YouTube. Data analysis techniques used are data reduction, data presentation, and drawing conclusions.

## .Result

The following table shows some data based on the observation result in the video content in *youtube* which show the rude words in online game PUBG.

Tabel 1. Hasil Observasi

No	Video Title	utterances
1	<i>Mabar bareng bocah ngegas, ngakak abiss!!! PUBG mobile road to conqueror #2</i>	<i>Anjing/dog (4); Goblok/stupid (1); Monyet/ monkey (2)</i>

2	<i>Mabar PUBG Mobile ketemu bocah 8 tahun ngeselin!!!!!!</i>	<i>Bencong/sissy (1); Anjing /dog (1)</i>
3	<i>Bocah bacot tapi bikin ngakak + voice changer – prank PUBG Mobile Funny moment #2</i>	<i>Tolol/stupid (2); Goblok/idiot (8);          Bodoh/ stupid (3); Kontol/dick (1);          Anjing/dick (10); Tampol/slap (2);          Bangsat/son of the bitch (2);          Bego/stupid (1); Bencong/sissy (1);          Banci/sissy (1); Tabok/hit (1)</i>
4	<i>2 Bocah Persija Tertoxic Bikin Ngakak Sampai Akhir - PUBG</i>	<i>Goblok/idiot (1); Anjing/dog (12);          Bacot/talkative (2); Tonjokin/hit          (3); Bangsat/son of the bitch (3);          bodoh/stupid (4); Kontol/dick (2)</i>

Based on these data, it can be explained that the child's language behavior tends to be negative when expressing himself or the situation encountered while playing online games. Of the four videos observed, the words that appear are dog, idiot (stupid); monkey (animal); fuss (sissy); dog (animal); stupid (stupid); stupid (stupid); dick (genitals); tampol (slap); son of a bitch (insolent); stupid (stupid); tonjokin (hit).

## Results

The data obtained shows the tendency of abusive / negative language behavior of children when playing. The reason is when playing children are free to interact with anyone and from diverse backgrounds. If the child gets a playmate who uses abusive language then the child will be affected. The results of research from Iswan and Kusmawati (2015: 22), also explained that online games can negatively affect the language development of children aged 9-12 years.

From the observations show that the majority of players use abusive language when playing which makes it normal to be used in this game. This was explained also by Ariantoro (2016: 48), that online game players use dirty

and abusive words when playing. The bad effects caused by online games that are played excessively are the players become negative (Syahran, 2015: 89).

The reason children use abusive language is because they are influenced by the language used by their playmates. The reason is children will imitate the activities they find when playing (Syahran, 2015: 89). In relation to children's interactions during play, Iswan and Kusmawati (2015: 17), explained that language structure is not something that is obtained from nature or through the environment, but from the process of continuous interaction between a child's cognitive function with his lingual environment.

Based on this, then Kurniawan (2017: 101), concluded that the higher the intensity of playing online games, the higher the tendency to behave academic procrastination. Because children are accustomed to interacting using abusive / negative language, children will consider this to be something that is mediocre. The reason is because the environment of online games, it is commonplace they get. According to Iswan and Kusmawati (2015: 17), changes in children's language can occur due to frequent children playing online.

According to Hilvert and Neill (2019: 309), players often talk dirty (rubbish) and defend it as part of the game and do not consider it a deviant behavior. Multiplayer online games are filled with rubbish talks, such as insults, threats, and other dishonorable actions to other players with intentional intentions to provoke opponents and friends. Rubbish talks (negative / dirty) can not be avoided in online games, it is an intrinsic part of video game culture (Nakamura, 2012: 4). Thus, it can be explained that the online game environment is a very bad environment because it will form deviant language behavior in children.

Rubbish talks (negative / dirty) are generally done for opponents but can also be to teammates, especially if there are team members who do not complete the tasks assigned to them. This behavior is considered as a pleasant aspect of competition and cannot be ignored (Cote, 2015: 5). So in online games, both friends and opponents will use harsh language when we make mistakes.

The great thing about video games is that they can increase their aggressive influence on men and women, children and dewadsa, while violent video games will also increase aggression by increasing feelings of anger or hostility. The results of Anderson and Bushman's research (2001: 359), explained that exposure to violent video games is a threat to children and adolescents. The most concerning of online games is that almost half of adolescents play violent video games. In addition, 5 out of 10 players play violent online games (Adachi & Willoughby, 2010: 55).

From the data that already exists shows that many online games contain negative elements, especially for those who have a violent genre. Research by Kuznekoff & Rose (2013: 541), recorded 245 online games using audio to interact with other players. One of the causes of deviant language

behavior of children is because of the audio features in the game so that children and playmates can vent their emotions to anyone who is playing so that it affects each other.

### **Conclusion and Limitations**

It is concluded that online games, especially those with a violent genre, make children absorb a lot of abusive or negative language so that the language behavior becomes distorted. It is recommended to parents, teachers, and policy makers not to recommend children to play online games such as PUBG or other games that make children free to interact directly / verbally with anyone so that children will be affected by the language used in their playing environment.

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