

# Interpersonal Communication of Parents with Children with Game Addictions: Case Analysis of Online Mobile Legends Game Addiction

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## ABSTRACT

### Keywords

Interpersonal communication

Parents and children

Addiction

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Addiction to online games is a problem that has received attention from the wider community. Currently, many studies only discuss on how to deal with addiction problems in children without knowing how the communication patterns of parents to their children who are addicted to online games, in this journal the authors want to discuss interpersonal communication between parents and children who are addicted to playing online games. Because the author believe that the initial problem of children becoming addicted to online games comes from improper interpersonal communication in the family between children and their parents. This study also discusses the digital parenting system used by parents to control the level of online game addiction in children. Because no parent wants their child to fall into excessive fun when playing online games, therefore a digital parenting system is needed to control or monitor children's digital activities. In this journal, author want to compare how 2 families with different economic and educational backgrounds control the same child who is addicted to playing online mobile legends games, but there are differences in the level of addiction in children from these 2 families, in a family 1 child experiences a moderate level of addiction. Whereas in the second family the children experienced a heavy addiction. This causes differences in the communication patterns of these 2 families in dealing with children who are addicted to playing mobile legends online games.

## 1. Introduction

Interpersonal communication between parents and children is one of the things that must be done by parents, considering that children get their first knowledge not from other people but from their parents, therefore parent-child communication is very necessary to shape the child's personality and character before they live in society. The patterns of communication between parents and children are needed to treat miss communication that occurs. Forms of communication between parents and children who have a tendency to play over addictive games like parents which often open chats with children so that children are not too fixated with the game world, and can live life in their real world. (Idris, 2021)

Communication is a foundation for everyone in interacting with each other, both between individuals and with groups. What's more, communication within the family is always established between parents and children, which is an important factor in determining the development of their own children (Idris, 2021). Parents should be figures who accompany and supervise and guide their children's development. One form of parental assistance that can be done is to provide agreed rules or boundaries with their children, such as when it is allowed to play games, when it is study time, and when to communicate more intensely with one another, and there must also be consequences if the rule is violated, it will shape the discipline of the child.

Interpersonal communication is face-to-face interaction among two or more people, where the sender can convey the message directly as well. Interpersonal communication that exists between parents and children is bound in family relationships that appear in some forms of interpersonal communication that can be done by parents and children, for example dialogue, sharing, and counseling where it is a form of communication that will produce good results if it's done properly. (Suparyanto dan Rosad (2015, 2020)

The development of information technology has made communication media increasingly diverse in its types and main functions. Communication media that was originally carried out face-to-face at the same time in a certain place, now with the development of science and technology can be done with a touch of technology that allows the communication process to be carried out anytime, anywhere, and to anyone without any restrictions of time, age, and even region. (Jenni, 2017)

With technological advances that have occurred to date, of course produce various kinds of communication technology to replace communication face-to-face, such as mass media and application media in the form of online games which can be a means of conveying information to other people or other groups. (Idris, 2021)

Online game defined as a game that can be accessed by many players, which machines are used by users connected by a network using the internet. In online games, each user can interact and communicate virtually with each other (Ramadhani, 2013). They can communicate with each other and at the same time they are also playing, players can compete and also communicate with other people on a certain network server even though their communication opponents are in different parts of the world.

Games are currently growing and interesting to play. Apart from being a means of communication among users, games are also useful for relieving fatigue and stress due to life's problems. The better and more real features and graphics are the reason many people play it. Moreover, the game now can not only be played by one person (single player) but can also be played by many people (multiplayer). With the advancement of technology, especially the internet network, it has become something that is interesting for gamers (the name for people who play games). (Idris, 2021)

The development of online games is increasing rapidly and the longer the game, the more the fun is. Starting from the display, playing style, game graphics, image resolution and so on. There are also variations of games such as war, adventure, and others that make online games more and more popular. The more interesting a game is, the more people will be interested in trying and playing it. People from any age are able to play it, everyone can play, starting from elementary, junior high, high school children and parents as long as they are interested in these online games they will play them. (Rahyuni et al., 2021)

Childhood periods are considered as the most vulnerable period to online game addiction than adulthood, because during puberty which is in a period of instability, it tends to fall more easily to experimenting with new things (Jordan & Andersen, 2016), which allows these experiments risk for problematic behavior. As a result, teenagers who are addicted to playing online games tend to be less interested in social activities, such as socializing with their peers and are more interested in playing online games, tend to feel anxious when they cannot play online games, and feel that education is not more important than playing online games. (Novrialdy, 2019)

Children who are addicted to playing online games forget what children their age should be doing, such as playing together in the afternoon, going to school properly and correctly. Children who are addicted to playing online games will think that games are one of their daily needs because almost every hour of the day spent playing it will results in children becoming individuals who are reluctant to mingle with other people and choose to remain silent in their room because they think that games are more important than building communication with other people and children who are addicted to playing games will tend to be closed to their surroundings due to lack of socialization, especially with family (Jenni, 2017)Worsening communication is caused by parents who seem indifferent to their child's development, for example when children play games too long, parents don't reprimand them because parents are busy with their work so they forget about their children. Parents should be the first teachers for children to be able to spend more time watching the development of children so that in the future the child is not too involved in the game which can be bad for the child's development.

Online game addiction can have a negative impact on children's growth in the future, so efforts are needed so that teenagers can avoid online game addiction and the role of parental communication is very important for efforts to prevent children from being addicted to playing games by carrying out routine two-way communication so that parents understand better about what things the child does and goes through during one day as time goes by, to ensure that the child does activities that encourage him to develop more in the future. (Novrialdy, 2019)

Online game for example, they used to be very active in communicating with their families, but since playing games and becoming addicted, they rarely communicate with parents and other families, which results in worsening interpersonal relationships between children who are addicts to mobile legends online games and their parents as a result of a lack of interpersonal communication. (Ulya et al., 2021)

There is previous research that discusses the same thing as the author, namely, "Parents Communication Patterns with Children Online Game Addicts (a case study of the online game Let's Get Rich at Muhammadiyah 25 Pamulang High School, South Tangerang" by Wisnu Yudha. This research discusses people's communication patterns between parents with their children who are addicted to playing online games, let's get rich. Based on this research, it shows that communication patterns of children and parents of online game addicts, let's get rich, are shown by various patterns and types of interactions between parents and children in dealing with the effects of online game addiction, let's get rich, busy parents are often the reason why parents often don't focus on supervising their children. This research discusses more about how parents supervise and educate children who are addicted to playing online games let's get rich and also about how communication is carried out by parents whose children are addicted to playing games let's get rich and their prevention as parents in restricting children from playing games so they don't become too addicted and maybe they can stop playing online games let's get rich.

## 2. Method

This study is using descriptive qualitative research type, qualitative descriptive research is research that is identified as important research and in accordance with the formulation of the problem that focuses on transferring who, what and where from an event or experience and obtaining curiosity from several informants about phenomena that are difficult to understand. (Pratikno & Sumantri, 2020). Technique sampling that is being used in this study is purposive sampling which requires internal criteria to determine research subject, the author makes the subject criteria as follows. Two families consisting of complete parents. Complete parents include father and mother. Have children aged 10-15 years who play mobile legends online games with 5-24 hours per day who live in Tegalrejo Village rt02/05, Ngesrep, Ngemplak, Boyolali, Central Java.

Method which used in data collection is using interview techniques in which the author decides on specific sampling criteria for informants who will be interviewed with the conditions as above. The data analysis technique used is the Miles and Huberman methods to analyze the research data. In analyzing data qualitative, it is done in an interactive way, which is carried out continuously until it finds a saturation point. This research was conducted in 3 ways namely. First, data reduction, the data obtained in the field is rewritten in detail, the descriptions that have been compiled are then reduced, summarized, and the main data are selected. Second, presenting the data, the reduced data is then presented according to the classification according to the subject matter so that it is easy for the researcher to see the relationship between the data. Third, draw conclusions and verify, based on the data that has been reduced and presented, the researcher makes a conclusion that is supported by strong evidence at the data collection stage, then the researcher draws conclusions from the data that has been analyzed to draw one research goal. (Alia & Irwansyah, 2018). Validity test used in this study using the source triangulation method which could analyze the truth of the data sources that have been collected. This technique is useful for researchers to see the validity of the data obtained from research. Source triangulation is used by combining data from research subjects with data and comparing data from one informant to another. (Kriyantoro, 2014).

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### 3. Result and Discussion

In an era where everything can be done through gadgets, everyone feels that having a gadget is one of the primary needs for humans. "I bought my son's cell phone for him at the age of 6 years old," said Mr. Budi, the same thing was said by Mr. Anwar who also said that from an early age he gave access to his child's cell phone.

There are various reasons why these two families provide access to gadgets to children from an early age. From the family, Mr. Budi said that he gave access to children at the age of 6 because he wanted to teach his children about what the digital world is so that their children are not outdated "the reason why I gave cell phone at the age of 6 is so he can know what the internet is and how to operate it" said Mr. Budi. The reason given by Mr. Anwar's family was that he and his wife were busy working so they did not have much time to accompany their child, so they decided to give their child a cell phone so they could use it to accompany him while Mr. Anwar and also his wife works. "The reason is because my wife and I are busy at work, so the child doesn't have friends to play with, that's why I bought a cell phone so the kid wouldn't get bored." However, both Mr. Budi's family and Mr. Anwar's family did not think that their decision would make the child become addicted to online games. "I don't know that in the end my decision made my child addicted to games," said Mr. Anwar. Mr. Budi's family felt the same thing, but the difference was that this family was able to control their child from excessive addiction. "Yes, my child often plays when I give him a cell phone, but I can still control the hours he plays, bro." This difference makes the level of addiction in the two children to be different.

Of course, there will be changes before and after children get to know games and become addicted to online games. This is common because the attitudes in the game may be applied by children in everyday life. For example, when a child plays war-themed online games that are known to be violent and cruel, it will make the child's personality, as depicted in the online game, become a tough and violent person. This influence was also felt by the two families that the researchers interviewed, but there was a difference with the change in attitude that occurred in the children. In Mr. Budi's family, the attitude of the children changed to become a little harsh and rough, but they could still be controlled by the parenting system of their parents, such as delivered by Mrs. Nia as the wife of Mr. Budi, he said "Indeed there has been a change in attitude towards my child because he often plays games, but he is not too stubborn because he is still afraid of his father's anger when he is stubborn" this was confirmed by Mrs. Nia's husband, Mr. Budi said "That's right, I often get angry when my child becomes hard and rude especially with his mother, but after I got angry he immediately changed his attitude and kept apologizing to his mother. In contrast to those in Mr. Anwar's family, because his child has already become an acute addict in playing online games, the child becomes a really rude and violent person, because he is carried away by the atmosphere in online games, this was conveyed by Mrs. Ruroh as the wife of Mr. Anwar, he said "A lot has changed. He becomes angry and angrier if he doesn't get what he wants, once he even went berserk in the house because he wasn't given money to top up the game." The nature of the child like that made Mr. Anwar as the head of the family feel irritated and then he became angry with his child and often scolded him and even hit his child several times because of his outrageous nature, this was conveyed by Mr. Anwar through interviews that the author conducted, he conveyed "I often get angry with my child because he is too stubborn and likes to fight when told, I even hit him with a stick because he was too naughty and went against my words and also his mother." That's what happens to children when children experience addiction to online games, their nature changes and becomes a violent and naughty person.

Addiction to online games in children is troubling for parents, therefore it is mandatory for parents to try to make the child not addicted anymore, in interviews conducted by researchers in these 2 families, researchers found that there were differences in the way parents to get rid of the child's addictive nature, because the pattern of addicted children between these 2 families is different. In the family of Mr. Budi, he and his wife always observe their child's gadget playing activities. When their child plays too much with their gadget, both of them will stop it. "We always monitor, both me and my husband when the child plays games when he first has a cell phone" "The reason is because so that the child doesn't play games too much," said Mrs. Nia. In Mr. Anwar's family was a little different because he was late in responding to the dangers of children being addicted to online games. "I used to let my child play games for how long, because my husband and I came home in the afternoon and rarely paid attention to the child playing games all day long." After he learned that his child's attitude and behavior had changed as a result of being addicted to online games, Mr. Anwar and his wife became more protective of their children's activities and more often managed, not controlled, their

children's activities. As said by Mr. Anwar as the head of the family, he said "Now because my child is like this because he often plays games, I limit my child from playing games, because even if he is banned, he will definitely still be annoyed and keep playing, so we can only limit it. I also often organize my child's activities, I only give him 2 hours to play a day, after that his cellphone will be confiscated by his mother." In addition to the methods above, these two families also use an intense family communication approach to children in order to help children get out of their online game addiction, although the way of communication is different between these two families. In Mr Budi's family, it is known that he often shares with his children regarding the digital world, about the dangers and also the opportunities that can be obtained through the digital world, "I often invite children to talk about the dangers of playing online games too long so that the child knows the dangers of playing too many games what it will be like". The form of communication is also two-way, that is, the child also responds to the ongoing discussion "The response is good, they often ask questions about how to take advantage of opportunities from the internet". Whereas in Mr. Anwar's family is a little different because in this family the communication that occurs between children and parents is only one-way communication, more towards parents managing children who are naughty and outrageous. communication that occurs, such as when Mr. Anwar is angry when he finds out that his son is only playing games without caring about the others, suddenly he gets angry and tells his son to stop playing online games and puts down his cellphone accompanied by a high tone of voice and a few threats and the child's response is just silent and then follow the words of Mr. Anwar. "When my child has passed the hour limit that we have set, but he is still stubborn playing online games, I usually get angry, in a high tone, I tell him to stop playing, otherwise I will hit him."

Mr. Budi's family applies a democratic communication pattern, because from the explanation above it is known that even though his child has been introduced to the digital world from an early age, from the beginning until now he continues to monitor children's digital activities, even though children from this family are addicted, the level of addiction is only at the moderate level of addiction where at this level online games have not changed and penetrated the nature of children so much, so they can still be controlled by parenting methods that are applied by this family, such as imposing hours allowed to play games, not too restricting children's freedom in accessing gadgets as long as it is still within the limits of parental supervision, and often parents invite children to discuss how many things the child is doing. In the case of this family, children will become more obedient to their parents and it will be easier for the child's addiction to disappear over time.

Mr. Anwar's family applies an authoritarian communication pattern, because from the explanation above that the child from this family has an addiction that is already at the most severe level, that is, he plays more than 24 hours/week, this happens due to the lack of application of parental functions to children it is what children of this age should pay more attention to and should be invited to more discussions because the age of 10-15 years is the age when children are still looking for their identity and tend to swallow the knowledge they get raw. Because the tendency to play children from this family which can be considered very high results in the nature and attitude of children who become different, children are more often angry and angry, when given advice they will always fight. Mr. Anwar. And also Mrs. Ruroh found out that this was practically too late because they found out that their child was seriously addicted when they found that their child's behavior had changed. The thing that Mr. Anwar and his wife can do to

#### 4. Conclusion

In the case of Mr. Budi's family, his son is indeed addicted, it's just that he is still at a moderate level where he only plays online mobile legends games for 10 hours/week, in this family they implement a democratic communication system by giving a lot of freedom to their children in accessing gadgets but it's still under his second observation, then he also often opens discussions with children that go in two directions. In Mr. Anwar's family, his son has an addiction to playing online mobile legends games which is in the final stages of addiction, namely acute addiction, in which he plays more than 24 hours/week.

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