

ABSTRAK

ARRY MAULANA. (E10141161015): Analisis Tindakan Sosial Pelaku *Game Online Free Fire* di Desa Serumpun Kecamatan Salatiga Kabupaten Sambas. Skripsi: Program Studi Sosiologi, Fakultas Ilmu Sosial dan Ilmu Politik, Universitas Tanjungpura Pontianak 2023.

Penelitian ini bertujuan untuk mengetahui dan mengungkapkan dampak dari akibat bermain game Online *Free Fire* bagi anak remaja yang masih sekolah terhadap proses dan hasil belajar. Penelitian ini merupakan penelitian deskriptif dengan pendekatan kualitatif. Subjek dalam penelitian ini adalah anak remaja di desa serumpun yang masih sekolah. Data dalam penelitian ini dikumpulkan menggunakan teknik observasi, wawancara, dan dokumentasi yang diabsahkan dengan menggunakan teknik triangulasi data kemudian dianalisis melalui tahap pengumpulan data, reduksi data, penyajian data, serta menarik kesimpulan dan memverifikas data. Bentuk tindakan dari anak-anak yang kecanduan bermain game online rata-rata mereka bermain di atas 6 jam yang mana melalaikan kewajiban mereka sebagai pelajar yang harus banyak diisi dengan kegiatan belajar. Hasil dalam penelitian ini menunjukkan bahwa terdapat beberapa alasan yang menjadi faktor pendorong anak remaja untuk kecanduan bermain game online. Diantaranya faktor teman sepermainan, kurang kontrol, lingkungan, hingga kurangnya kegiatan. Hasil penelitian ini juga menunjukkan dampak terhadap perilaku sosial anak remaja akibat bermain game online sudah kita rasakan saat ini, dahulu sebelum game online menjamur seperti sekarang, remaja menghabiskan waktu membantu orang tua kerja kelompok dan berkumpul pada teman sebayanya. Bedanya sekarang remaja berkumpul hanya untuk bermain game online hingga larut malam dan sering lupa akan kewajiban mereka. Perubahan perilaku sosial pada anak remaja akan terus berlanjut apalagi hidup di era moderen serba praktis.di tambah asumsi bermain game online juga. Beberapa dari anak remaja tersebut tetap mampu mempertahankan hasil belajarnya berada pada angka di atas rata-rata. Namun sebagian yang lain tidak mampu mempertahankan nilainya dengan berada pada posisi dibawah rata-rata.

Kata Kunci: Analisis tindakan sosial Game Online *free fire* Pada Perilaku sosial Anak Remaja

ABSTRACT

ARRY MAULANA. (E10141161015): Analysis of Social Actions of Free Fire Online Gamers in Serumpun Village, Salatiga District, Sambas Regency. Thesis: Sociology Study Program, Faculty of Social and Political Sciences, Tanjungpura University Pontianak 2022.

This study aims to find out and reveal the impact of playing the Online Free Fire game for teenagers who are still at school on learning processes and outcomes. This research is a descriptive research with a qualitative approach. The subjects in this study were teenagers in allied villages who were still at school. Data in this study were collected using observation, interview, and documentation techniques which were validated using data triangulation techniques and then analyzed through the stages of data collection, data reduction, data presentation, and drawing conclusions and verifying data. The form of action of children who are addicted to playing online games on average they play more than 6 hours which neglects their obligations as students which must be filled with a lot of learning activities. The results of this study indicate that there are several reasons that drive adolescents to become addicted to playing online games. Among them are playmates, lack of control, environment, and lack of activity. The results of this study also show that we are experiencing the impact on the social behavior of adolescents due to playing online games now, before online games mushroomed as they are now, teenagers spent time helping their parents in working groups and gathering with their peers. The difference is that now teenagers gather only to play online games late into the night and often forget their obligations. Changes in social behavior in adolescents will continue, let alone living in a modern era that is all practical. Added to this is the assumption of playing online games as well. Some of these teenagers are still able to maintain their learning outcomes at numbers above the average. But some others are not able to maintain their value by being in a position below average.

Keywords: Analysis of social action free fire online game on social behavior of adolescents

