



Countermeasures Online Game Digital Pathology Through Islamic Religious Education

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Abstract

The purpose of the study was to determine the impact of online game digital pathology and how to overcome it through Islamic religious education. This research uses qualitative research with pedagogical and normative approaches. The digital pathology that developed at UPT SD Negeri 177 Tokke, Malangke District, is an online game pathology that is around 4 hours a day used by students. Students who are excessive in playing games tend to have emotional feelings that are difficult to control, children admit to being quick to anger, sad, and annoyed when their parents suddenly stop their online game playing activities. The negative impact of online games causes students to be more active in thinking about how to advance to the next stage or how to beat their playing opponents without caring about the lessons at school. It is hoped that parents will pay more attention to their children when children spend their learning time playing online games that are less useful for academic achievement. In the prevention function, understanding function and alleviation function, only PAI teachers and school personnel handle these students. If the PAI teacher has experienced difficulties, especially now that the learning epidemic is still online, in handling these students, a supervisory function is applied, namely the school is assisted by the students' families in handling and supervising students addicted to online games. only PAI teachers and school personnel handle these students. If the PAI teacher has experienced difficulties, especially now that the learning epidemic is still online, in handling these students, a supervisory function is applied, namely the school is assisted by the students' families in handling and supervising students addicted to online games. only PAI teachers and school personnel handle these students. If the PAI teacher has experienced difficulties, especially now that the learning epidemic is still online, in handling these students, a supervisory function is applied, namely the school is assisted by the students' families in handling and supervising students addicted to online games.

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INTRODUCTION

Digital pathology systems convert individual glass slides viewed under a microscope into high-resolution digital images of slides that are viewed and analyzed using a computer (Saputra, 2015; Tuanani & Syarifudin, 2017). Digital preparations and accompanying information can be quickly shared with many people around the world and viewed via the internet. Although pathologists have been using the microscope since the 17th century, the information technology revolution over the last decade has facilitated the development, implementation, and use of new technologies in the practice of pathology. The latest technology allows pathologists to view and diagnose cases digitally through a digital pathology system (Judge & Raj, 2017; Thompson, 2002).

The development of science and technology can be interpreted as "destructive losses that are destructive, mainly leading to damage to morals, ethics, and politeness of a person who of course has a low level of emotional stability, enlightenment and self-awareness. As a result, children feel free to use digital technology, both digital tools provided by their parents and those rented outside the home (Aji, 2016; Mansir et al., 2020; Yanti & Yusnaini, 2018). Especially for students who mostly abuse the sophistication of the technology, and this cannot be avoided because it is time that has brought mankind to an era where technology has become a friend of daily life, which will make almost everyone will meet technology, especially when perform daily activities.

Problematic use of the internet is said to be internet addiction. Internet addiction is caused by excessive internet use in internet applications (Abd Latief & Retnowati, 2018; Ferry, Elvinawanty, & Manurung, 2019). Digital pathology is a problem that often arises among adolescents, especially at the junior high school level. Several studies from various countries such as Jordan, Hong Kong, China, Greece, and the Netherlands stated that teenagers who were at the elementary school level were identified as having internet addiction. These studies indicate that inappropriate use of the internet by elementary school students can lead to internet addiction (Febriandari, Nauli, & Rahmalia, 2016; Julyanti & Aisyah, 2015; Sari, Ilyas, & Ifdil, 2017; Setiawan, Dwikurnaningsih, & Setyorini, 2019).

Digital pathology often occurs when children use the internet for a long time and also because of a sense of inner desire to use the internet without any coercion from others. (Abd Latief & Retnowati, 2018; Febriandari et al., 2016; Muna & Astuti, 2014). As for the desire of teenagers to use the internet, basically they just want to know about what is on the internet site, but if a teenager has been playing the internet more and more often almost every day for hours then he can be said to be someone who has been addicted to the internet because he is addicted to the internet. cannot control themselves and cannot reduce the activity of using the internet. Therefore, the negative impacts arising from the use of the internet include physical, psychological, economic and social disorders. Problematic internet use is said to be internet addiction (Hidayat, Susiyanto, & Sarjuni, 2020). Internet addiction is caused by excessive internet use in internet applications. Internet addiction is a problem that often arises among teenagers, especially at the elementary school level (Dewi & Trikusumaadi, 2017; Elijah, 2009). Several studies from various countries such as Jordan, Hong Kong, China, Greece, and the Netherlands stated that adolescents who were at the level of student education were identified as having internet addiction. These studies indicate that inappropriate use of the internet by students can lead to internet addiction.

However, in this study, digital pathology refers to addiction *Online game* become a new trend that is in great demand because someone no longer plays alone (single), but allows playing with dozens of people at once from various locations (multiplayer). Along with the rapid development of information and communication technology that relies on internet access, online games are also experiencing rapid development (Elia, 2009; Hakim & Raj, 2017; Kamsy, Lekatompessy, & Pattiruhu, 2021; Syahran, 2015). Online games are electronic and visual based games. Online games

are very different from other games in that the player can not only play with the people around him, but also with several other players in different locations, even in other parts of the world.

Students are considered more frequent and vulnerable to the use of online game games than adults. Online game addiction can be characterized by the extent to which gamers play games excessively which can have a negative effect on gamers.

Online game addiction can be seen from the use of time for (on average) 20-25 hours a week. Online game addiction can cause time distortion, inattention, hyperactivity, violent actions, negative emotions, and aggressive behavior. Violence in online video games may have a stronger effect on causing aggression towards teenagers because online games are very interesting and interactive games, online games have games that some of them have patterns of violent behavior, teenagers will behave violently again because they are playing in media games. The results of the study) showed that children who played action video games with elements of violence experienced increased emotions so that they behaved more aggressively. In addition, they are also prone to stress.

Human nature according to Islam is a created being, with this human creation, humans have been given by His creator (Allah) the potential for life which in this case is related to the concept of human nature. In addition to Islamic religious education, it is important to form good and smart human beings. In Islam strives for humans to have good character (good character). (Bayu & Rahmadina, 2020; Rahmat Rifai Lubis, 2020; Yusuf, 2014). With simple language is changing people for the better in knowledge, attitudes and skills. However, in practice more emphasized on the aspect of academic achievement, thus ignoring the formation of student character. In Islam, the moral field occupies a very important position. Morals are the essence of Islamic teachings, in addition to aqidah and sharia, so that with morals the mental and human soul will be nurtured to have a high human nature. (Yunus, 2021a).

The addiction that occurs in students using the internet for a long time and also because of a sense of inner desire to use the internet without any coercion from others. As for the desire of students to use the internet, basically they just want to know about what is on the internet site, but if a student has been playing the internet more and more often almost every day for hours then he can be said to be someone who has been addicted to the internet. because he can not control himself and can not reduce the activity of using the internet.

Therefore, the negative impact that arises from using the internet students appear in UPT SD Negeri 177 Tokke, Malangke District, such as (1) Often students watch pornographic films. (2) Not disciplined in collecting/depositing assignments. In fact, there are still many students when studying offline/online do not pay attention to the lessons given by the teacher. (3) Sometimes they even send obscene pictures to the group, for example through the WA application. (3) Addiction to accessible online games.

Therefore, it is necessary for parents and special teachers of Islamic education teachers in carrying out civilization through children who will determine the future. PAI teachers and parents must protect their children from various negative environmental influences, including digital media. Therefore, digital development needs to place more emphasis on the importance of optimizing the use of positive content and filtering out negative content. In this case, PAI teachers are the main fortress in stemming negative influences on children. So the author wants to critically examine and analyze through a research entitled Handling Digital Pathology through Islamic religious education at UPT SD Negeri 177 Tokke Malangke District.

METHOD

This type of research is qualitative research. This research is intended to raise facts, circumstances, variables, and phenomena that occur. If you look at the title of this research, then

this research method can be specialized into qualitative descriptive research, namely research procedures that produce descriptive data in the form of written or spoken words from people-people and observed behavior. In this study, the researcher uses a pedagogic approach and a normative theological approach

DISCUSSION

After the researchers conducted it at the UPT SD Negeri 177 Tokke, Malangke District, then the results were obtained that could provide information about the use of online games that they enjoy, including: Free fire, Mobile Legend and PUBG on the emotions of Class 5 students at SD Negeri 177 Tokke. They even have a jargon: No sleep without BOYA. Where in this case, the results of observation data, interviews, and field notes of UPT SD Negeri 177 Tokke Malangke District show results that are very influential in the emotions of students, this will be described in detail below. The impact of online games on verbal communication skills in children.

The Internet as a new communication medium has grown rapidly and is even becoming increasingly popular. Its presence is able to offer communication actors as an alternative medium. The resulting impact is extraordinary because it is able to fundamentally change attitudes and behavior and even norms in human social life. The increasing use of the internet indicates that computer-mediated communication, especially through social networking sites, has become a new trend in society, especially teenagers.

Internet usage activities that are often done are opening online games and sending or receiving emails. It is not uncommon for teenagers to carry out communication activities by writing on the wall via Facebook with their friends who play online games. This phenomenon indicates that the social relationships built in the virtual world also color the interpersonal relationships of students in the real world. Positively, the emerging phenomenon indicates that game-based communication can help improve the social relations of its users, both in cyberspace and in the real world. Negatively, the emerging phenomenon indicates that online game-mediated communication reduces the level of intimacy of social relationships in the real world.

Technology will also have an impact on child development. With the sophisticated features available on HP, such as: games (games) will interfere with students receiving lessons at school. Technology also has the potential to influence the attitudes and behavior of students. If there is no control from teachers and parents, technology can be used to spread pornographic images.

Technology can create an unhealthy social environment, such as creating a gap between groups of children who use technology and groups of children who do not use technology. When the latest, more sophisticated gadgets come out, many children ask their parents, even though they don't really understand the benefits of each new feature thoroughly. students will be difficult to supervise, especially during puberty, when there is a sense of attraction with friends of the opposite sex, then technology becomes a powerful means for them to communicate, but communication is not good, this will interfere with activities they should do such as praying eat, study and even sleep.

So that students can establish communication with other people, students are getting more acquainted with the various kinds of online games. Nowadays, many people are familiar with one of these online gaming sites.

Users come from various circles, ranging from children, teenagers, adults and the elderly. Various levels of social, occupational, and educational also adorn online games at this time. There are various reasons for a student to create an account in an online game. Students who bring cell phones to school tend to concentrate less in lessons. They tend to daydream during lessons. When called or asked did not immediately answer. This is possible because of the effect of frequent playing games on students. character between students who use cellphones and do not use technology at

UPT SD Negeri 177 Tokke Malangke Subdistrict who do not have technology in the good category or higher than students who have technology in the sufficient category.

It was stated by a teacher from UPT SD Negeri 177 Tokke, Malangke District that:

“Indeed, children who carry cellphones and those who do not carry technology look different. Those who carry cellphones are always busy with the game, especially during the current pandemic, so when the teacher calls them they don't pay attention. When given an assignment, they don't do it right away. When asked a question, they did not pay attention, so the teacher had to repeat the question to the students. (Kadri, 2022)

The manners and rules of school social life must be based on basic values which include piety, social manners, discipline/order, cleanliness, health, neatness, security, honesty, responsibility, togetherness, justice, and respect. From these basic values, signs are developed that are adapted to the school culture and environment, with carefully controlled implementation.

The delinquency that exists in the UPT SD Negeri 177 Tokke, Malangke sub-district, varies from severe delinquency and light delinquency caused by the influence of HP. Almost 90% of the students of UPT SD Negeri 177 Tokke, Malangke District have an Android cellphone. Serious delinquency is prioritized on students who commit violations such as fighting, stealing, drinking liquor at school and minor delinquency that is often done by students will become severe delinquency with existing sanctions. Mild delinquency is delinquency committed by students such as making noise in class, disturbing study friends, being late and so on.

The results of the observations will be described as a whole through the data obtained through research at UPT SD Negeri 177 Tokke, Malangke District. The results of the observation show that the use of free fire online games Mobile Legend and PUBG greatly affects the emotions of students at the UPT SD Negeri 177 Tokke, Malangke District. It is known from all of the student informants who played the online free fire game stated that there was a change in the emotions they felt after playing the game, the uncontrollable emotions felt by each of the student informants also differed between individuals, the expression of emotions intended by the researcher was between among others, slamming gadgets, hitting, kicking, saying rude and so on. Of all the forms of expression of these emotions,

Then based on the results of interviews with informants consisting of 7 8th grade students, and also 1 class teacher who the researcher has chosen because it has appropriate criteria for this research, in this case the researcher will also thoroughly describe the data that has been obtained from the research. at the UPT SD Negeri 177 Tokke, Malangke District. The results of interviews with 4 student informants were, the seven informants admitted that there were changes in their emotions after they played the online games free fire, Mobile Legend and PUBG.

Expressions of annoyance/emotion in the form of hitting their playmates when emotional were carried out by several informants such as AR IL, SB and AP, another thing was slamming gadgets when they lost their game, this was done by informants AR IL, SB and AP. Another thing is to say rude things, which they admit that they mostly find harsh words in playing free fire online games, this is also done by AR and AP informants. When viewed from the data from the interview, there is one informant who expresses his emotional feelings by using a whole way of expressing emotions, namely AR informants with a habit of playing online games every day for around 4 hours a day.

This of course will not have a good impact if students are allowed to have such characteristics, they do not apologize when they do something wrong, which is a bad trait that will make children grow up to have a sense of selfishness and always feel right. When viewed from the emotional expressions that are mostly used by each student, this is a negative effect caused by excessive use of online games, said to be excessive because all informants admitted to playing the game every day even though the duration of play was different per day. Students who are excessive in playing games

tend to have feelings of emotion that are difficult to control, children admit to being angry, sad, and upset if their parents suddenly stop their online game playing activities. This is in accordance with the statement said by one of our informants when asked about his feelings when his parents stopped his activity from playing games. It was difficult for them not to play the game for a while, and when the researcher gave directions regarding what to do during the research, it seemed that some of them did not pay attention to the researcher but instead looked at their cellphone screen to play free fire online games Mobile Legend and PUBG.

Online games have a lot of negative impacts on students. With the existence of social media, the attention of students to learn is decreasing. The time that should be used for learning is replaced by playing social media. Every day most students fill their time to always be online. Especially now that most cellphones are equipped with internet connection services that make it easy for users to go online anywhere and anytime.

The negative impact of online games is increasingly being felt, even though many gamers are not aware of the negative effects of online games. Maybe it's because you're addicted to social media. But this is precisely what is dangerous, the unconscious. Teenagers and students and children, must know what are the negative impacts of social media. Because online game users are dominated by the age of 14-24 years as much as 61.1%. Here are some of the impacts of social media:

- a. Don't care about the surroundings. People who are addicted to online games are too preoccupied with their own world (the world they created). so that they do not care about other people and the environment around them. Someone who has been addicted to online games often experiences this.
- b. Lack of socialization with the environment. This is the impact of playing too often and too long on social media. This is quite worrying for the development of the social life of students. Those who should learn to socialize with the environment actually spend more time in cyberspace with their social media friends, who on average discuss things that are not important. As a result, the child's verbal ability decreases.
- c. Wasting money. Internet access to open online games clearly affects financial conditions (especially if access is from an internet cafe). And the cost of internet in Indonesia, which tends to be still expensive when compared to other countries (they have many free ones). It could be categorized as waste, because it is not productive. Another matter if they use it for business purposes.
- d. Disturbing health. Too much sitting in front of the monitor without doing any activity, never exercise is very risky for health. Disease will come easily. Eating late and sleeping irregularly. Obesity (overweight), stomach (digestive) disease, and eye disease are the most likely health problems.
- e. Less study time. It is clear, playing online games for too long will reduce the allotment of the child's learning time as a student. There are even some who are still engrossed in playing online games while at school.
- f. Lack of attention to family. Family at home is number one. This slogan no longer applies to games. For them, friends in online games are number one. Not infrequently their attention to the family becomes reduced. Some games provide data about him in great detail. Usually this is for people who are new to the internet, it is only limited to online games. They do not know of the risks of spreading private information on the internet. As it is known that data on the internet is very easy to leak, especially online games that are easy to hack (hack).

- g. Prone to disputes. The absence of control from online game managers over their members and the immaturity of online game users themselves make friction between online game users often occur.
- h. Fraud often occurs. Online games are also prone to fraud. Especially for children who do not understand the ins and outs of the internet world. For the fraudster himself, the condition of the virtual world which is completely anonymous is clearly very profitable.

Students' excessive interest in online games which results in addiction or addiction will have an impact on emotional mental problems. Online games that are popular among students include counter strike, call of duty, point blank, quake, blood, golden eye 007, unreal tournaments and system shock. The ease of accessing online games with the attractive facilities offered and the influence of friends will make teenagers interested in playing online games (Novrialdy, 2019; Williams, 2006).

Students who often play an online game, will cause him to become addicted or addicted. Adolescents who show symptoms of video game addiction that lead to pathological behavior include emotional mental problems. Online game addiction can cause time distortion, inattention, hyperactivity, violent actions, negative emotions, and aggressive behavior.

Addiction to playing online games will also have a negative impact, especially psychologically, academically and socially. Psychologically, the mind is constantly thinking about the game being played so that students find it difficult to concentrate on lessons and often skip classes. In addition, online games can make addicts become indifferent, indifferent, less concerned about things that happen in the surrounding environment such as family, friends and closest people.

Internet addiction to online games can affect social aspects of daily life, starting from the quality of interacting with the closest people, self-image to changes in individual behavior. Because the amount of time spent in cyberspace causes students to interact less with other people in the real world. This happens because students are only used to interacting in one direction with computers, making students' behavior closed, it is difficult to express themselves when in a real environment.

Addiction to online games can cause changes in the mindset and behavior of these individuals. This is in accordance with the theory put forward by Santra, which says that in the development of students, especially teenagers between the ages of 11 to 15 years, in their development there are changes in their thinking patterns. At this age, adolescents can carry out formal operational thinking that is more abstract, idealistic, and logical than concrete operational thinking. Students are encouraged to understand their world because of their actions and biological adjustments (Yunus, 2021b). More clearly they relate one idea to another. They not only organize observations and experiences but also adapt their way of thinking to include new ideas because additional information leads to deeper understanding. In this social transition, adolescents experience changes in individual relationships with other humans, namely in emotions, in personality, and in the role of the social context in development, such as contradicting parents, aggressive attacks on peers, the development of assertiveness, adolescent happiness in certain events. and gender roles in society reflect the role of emotional social processes in their development that affect emotional intelligence in adolescents.

In addition, the process of forming the character and personality of adolescents is also influenced by the type of information received by their subconscious. If adolescents get positive information, then the positive information will be stored in their permanent memory. So, the more addicted a teenager is to playing online games, the level of emotional mental problems will tend to be high. Online game addiction in adolescence can seriously interfere with or impair normal development. Therefore, game addiction is no longer an individual, family, or school problem, but a serious social problem that must be tackled collaboratively. One of the treatments for online game addiction that has an impact on mental emotional problems is by providing responsive services.

Responsive services are assistance services for students who have needs or problems that require immediate assistance, responsive services are curative. The strategies used in responsive services are individual counseling, group counseling, and consultation. Regarding the problem of the impact of online game addiction on the level of aggressiveness, adolescents can use responsive services using individual counseling strategies and group counseling. Can be described as follows: Individual counseling using rational emotive therapy techniques and group PAI counseling with Cognitive Behavior Therapy (CBT) approach.

Counseling is a process that occurs in a person's relationship with someone who is an individual who is experiencing a problem that cannot be overcome, with a professional officer who has gained the training and experience to help the client solve his or her difficulties. The use of rational emotive therapy techniques in adolescents who are addicted to online games is caused by adolescents who are addicted to often think they cannot live, feel lonely and feel uneasy without playing online games. This is of course irrational, irrational believe that is what makes the client problematic. Individuals are basically rational beings and because the source of their unhappiness is irrationality, individuals can achieve happiness by learning to think rationally (Yunus, Nurseha, 2020).

In the process of practicing rational emotive therapy, the counselor needs to do, namely: (a) invite clients to think about some basic irrational ideas that have motivated many behavior disorders, (b) challenge clients to test these ideas, (c) show clients illogical thinking, (d) using a logical analysis to minimize the client's irrational beliefs, (e) showing that those beliefs are useless and how those beliefs will lead to emotional and behavioral disturbances in the future, (f) using absurdity and humor to deal with the irrationality of the client's mind, (g) explaining how irrational ideas can be replaced with rational ideas that have an empirical basis, and (h) teaching clients how to apply a scientific approach to thinking so that clients can observe and minimize irrational ideas and illogical conclusions now and in the future that have perpetuated self-destructive ways of feeling and behaving.

Group counseling is a dynamic interpersonal process centered on conscious thought and behavior. The process contains therapeutic characteristics such as free expression of thoughts and feelings, orientation to reality, self-disclosure about deep feelings experienced, mutual trust, concern, understanding, and mutual support for one another. Then, group counseling is a remedial effort when discussing issues around things that interfere with or hinder the learning process and development of certain groups of students.

CBT counseling or Cognitive Behavior Therapy can be done individually with a counselor or in a group format with other individuals who have similar problems. CBT is implemented in a group format in the form of group counseling. The CBT group counseling approach emphasizes efforts to train or teach individuals about self-management skills to control their lives in dealing with current and future problems, and be able to function adequately without continuous therapy. CBT is an approach that helps individuals to change their perceptions, habits, thought patterns and behavior. The goal of CBT is to invite the counselee to identify and challenge any patterns of behavior and negative thinking that can cause difficulties.

Counselors in the CBT approach work in "here and now", the counselor focuses on current problems and applies problem-solving strategies with clients or counseling. The main focus of this approach according to the prevention of relapse of behavior (relapse prevention). Adjustment to abnormal behavior will be reduced, it can be controlled earlier which makes the individual more comfortable and return to normal activities well.

CONCLUSION

The digital pathology that developed at UPT SD Negeri 177 Tokke, Malangke District, is an online game pathology that is around 4 hours a day used by students. Students who excessive in playing games tend to have feelings of emotions that are difficult to control, children admit to being quick to anger, sad, and annoyed when their parents suddenly stop their online game playing activities. There is no positive influence in playing online games but only has a negative impact or has a negative impact on students who are addicted to playing online games. Online games can affect student learning achievement. For students who play online games excessively, it will be difficult to concentrate in lessons at school. This is because his mind always wants to play games and is curious about the game. The negative impact of online games causes students to be more active in thinking about how to advance to the next stage or how to beat their playing opponents without caring about the lessons at school. It is hoped that parents will pay more attention to their children when children spend their learning time playing online games that are less useful for academic achievement.

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