

For Entertainment or Escaping From Reality: The Study of University Student Online Video Game Consumption in Malang, East Java Indonesia

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I Dewa Putu Eskasasnanda¹

¹Department of Social Studies, Faculty of Social Science, Universitas Negeri Malang

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Abstract

This article aims to explain the cause and effect of excessive online video game consumption among university students in Malang City, East Java Indonesia. The informants of this study are university students who are fond of playing online video games late at night and early in the morning in the internet cafe. The research discovers that: 1) living far away from parents, peers, and relatives often make university students feel lonely, this makes them use online video games to drive out their lonesome and boredom. By playing online video games, they can fulfill their social needs by interacting with other players, and finally, also get fun. 2) The negative side of online video games happens when the students play it excessively due to desire to escape from real life problems. From this research, it can be revealed that there are similarity patterns among students experiencing online video games excessive consumption. These students are commonly suffering learning difficulties and they are isolated from friends because of taking study majors that are unmatched with their passion and interests. 3) No matter how harmful the games may endanger the student's future, all of them feel not to worry. Life at a young age and student status still have made them no need to rush to think about their future. These facts are based on their opinion that becoming an adult and finding a job are still too far away to go.

Keywords

excessive consumption; online video games; university student

INTRODUCTION

Online video game is a modern entertainment that nowadays is very popular among students in Malang City East Java. Meeting the need of student playing online video games, In Malang City, emerge internet cafés (*warnet*) which rent out their internet computers for playing online video games. Several internet cafe's are operated 24 hours to accomodate student passion playing online video game at midnight up to early in the morning.

This research is a continuation of my previous study which concerns on online video games consumption among junior and middle highschool students in Malang. The previous research explains that online video games are consumed by junior and middle highschool students because they considered them modern, practical, realistic

Corresponding author

Jl. Semarang No. 5, Sumbersari, Lowokwaru, Sumbersari, Malang, Jawa Timur 65145 Indonesia

Email

dewa.putu.eskasasnanda.fis@um.ac.id

and varied. The students play online video games in order to relieve their fatigue of studying at school, but eventually becoming addicted and find it difficult to stop them. This condition make them feel very tired, and as result, their academic achievement is terribly affected (Eskasasnanda, 2017).

This study will deal with online video game consumption among university students in Malang. This reseach is considered interesting because, university students have different life pattern compared with junior and senior high students. University students have more leisure time. Sometime university students do not have to get up early if they have no morning lecture. Most of the university students in Malang also migrants who live in boarding house far from parents supervision. Without good time management, university students may be trapped in unproductive activities, one of which is high quantity of online video game consumption .

The studies on online video games consumption among University Students are important and urgent to conduct because they should be more serious thinking of their future life. They must have a clear vision of their future, i.e about what they will do after they are graduated from the colleges. Accordingly, they should have to spend a lot of time to study, getting knowledges and skills needed for their future career. The sooner they are graduated from college, the greater their chance to find a job.

To investigate Malang University students who spend most of their free time for playing online video games. This research is carried out in Internet cafes located around Malang at night opening time, starting from 9:00 a.m. to 04:00 a.m. To gain better understanding, the informants of this research are university students who are found playing online video games at this range of time. The focus of this study is to discover: 1) the causes of university student consume online video games at midnight untill early morning. 2) the effects of online video game consumption on the student's academic achievement. 3) The strategies of used

by the students to balance the online video games consumption with their academic activities.

METHODS

The aims of this study are to understand the causes and effects of online video games consumption among university student in Malang city. The informants of this study are chosen purposively by visiting internet café at midnight and early morning to enable the researcher conducting observations and interviews to the students found playing online video games. Because the purpose of this research is merely to understand the meanings underlie the informant actions, this research is a qualitative in its characteristics.

The data gained from this study are textual data collected through observation and interview with informants. All interviews are audio-recorded and were transcribed verbatim by the author. After all data are collected, textual data will further be processed through five phases, namely: 1. data compilation, 2. data dissembling by specific theme, 3. data reorganizing and arrangement, 4. data interpretation, and 5. data conclusion.

THEORETICAL FRAME WORK

University Student and Online Video Games Consumption

Obtaining university degree certificate is important for all people because nowadays a lot of jobs require university qualification. In University, students should spend a lot of time and energy to study to achieve important skills and knowledge needed for work. The most crucial part of study in university is time management. Without a good time management students will find difficulties in completing their study. Since most of university students lived far away from parent, university students must learn to be responsible for their time management.

A certain thing that sometime may disturb student study time is desire to consume entertainment media, namely online video games. Weaver (2013) states that Uni-

versity students are known to be the most potential victim of online video games excessive consumption because they are living free and far away from parental supervision (Weaver, Kim, Metzger, & Szendrey, 2013a).

The consumption of entertainment media like online video games actually can bring either positive or negative effects. Researchers who view entertainment media consumption has positive sides are Zillman (1988) and Katz and Foulkes (1962). Zillman says that entertainment media consumption is positive when the media is used to motivate or regulate the mood. Anyone of having life problems can use entertainment media to relax and uplifting the mood in order to solve the problems better afterward (Zillman, 1988). Katz and Foulkes also pointed out that entertainment media consumption has a functional side. Entertainment media consumption can provides a shared experience that can strengthen social relationships with friends. For example, childrens who watched a same movie, often strengthen their social relationships by discussing the movie they have already watched (Katz & Foulkes, 1962).

Although online games have positive sides, it can also bring negative effects. Knobloch says that media consumption would become negative if it is used as a tool to escape froma reality problems or life difficulties (Knobloch-Westerwick, Hastall, & Rossmann, 2009). In dealing with these problems, Suls and Fletcher say that human has two coping strategies. The first strategy is to solve the problem directly (approach coping) and the second one is avoiding the problem (avoidance coping) (Suls & Fletcher, 1985).

Folkman & Lazarus, in their study on cancer patients found two forms of coping strategy, problem-focused coping (PFC) and emotion-focused coping (EFC) resepectively. Cancer patients who use problem-focused coping try to find out more about the solution of problem (e.g. reading books or research journals about cancer), while ones with emotion focused coping would rather choose to seek activities that have nothing to do with cancer for the sake of throwing away their attention about cancer they suf-

fered (Folkman & Lazarus, 1985).

Emotion focused coping are done by many online video game players. In studying online video games players, Yee (2006) found that one reason players getting involved in online video games is to avoid thinking of real-world problems (Yee, 2006). Entertainment media consumption used for escaping from reality problems can be classified as escapism. Evans says that escapism is an evasion of reality such as real work, real friends, facts and real life of various forms (Evans, 2001).

Kantz and Foulkes added that the reasons of people want to escape from life problems is alienation. Alienation is defined as the emergence of sense of helpless or meaningless. People who are in alienated are feeling isolated ideologically and socially. Alienation raises the desire to escape from reality problems by consuming entertainment media (Katz & Foulkes, 1962). In this case, students can plunge into deep online video games consumption as a form of escapism when they feel alienated due living away from parents and having difficulties to build social relationships with their friends and surroundings.

Online Video Game and Internet Addiction among Students

The growing number of online video game consumption among university students is made possible by the close relationship between university daily academic activities with the internet. Koc (2001, pp.) mentions that some reasons which arises unhealthy internet consumption among Turkish University students is the lectures' encouragement to access internet and the availability of free internet access in their campus.

Internet has many positive aspects for human being for its function as means of communication, providing ideas, information and also relaxation. However, excessive use of it can be harmful. Internet can becomes dangerous if it is used excessively. There are many terms to refer to this condition. Those are internet addiction, pathological internet use, excessive internet use, and compulsive internet use, etc. (Kim, 2008).

Excessive use of Internet can refer to

internet addiction. Addiction according to some experts refers to a condition in which a person becomes enchanted by behaviors that give fun, comfort, and amenities. The indicator of person to experience addiction is their need to perform the addicted behaviors over and over again. They always imagine the addicted behavior repeatedly beyond the need and do such a behavior to relieve anxieties (Brewer & Potenza, 2008).

According to Schaefer, there are two forms of addiction. The first is substance addiction that expresses the manipulation of pleasure through the use of certain products, substances or materials that ingested to the body (eg narcotics, cigarettes, fast food). The second type is process addiction or addiction which is expressed by activities that can improve the mood (Schaefer, 1988). As such, according to Schaefer criteria, online video game addiction can be categorized as process addiction. The youngsters said that someone who suffers internet addiction often uses internet to change his mood, for example to erase the feeling of loneliness, depressions, and anxieties (Young, 1999). Addiction of online video games can make players to feel tied up with the games and then in turn it brings impacts on their physical health, social relation and academic achievement (Funk & Buchman, 1996).

Knobloch says that although entertainment media can be used to amuse and comfort people, and enlightened them from the life burden, but people cannot ignore their actual problems (Knobloch-Westerwick et al., 2009). Based on this fact, the research on online video games excessive consumption among university students is interesting to carry out.

RESULTS AND DISCUSSION

The Cause of Online Video Games Consumption among University Students

Through interview conducted with 8 university students as informant, it is found that they play online video games at night until early morning because the games can make them feel happy. Completing the challenges given by online video games makes their

mood increases. Online video games are also an entertainment used by students to fill their free time. Living in boarding house, far away from parents and relatives often make a student feel lonely and get bored. Consuming online video games is an effective way to get rid uneasy feeling such as boredom and loneliness. The following are some of statements expressed by informants:

Playing online games for me is a way to get rid boredom, sadness and exhaustion from studying in school. Playing online video games actually is also a place to get fun. When I get bored, lonely or sad, I prefer going to internet cafe and playing games. It can escape me from stress (Yayan, 25-3-2017)

For me, playing games is intended to release sadness, boredom and loneliness. Being a lone in this town, the game can help me escape from boring things. On the game, I can interact with fellow players, and get new friends and companion. In my opinion, online games is a protection from life stress. (Erwin, 15-4-2017)

Apart from its entertaining function, online video games are also a medium for students to gain social interaction. Through online video games, students can play with a lot of people such as old friends who now live in distant places, new people from other towns or fellow players of the same internet cafe. In online video game, players can compete or work together to accomplish missions. One of the informants explain that even though online video games player seems to play alone, he actually become a part of online video games crowd. Through online video games, he could no more get bored and feel lonely.

The online interaction in video games can also turns to be positive. One informant said that online interaction was able to sharpen people communication skills. The other informant explained that before playing online video games, actually he was a shy person. By interacting through online video games, he learns how to express opinions to others. This experience made him more confident in face to face interaction. Below is his statement:

Well, in internet, by playing online video games, I can interact with other players or my former friends from high school who are still living in my hometown. I am formerly a shy person, and now feel more comfortable to interact after being familiar with online games. The same as me, most people playing online video games are also shy people. Thanks to online video games, I can feel more comfortable in communicating with others. Before, I was a shy person, but after being familiar with video games, I starts to be able communicating face to face with others. (Krishna, 20-4-2017)

Even though people argue that playing online video games are lonely, but actually it is crowded there in. I mean, when playing online video game, even though I am alone in internet café, actually I am not alone because a lot of friends play with me. I can interact with them through chattings (Erwin, 15-4-2017)

From interview, it can be revealed that there at least two reasons why students amused by online video games. The first reason is because nowadays online video games is more realistic because of technological improvement. The realistic graphics displayed on video games make players more fond of playing the games.

The second reason is nowadays online video games are so diverse and have a lot of variations. The more number of video games makers compete in online video games market competition, the more variations of online video games offer for their consumers. This condition make students becoming more excited to play online video games. An informant said, that when he get bored with one game, he can easily switch to other one for avoiding boredom.

In Malang city, the internet café attract students playing online video games until late night and early morning by offering cheaper rental packages that called overnight package or “*paket gadang*”. Overnight package offer economical option for student ini playing online video games. With less money or only about ten thou-

sand rupiahs, student can play for longer 7 hour time, start from 9 P.M. up to 4 A.M. This overnight package are prefer by student than regular package because make them more contented in playing video games. This is some of student information:

I prefer play online games late at night until morning because in the cafe, there is a PM or “paket malam” (night package). The PM is start it at 9 P.M. to 4 A.M. So If I have a free time or in the next day is no class, I play online games start from 9 pm and stop around 3 to 4 am. At the dawn, or shubuh I quit playing because the package is run out. (Erwin, 15-4-2017)

A minimum three days in a week I stayed up night in the range of 6-7 hours to play games. I play in late night by using the “kadang” package. The main reason is because it is a lot cheaper, only pay Rp 10.000 I can play longer (Amin, 18-3-2017)

Except economical, according to informant, playing online video games at night up to early morning also more fun because of two reason. Firstly because there is faster internet connection on the night time than a daylight. In the night time there is not many people use the internet in Internet café so this will ensure excellent internet connection for playing online online video games. One informant explain that when he play online games at midnight, he often experience the lag in games due the weak internet connection. This often make him angry because of defeated by other player .

The second reason why student choose playing online video games in the night time is because it have longer time frame to play online video games. Informants explain that if they play video games during the day, they often disturbed by daytime activities such as interacting with friend, the obligation to take a bath, eat and *sholat* (moslem praying). In the night time, after 9:00 a.m. there are no obligation to do, the student can play online video games all night long without interruption. This is some of informant statement:

I like to play online games at night because internet connection in the night time is

better. In the daylight the internet connection in the internet café is often weak and I can not bare with the internet connection lag. (Bangkit, 25 -3-2017)

I think, I enjoy playing online video games at night is because, the time frame in the nighttime is longer than the daylight. In the daylight I often disturb by my friend, the obligation to take a bath, or shalat (moslem praying). In the nighttime, after 9 pm I can play online games continuously up to morning without interuption. Usually I stop when my night package is out, approximately at 6 a.m. After that then I go back to my boarding house and get sleep. (Fahmi, 12-3-2017)

University students play online video games in excessively because the game always makes them curious. Students explain that in online video games, if they defeated, they become motivated to get win. Meanwhile if student are victorious, they feel curious to play in the next level. This condition make students unaware that have been play online video game for too long.

Living in the Malang, far away from parents and relatives also allows students playing online video games as long as they like. The lack of family supervision and free of family duties such as helping parent doing household task make students can play online video games as long as they wish. Because they get no supervision from adult, student cannot control online video games consumption, and they play excessively from nighttime up to early morning.

I play online video games up to mid night, or 11 -12 pm is about 4 - 5 times a week. This reason is because of curiosity. When I play online game I often don't realize how long I have been playing. If I am defeat, I feel curious to get win but if I win, then I want to continue further (Mahfudin, 1 8-3 -2017)

If I'm playing it in my home town, I can control my online video games consumption. I only play games after helping my father shopping in the market. Usually I start playing at one o'clock in the afternoon until 9 pm, that's the maximum. In my hometown, I never play games until

late at night because my parent will get angry. When I am in Malang, I can play as much as possible in the midnight or even until morning. I usually stop playing at 6 am. (Fahmi, 12-3-2017)

Online Video Game Consumption and Student Academic Achievement.

The negative effect of online video games consumption is happen when student consume it excessively. Students explain that they sometimes unable to manage online video games consumption because the attraction of pleasure in playing online video games. Informants explain that sometimes they feel regret and trying to limit online video games consumption but always failed. Every time they try to limit the time to play online video games, they become anxious because feeling unsatisfied.

Peer influence also become the other causes playing online video games in huge amount of time. Sometimes when students feel that they had enough playing online video games and want to go back to the boarding house, they are hold by friend. They cannot leave internet café because friend persuade them continue play online game for accompany them. This peer persuasion are the main causes student added extra time to play online video games. This information are explai by this informants:

The bad thing about online video game is sometimes make me play longer than I have planned. It happen, I planned to play games for three hours and I hope would come back home before seven o'clock. Actually it not happen, it turn out I am not satisfied and I added extra two more hours to play games. (Fahmi, 12-3-2017)

It is often happen that I play online video game longer than I planned. It become longer because my friend persuade me. I keep adding the rent hour and finally stop play game in the morning. As usual when I play together with friends, we are to preoccupied with the fun and tend to forget the time (Erwin, 15-4- 2017)

By this explanation, stopping totally the hobby of playing video games online is

very impossible. All the informants they have said indicate that they always facing anxiety when trying to stop or reduce the length of online video games. The anxiety arises because students do not have alternatives activities to replace the fun gained from online video games.

The other informant also explain that he cannot forget online video game because the attractiveness of the games always come into his mind. Eventhough it comes because of unintentional events. For example, when student saw things related to online video games while browsing in the social media or Google, they became curious and impatient to play. One informant added that actually he was not only missed the form of the online video games but also missed the friends and social interaction he got through online video games.

I think, it is impossible to reduce playing online video games consumption. If I do not play games I become confused with myself, I have nothing to do, so my hand feel itchy. Especially when I was browsing in the internet, seeing on youtube, watching skillful online video game players playing. This make my hand feels impatient to grab the mouse and quickly playing the game (Fahmi, 12-3-2017)

Yes, I just can not stand with the craft of not playing games. If I do not play games, I always thought of it. I do not only miss form of the game but also the interaction consisted in it. For you should know, in the game there is a community of people. A lot of my friends, are there. I think the most intimate friend I have exist in the game, not in the real world. So, if I leave the game I will be sad because I will lose a lot of friends too (Krishna, 20-4 -2017)

The negative impact of excessive online video game consumption for university student is disrupting their academic achievement. All informants agree that the main negative effect of online video games was on the academic marks. All the fun that gained in online video games makes students always imagine it. In the time that students are attending lecture, if he get bored he always imagine the fun or strategy in playing video

games. This make them cannot concentrate and wants to end his study immediately and play online video games in internet café.

As results, sometimes students ignore about their college tasks and obligations. Two of the informant state that they often forget about morning lectures and doing homeworks with friends because of this habit. Then, they becomes lazy and reluctant in attending lectures. Finally, his academic achievement declines continuously. Below are their explanation.

In my personal oppinion, online games have negative effects especially to academic. When I am in the class and having lecture, I often think about games and want to play it right away, especially when my lecture is boring and it coincides with the games tournament (Yayan, 25-3-2017)

Yes, the disruption often happen. I ever twice forget my morning lecture because keep playing games until morning. As the result I feel sleepy in the class. Off course my academic performance is disturbed. So, it is not only because of thinking about game while in the class but also because of getting sleepy and lazy because for often staying late at night. (Fahmi, 12-3-2017)

From this research, it can also be found out that all informants who are suffering negative online video games consumption are whom experiencing problems of interest in university. All informants explain that they cannot study well because of taking university major that does not match with their interest and passion. This make them not full heartedly attending college and would rather spend their free time for playing online video games.

Based on the interview, it can also be figured out that there are at least three causes why informants are taking major that is not matched with their interest and passion. Firstly, when they are graduated from high school, they do not have any interest for studying in university. This makes parents recommending departments that are in pair with or closed to the field of parents' occupation.

The second reason is that actually student have already had certain interests,

but then they are forced to enter different departements desired by their parents or because they are expelled by inadequate school marks or failed to pass in the state university entrance tests.

As results of the lack of interest on the major they are taking, all informants find it difficult to study the learning materials given in the lectures. They must struggle to understand the learning materials and this problem leads them to entertainment media consumption for getting pleasure names "online video games".

In university, I study agribusiness. This is not because of my passion but because of my parent encouragement. Now I struggle to like it and I hope this will become my future profession (Amin,18-3-2017)

Yes, I think study in college are important. It will improve my knowledge, skill, and friends as well, but unfortunately, the college major that I took is not matched with my interest. Since I was a kid, I always wanted to be a policeman or a doctor but here I am now because of inadequate school mark, I am trying study civic education major in university. I think I am some kinds of lost. (Erwin, 15-4-2017).

My dream is actually I want to be a doctor. Since I was a child, I always want to be a doctor. The dream starts since elementary, junior, and until high school. Unfortunately when I have got a placement test in high school, my teacher directed me to social science and I must accept it even though it is unmatched with my passion. In high school I think about university majors that are close to the field of a doctor, so I propose to study nursing. Unfortunately, I failed the test and so here I am, trying to study economic management in university (Fahmi, 12-3-2017)

Not only interfering lectures, the hobby of playing video games also disrupts students performance in doing college assignments. Because students often play online video games up to night and early morning, the time and energy to work on college assignment are automatically reduced. All informants said that they often ignored or forced to reduce the quality of

college assignments because do not having much time and energy to do it at maximum.

Because of online video games consumption, students' relation with classmates also disturbed. One informant explained that because of excessive video games playing, he often forgot about his group work appointment. Due to his high frequency of not keeping appointment with friends, he became isolated from class association.

One informant said that he could not establish a close relationship with his classmates because of having different interest with them. This informant said that he could not maintain long interaction with their classmates because he never found an interesting topic to discuss together. This made him having difficulties in getting along with the classmates.

Yes, because too much playing online video games, I often postpone my college assignments. I usually do the assignment near the deadline time, so the quality of my assignment is not maximal. I also often forget doing group works. It ever happen I forget the appointment and when my group are gathered for doing an assignment, I do not join them. My group cannot contact me because I am too occupied with online video at that time. (Fahmi, 12-3-2017)

I can not get along with my classmates because they seem so busy with their study. My classmates do not share the same hobby with me, so this make me difficult to get interesting topic to discuss with them. (Erwin, 15-4-2017)

Problems of interest in university, the dislike feeling of the material being studied, and difficulties to get along with college friends make students prefer to spend more time playing online video games. Because the time allocated to play online video games is surpassing the time to interact with college friend, informants become getting closer to online video game players than their classmates. Two informants explain

that in online video games, they can interact with other players every night but with classmates they can only do if they have group assignment together. Two informants added that they often abandon to join classmates meeting because they prefer playing online video games in internet cafes than hang out with college friends.

The lack of interest in college, learning difficulties, and failures of building strong relationship with classmates make informants become unenthusiastic to attend the lecture. They often absent from the lectures, and telling lie to parents and lecturers.

Student Efforts to Balance Online Video Game Consumption With Academic Activities

Playing online video games requires a lot of money. This money is mainly needed to rent internet café computers and also for buying food and drinks to accompany playing video games. A lot of evidents prove that students can play online video games because of the pocket money allocated by their parents.

Although not all of the parents giving support to online video games consumption, the long distance of parents' house and students' boarding house makes parents unable to monitor student's pocket money allocation. For safety reasons, they usually give extra money for their sons/daughters to overcome emergency situation such as sickness, need for photocopying or buying books. At the end, this extra money are used by student to play online video games.

Although stopping online video game consumption is difficult, some informants explain that they have ever stop temporarily from video games consumption. This happens when informant have an activity or task that make them so busy and do not have time to think about the game. Two students inform that they once temporarily stop online video games consumption when conducting

community service and internship program from university department. Unfortunately, after this busy activities is ended, students return to their bad habit because they return to their former environment.

Actually, I ever stop playing online video games when I am working on the community service program in university. Playing online video games, I think, strongly depends on the friends close by. When my friends in community service program do not play games, I don't play games also. (Catur, 22-4-2017)

Yes, I remember that I ever stop playing the game. This is exactly happen when I got internship program in Savanna Hotel. Working in this hotel is so busy then the game is somewhat forgotten. Probably it last for about six month. I am not playing games because I do have no time to play them. After finishing working shift, I usually hang out with other hotel employee in cafeteria, so I do not visit internet cafe at all (Krishna 20-4-2017)

Although academic achievement is disrupted by online video games consumption, informants explain that they feel not too worry about the future. They are quite satisfied with their current condition. They are confident that what they have done in online video games are also important. Students explain that in online video games they are not only playing but also finding additional knowledge and experience outside college. Student explain that in future, the job requires not only an academic degree but also experiences and skills. Students are very convincing that friends and connections in online video games will be very beneficial and helpful for getting jobs in the future.

As I say that university education is surely important. Many jobs are looking for a bachelor degree, but it is not rarely, they also need the experiences we have. I agree that college degree give knowledge but it is only theoretical. The experience I gain through interaction in online video games is also important. From online video games and interaction with adult player, I can learn many things to become mature and understand the world around us. (Kri-

shna, 20-4 -2017)

Maybe the benefit of college education for me is to give knowledge and theory. But, I must also learn how to speak in front of public and my friends. So, on line videogames help me much with my oral presentation in front of the class, at least to reduce nervous. Beside college education, I also need knowledges obtained from outside campus. I learn them from online games. (Amin, 18-3-2017)

This research also find that students do not feel too worry with the future because they belief that they still have student status. They also still regard that becoming adult and finding a job is still far to go. This makes them enjoy to consume online video game in a huge amount of time to get entertainment.

The Student Reasons of Playing Online Video Games at Midnight up to Early Morning.

From this research, it can be discovered that the main reasons underlying the student online game consumption at midnight until early morning is for seeking entertainment and filling free time. Living in boarding house, far away from parents, relatives and close friends often make university students feel lonely. Playing online video games is a powerful way to drive away the sorrow of lonely feeling. By playing online video games, student can get fun, interact with other players, meet old friends in their hometown, or get new friends from other cities or fellow gamers in the internet café.

Loneliness is understood as a motivating factor for people to get consolation. Perlman and Peplau define loneliness as a irritating feeling that must be removed for life can get better. Loneliness are experienced by a people who do not have social connections with other people (Perlman & Peplau, 1981). Williams and Solano added that although person have many familiar people around, he may also experience loneliness if he does not have emotional closeness with them (Williams & Solano, 1983). Wheeler, Reis, & Nezlek (1983) and Hawkley (2003) assert

that the lack of emotional quality with the nearest individual is the reason of feeling lonely (Hawkley, Burleson, Berntson, & Cacioppo, 2003; Wheeler, Reis, & Nezlek, 1983). For university students in Malang, the incapacibilities to build strong social connection with classmates and people nearby make them falling into loneliness. This lead them consume online video games to fulfill their social needs.

This study also find out that students with shy personality are tend to have difficulties to interact face to face with other person in new place. For this condition, online video games consumption offers them a medium to interact and train their communicative skills. Schouten et als. (2007) explain that the lack of sound and visual presence in online communication will eliminates barriers for teenagers who have difficulties in real-world face-to-face interaction. The online video game consumption helps students to fulfill their social needs. The fulfillment of social needs are important because it can improve the quality of life. Gonzalez explain that interaction and connection with other people will bring happiness and sense of success. This in trun will affect the person physical health (Gonzales, 2017).

In Malang City, university student can consume online video games at midnight and early morning because of the existence of 24 hour internet café. It is discovered that this facilities are build not to meet the need of Malang city general population but only for accomodating university student lifestyle. As said by Weaver, university students is a category of people who able to access online video games at late night and early morning because far from the parental supervision, free from familial burden and slack of study obligation because lecture sometimes begins in the middle of the day (Weaver, Kim, Metzger, & Szendrey, 2013b).

University students who want to get entertainment at the night time encourage interpreneurs to open 24 hour internet café in Malang City. This development shows that the Malang city has experienced a phenomenon called "Studentification". This phenomenon happen in cities dominated

by student residents (Weaver et al., 2013a). 24 hour internet cafés in Malang city is also considered as form of night time economy. According Bianchini, in modern era, night time is not empty from economic activities but the night time is opportunity to doubled urban economic productivity (Bianchini, 1995). Muray Melbin (1978:16) explains that night time activities sometime preferred by city resident because offers different atmosphere from the daylight. The absence of sunlight, disappearing from urban crowd and work pressures will create different atmospheres preferred by people who want to be active in night time (Melbin, 1978).

Online Video Games Consumption and Student Academic Achievement.

Online video games as a form of entertainment are considered positive when they are used only as a means to relax and strengthen social relationships with friends (Zillmann, 1988; Katz & Foukes, 1962). This research found that the negative side happen when this entertainment media is consumed excessively for forgetting the real world problems. It reveals that all informants consuming online video games at midnight and early morning are motivated by the need of forgetting reality problems. Taking university major that is unmatched with their passions and interests causes the students to face with studying problems and difficulties to build strong social interaction with their classmates.

Interest is very vital in building study motivation and engagement. Based on the research conducted by Cai and Liem, students who are studying based on their own interests and passion will perform more efforts and diligence. This is contrast with students who are trying to seriously study because of desires of fulfilling parents' or teachers' expectations. This kind of student will face with learning difficulties and anxieties because of they worry about being unable to fulfill teachers' and parents' expectations. Failure in conducting study will be regarded as a proof of inabilities not as efforts to understand the learning materials. This condition then leads the students

to effortlessly learn the material further (Cai & Liem, 2017).

Students having problem of interest will suffer syndromes that affect their study. Some of these syndromes as explained by Prince, are reluctance to awake and study, lethargy and sometimes accompanied by depressive feeling to avoid the subjects to study, and they also have irrelevant ideas that intrude them while studying (Prince, 1961). These syndromes are also indicated to occur to Malang city university students who play video games at midnight and early morning.

Study in university requires students making major decisions and adjustments in their life. Giving greater freedom and responsibility because they live away from home. They feel perturbed because of countering new method of living which is greatly different from one that have been mapped by their parent in since the beginning of seventeen or eighteen years. Students also must adapt with the university environment. Otherwise, they will blame themselves, feel incompetent and then finally degradate their academic performances (Handforth, 1978).

From this research, it can also be understood that dislikeness of university major also makes students unable to establish friendships with their classmates. Informants will have difficulties for getting close with college friends because they do not have the same interests. Informants are unable to follow and enjoy discussions with college friends. This will make them prefer to hang out with other online video gamers because have the same interests.

Student Efforts to manage Online Video Game Consumption with Lecture Activities

This research discovered that all informants have difficulties to limit the length of time for playing online video games. Informants often play online video games more than they have planned to because games always lure them with senses of curiosity. Online video games have a lot of interesting things to do and explore. They make student

content to play.

Playing online video games in a huge number of time will bring negative effects for student for it can decline students' academic achievement. Because student spend lot of time to play online video games, their energy will be lost and unable to study and maintain the quality of their college assignments. The other negative effect of online video games consumption is its potentials of making students lavish because it spends a lot of money.

Eventhough online video games make students inert in study and money lavish, but this is not make them want to stop online video games consumption. University students play online video games using the pocket money from their parents. From this research it can be discovered that eventhough parents do not agree with students online video game consumption. Parent can not do anything, the far distance between parent and student boarding house makes them difficult to supervise the students' study activities and money management.

Through this research it is also known that the degradation of college marks and academic achievements does not prevent students from consuming excessive online video games. All informants of this study feel not to worry about this condition because they assume that they are still students. They think that being students they do not have to think much about their future life and employment because they are still young. They think that becoming adult and finding a job is uncomfortable and still long time to go. The phenomenon of young people are reluctant to be mature and ready to be responsible is a common phenomenon in many parts of the world today. Hollands (2002) explain nowadays many of the youth choose to postpone their adults status by extending their college degree, delaying having children, doing traveling or taking part-time work for keep living with parents (Hollands, 2002). Park (2013) explains that in South Korea, this condition happens due to the difficulties of finding a job after the 1997 crisis. In Korea, many Koreans prefer to extended their student status and post-

poned their adulthood. Student just wanted to extend their study in university, reluctant or choose to not get married at all (Park, 2013). The inconvenience of thinking about work and future life that is difficult and uncertain makes the students not too much cared about it. Some university students in Malang consume online video games for forgetting their future life responsibilities.

CONCLUSION

In Malang city, univeristy students can play video games at night and early morning because of three factors. Those factors are 1) the slack of study time because university lecture is not every day and sometimes begins at noon, 2) the lack of parental supervision because student are life far away from parent, and 3) the existence of 24 Hours Internet cafe facilities in city as the effects of "studentification".

University students playing online video games as a form of entertainment. Student play online video games to fill spare time and drive out loneliness. Living in the boarding house, far away from parents, relatives and close friends often make students feel lonely and then play online video games to drive away the lonesome feeling and get pleasure.

Online video games are entertainments which are beneficial when they are played as means of relaxation and social relationship strengthenings. The online video games become negative if the players consume them excessively to forget reality problems. Through this research, it can be discovered that all informants consume excessive online video games because of study problems. Taking college major that is not matched with passion and interests make students struggling hard to study and they cannot build close relationship with the fellow college because of different interests.

As result of online video game excessive consumption, university students experience academic performance declines. However, although their academic activities are disturbed, students do not feel it

something to be worried about. They believe that work does not merely need academic degree, but experience and network as well. The experience and interaction skill student obtained in online video games are believed to be beneficial to gain networks for finding jobs.

Students also argue that they still live with student status, so they do not feel necessary to haste thinking about the future. They think that becoming adults and finding a job is still very far to go. The phenomena of university students who do not want rush to become mature and be responsible for their future life are found in several studies. Some researches explain that in modern societies, the hard competitions and difficulties in finding job often make the transition between adolescents and adult not as smooth as before. This makes many teenagers in developing countries are reluctant to be adult sooner by extending their student status, being reluctant to get married, and do not want to establish a family at all.

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