

The Intensity of Playing Mobile Legends Games With College Student Academic Procrastination

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Abstract :

This research aims to 1) find out the symptoms of addiction to the Mobile Legend online game. 2) determine the factors that influence the addiction to the online game Mobile Legend. 3) the impact of Mobile Legend online game addiction on students. This research is quantitative with the type of case study research. The research subjects were 34 students addicted to the mobile legend online game. The research instrument used is data collection through google forms and documentation. The results showed that 1) some of the symptoms experienced by students who are addicted to online games. 2) Factors influencing online game addiction, namely: a) reward, feedback on games b) reducing boredom c) eliminating the stereotype of loneliness d) social inability of addicted players e) virtual environment.

Keywords: college students, game addiction, academic procrastination.

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Introduction

Early-level students are required to excel so that their grades can support them in the academic field. Middle-level students are recommended to improve their grades that were not good in the previous semester and while final year students are led to hastily graduate to avoid the threat of dropping out or being expelled from the campus. Universities have an obligation and responsibility to be able to produce graduates who have quality and can integrate into various levels of society. Being a student goes through various things, such as high demands for achievement, assignments from lectures, pressure from the environment to immediately complete lectures and also having to be good at managing time which must be prioritized to do.

This dynamic makes students late in completing assignments and overnight students immediately work on several assignments that are deliberately piled up. An incident of procrastination often occurs in everyday life, often occurs in the academic field. The impact of procrastination according to Burka and Yuen (2008) procrastination creates external problems, such as delaying doing assignments, making us unable to do assignments properly and getting warnings from teachers and procrastination causes internal problems, such as feeling guilty or regretful. That is, students, take action to delay important work and often do more fun things such as playing online games rather than choosing to do assignments or commonly known as academic procrastination.

Tuckman (1991) academic procrastination is a tendency to leave, delay or avoid completing activities that should be completed. According to Knaus (2010), procrastination comes from the Latin "pro" which means pushing forward or moving forward and the suffix "crastinus" which means tomorrow's decision. One of the similarities of the word procrastination is "cunctation" which is postponing or postponing work to be done at another time. Procrastination often occurs in almost every student, both early, middle and final level students.

According to Hendro (2018), current technological advances cannot be separated from people's lives. like it or not, everyone has to go with the flow in it. Amanda (2016) reveals that life like this can cause people to be completely confused and even dissolve into conditions where they cannot select, this is contrary to past conditions. As an example of today's children's play patterns, today's children tend to leave traditional forms of play and switch to more modern games, we can identify this by seeing the increasingly deserted field, the disappearance of traditional game competitions and the increasingly crowded places that provide more modern forms of games, such as game stations and internet cafes (Warnet).

Addiction studies have been conducted in the context of hedonic technology, with social networking sites and online games being the most popular research focuses (Lee, Cheung, Chan 2021). For example, online game addiction is becoming more and more common. The WHO World Health Organization (2019) defines online gaming addiction as a mental

disorder that falls under the International Classification of Diseases (ICD 11). This issue has an impact such as interference with game controls, which increases the priority of playing games over other activities. This behavior becomes normal even though it ultimately has a negative impact on him.

This issue has an impact such as interference with game controls, which increases the priority of playing games over other activities. This behavior becomes normal even though it ultimately has a negative impact on him. A study showed that online game addiction is more common in adolescents (Brand, Todhunter, & Jervis, 2017); (Jordan & Anderson, 2017); González (2018) reveals that internet gaming disorder is an increasingly common disorder, which can have a severe impact on young people.

The main purpose of this study was to determine the impact of the intensity of playing the online game Mobile Legend on student learning procrastination at the undergraduate level belonging to the average age range of 19-23 years which at that age is classified as an early adult phase which is a transitional phase between adolescents. and mature.

In this study, it was mentioned 3 categories based on the intensity of playing the Mobile Legend game, namely the occasional time intensity category, the frequent time intensity category and the always time intensity category, then we also conducted research based on students' academic procrastination while studying in lectures. Researchers use these two theories to determine the impact that occurs on student learning procrastination.

Based on the results of the screening of 34 respondents, most of the students played online games from 1 hour to 2 hours a day. The duration of playing the game is said to be high when playing with a duration of more than 4 hours, 2-3 hours is classified as moderate and 1-2 hours is classified as low. The frequency of playing games is said to be high if the individual plays with a frequency every day, 3-4 times a week is classified as moderate and 2 times a week is low.

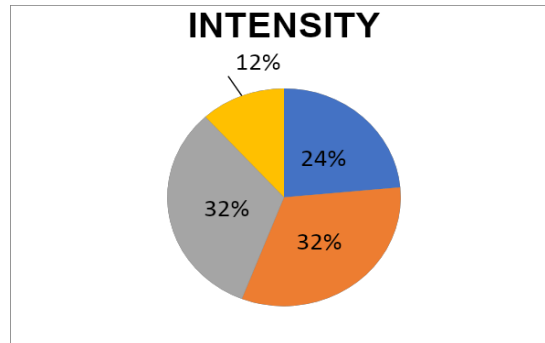
Method

This research is a type of descriptive research with a quantitative approach. This study aims to provide a more in-depth descriptive explanation about academic procrastination among students. The subjects used in this study were 34 students who were taken by simple random sampling. According to Kerlinger (2006: 188), simple random sampling is a method of drawing from a population or universe in a certain way so that every member of the population has an equal chance of being selected or taken. The data collection technique in this study used a non-test technique with an instrument in the form of an academic procrastination scale with four categories of answers, namely strongly agree, agree, disagree, and strongly disagree.

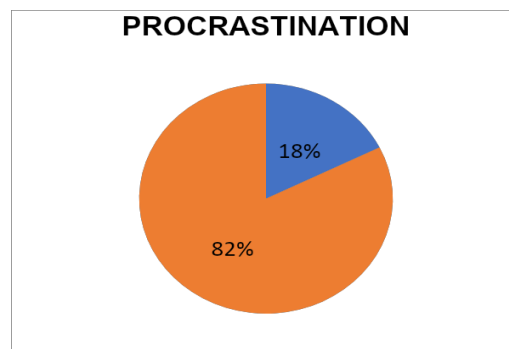
The results obtained in this study describe the condition of student academic procrastination in the very high category of 76-100%, high category 51-75%, medium category 26-50%, and low category 1-25%. The academic procrastination experienced by these students consisted of several aspects, including belief in abilities, impaired attention, social factors, time management, personal initiative, and laziness. Furthermore, the data analysis in this study used the percentage formula in order to obtain an overview of the procrastination conditions experienced by students.

Discussion result

The results of data analysis on student academic intensity and procrastination are generally categorized into several categories.



In Figure 1. The intensity results show that as many as 8 people or 24 percent of students are in the high category, as many as 11 people or 32 percent of students are in the medium and low categories, and as many as 4 people or 12 percent of students are in the very high category.



In Figure 2. Based on the results of procrastination in students as many as 28 people or 82 percent are in the medium category, as many as 6 people or 18 percent of students are in the high category. And as many as 0 or 0 percent of students are included in the low and very high categories.

Then we tested the initial hypothesis of this study with the formulas are as follows:

determine the pair of hypotheses		
Ho:	$\rho = 0$	there is no relationship
Ha:	$\rho \neq 0$	there is a relationship

Ho: There is an effect of the intensity of playing mobile legends games on students' academic procrastination

Ha: There is no effect of the intensity of playing mobile legends games on student academic procrastination

The purpose of this study was to determine whether there was an effect of the intensity of playing online games on academic procrastination.

From the results of the criteria for rejecting H_0 , rejecting H_0 if $r\text{-count} > r\text{-table}$ determines the stepwise model regression analysis, the results show that the results of determining the $r\text{-tabel}$ value are $0,339 < 0,7163$ at the $r\text{-count}$ value. So from the results obtained, it can be understood that the intensity of playing mobile legends games on students affects them in doing academic procrastination.

The more often you play online games, the higher the intensity of playing mobile legends games which has an impact on delaying academic assignments. This is reinforced by a study conducted by Yudha Mahardhika and Yulianti Dwi Astuti (2018) entitled "The Relationship Between Online Game Addiction To Academic Procrastination in Yogyakarta Students" which concluded that there was a positive relationship between online game addiction and academic procrastination with a value of $r=0.375$. and $p=0.000$.

Currently, many students are still not good at time management. Most of his time is spent on activities that tend to be less useful, such as staying up late and playing games excessively (Rusyadi, 2012). According to Wang and Zhu (in Mufid, 2019) it turns out that there is a relationship between time management and online game addiction. Someone who has been addicted to online games will find it difficult to do time management well, they will spend most of their time playing these games.

Furthermore, the results of the average intensity value on the scores obtained by students are a Mean 44,00 This proves that the intensity value of students almost affects their procrastination. Then the Mode value obtained is 42,00 This explains that most of the subjects of this study have a low level of intensity in playing online games. Chaplin (2011), argues that intensity is a quantitative property of a sense, which is related to the intensity of the stimulus. Students who are addicted to online games will try to fulfill the stimulation of playing by increasing their frequency of playing online games.

The phenomenon of academic procrastination that has been studied in this study has explained the relationship between the factors that cause students to postpone their thesis by playing online games. As a final student whose age ranges from 21-to 25 years, you should be able to understand more about procrastination and efforts to minimize it. Academic procrastination has a systemic effect on the perpetrator (procrastinator) both behaviorally and emotionally.

Burka and Yuen (in Basri, 2017) explain that procrastination can also cause internal problems, such as feeling guilty or regretful. The impact of feelings of guilt or regret that is suppressed and accumulates as a result of the behavior of delaying the tasks performed can make an individual stressed, depressed and even have psychosomatic or mental disorders. This is in line with Ghufroon and Rini (2010) who explain that procrastination is a delay that is done intentionally and repeatedly, by carrying out other activities that are not needed in carrying out tasks.

Conclusion

Based on the study as described above, the writer concludes matters relating to problem-solving as follows:

There is a relationship between the intensity of playing mobile legends games with student academic procrastination. The higher the intensity of playing the mobile legends game, the higher the level of student academic procrastination, and vice versa if the student has a low intensity of playing the mobile legends game, the lower the student's academic procrastination.

Various reasons underlie their desire to play mobile legends games, namely because they are cool, fun, feel bored, fill their spare time, as entertainment, avoid direct social relationships, and share information about mobile legends games. Not a few students admit that they prefer to play mobile legends games so that they delay the tasks that they should do first. Some of the impacts due to the high intensity of playing online games include someone who does not have a priority scale in carrying out daily activities, is lazy to carry out activities such as completing tasks, and even encourages to act asocial.

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