Phenomenon *Game Online* as Social Pathology in the Community Teenager

(Case Study of Seumara Village, Pante Ceureumen District West Aceh Regency)

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Abstract
The rise of *online games,* which are popular among teenagers, is due to the development of the era of globalization and increasingly sophisticated technological developments, which have a negative impact on teenagers. The author is interested in research by raising the title of the *online gaming phenomenon* as a social pathology among teenagers in Seumara Village, Pante Ceureumen District, West Aceh Regency. This research uses a *mixed method*, collecting data through observation, questionnaires, interviews, and documentation. The results of the study from distributing questionnaires to 19 teenagers, 15 teenagers (78.9%) said that *online games* are a social pathology because *online games* have a negative impact on academic achievement, aggressive behavior, dirty talk, neglecting prayers, and ignoring parental orders. Meanwhile, 4 teenagers (21.1%) said that *online games* are not a social pathology because playing *online games* can train hand and eye speed and become a profession to make money. The results of interviews from the Village government, officials, community leaders, Imum Chik, and parents of teenagers said that the Village government and parents had tried to overcome the *online gaming phenomenon* among teenagers by providing advice and warnings. The Village government and parents continue to supervise/control teenagers so that they do not become addicted to playing *online games*. The Village government has provided warnings and guidance to teenagers to use their free time usefully.

Introduction

The development of information technology is becoming more rapid all the time. These changes can be recognized by changes in communication interactions, which were initially without technology and are now technology-based; this phenomenon also occurs in many aspects of life. (Hijrah, 2021)

Many people try to exist by using social media and making it as creative and exciting as possible. Several online games are widely popular among children, teenagers, and adults due to the very rapid development of the era of globalization and technological developments that are becoming more and more sophisticated every year, which makes anxiety from all groups both in terms of education, the environment and social life Games Online is a game based on electronics and visuals (Rini: 2011). Games Online is hugely different from other games, namely that players can play with other

players from different locations and other parts of the world. Children are considered more frequent and vulnerable to using games online than adults. Gaming addiction online can be characterized by the extent to which game players play games excessively, which can have a negative effect on the game player.

Gaming terms online come from MMORPG (*Massively Multiplayer Online Role-Playing Online Game*), an extension of the role-playing game type game that has multiplayer facilities. A player can connect his device to a server and play simultaneously with thousands of players around the world. MMORPGs will be faced with various challenges and opportunities to improve the abilities of the characters they play (Hermawan, 2009).

Games Online has its charm for gamers. The appearance and challenges of the game make game fans increasingly interested in using it, especially with games online, which can be easily used anywhere without using heavy and complex devices. With a smartphone and internet quota, game users can also use it online easily and quickly. Life is now an online game that is used with various variations. Some just play for fun, some play to make money (income), and some hold gaming tournaments online. Things like this present specific challenges for online gaming fans. That shows that the game Online has become a social phenomenon for humans. (Mertiak, et al., 2022)

Many teenagers, children, and adults use these tools to fill their free time, such as playing games. They don't know that this game can lead someone into things that can lead them to neglect. Gameplay This online game is so exciting that it makes game players forget about more important things such as studying, worshipping, and working. As is the case in Village Seumara, Pante Ceureumen District, where you can find a lot of online game addicts, including children, young adults, and even some people who are married, they are addicted to online games, the types of online games that are played starting from *Free Fire, Clash of Clans, Mobile Legend* and *Higgs Domino* Even though the Village government has banned the public with verbal appeals and even issued a circular which is posted in every existing stall. In line with the reality on the ground, why do some people become addicted to online games because they are fun and exciting, although teenagers are addicted to playing online games due to the lack of supervision and control given by parents to their children, where parents should provide supervision over every activity of teenagers so that they do not become addicted to playing online games. This also occurs due to the influence of a less controlled environment, resulting in the emergence of social pathology. (Observation Researcher)

The emergence of online games in Aceh in 2007 began with one online game, *Zinga Poker.* This online game was top-rated among both teenagers and adults. This is where many online game lovers emerged because of its generated interest. Online gaming has been widely discussed in Indonesia, especially in Aceh. One of the concerns that affect society with the presence of online games in Aceh is in Lhong Cut Village, Bandar Raya District, Banda Aceh City, responding to negative impacts that affect the disgraceful impact between teenagers. This will affect economic growth in Indonesia, especially in Aceh. Online games have become a hobby for young people today. Teenagers are now addicted to games online. (Linda, 2021)

The vulnerability of the character of Seumara village's teenagers and the impact of this online game can influence religious behavior, such as a decrease in religious and social activities. Observations in Seumara Village showed that the average number of teenagers had begun to decline in instilling religious and social values due to the large number of teenagers influenced by online games.

In the Al-Quran, it is recommended for educators to educate humans with wisdom and suitable lessons, as described in the Koran, Surah an-Nahl verse 125, which means "Call (humans) to the path of your Lord with wisdom and good lessons. And refute them in a good way. Indeed, your Lord knows better those who stray from His path, and He knows better those who are guided." (M. Nasir 2023). From a religious perspective, the legal origin of playing online games is permissible, and this is based on the rules of jurisprudence, which state that the legal basis of everything is acceptable if no argument forbids it (Baruz, 2021). The nature of games is games that are played to provide entertainment and a feeling of relaxation for someone who has experienced fatigue and pressure in their daily activities. However, the use of online games has led to excessive consumption of things, even leading to addiction. Thus, the law of playing online games is permissible; however, if the reality of playing online games can encourage someone to abandon their obligations, then it is haram.

Socially, the negative impacts of gaming online are disconnection from friends, family separation because they have less time together, socializing only in games online, and making Game addicts online isolated from natural social environments. So, teenagers find it difficult to relate to other people. Behavior becomes rude and aggressive because it is influenced by what is seen and played in the game online. Psychologically, the mind is constantly thinking about the game being played. Difficulty concentrating on studies work, often absent or avoiding work. It makes someone indifferent and less concerned with things around him. They are doing anything to be able to play the game, such as lying or stealing money. Being used to interacting in one direction with a computer makes game addicts closed, making it difficult for them to express themselves in a natural environment.

As the researcher has described above, the phenomenon also occurs among teenagers in Seumara Village, Pante Ceureumen District, West Aceh Regency, where many teenagers play online games, so it has a negative impact. As a result, many teenagers who play online games have experienced social pathology among people—teenagers in Seumara Village, Pante Ceureumen District, West Aceh Regency. Based on the results of observations made by researchers regarding the online gaming phenomenon among teenagers in Seumara Village, Pante Ceureumen District, Aceh Regency, there is an impact of deviant behavior on teenagers, such as juvenile delinquency, stealing, forgetting prayer times, skipping school, neglecting assignments, aggressive behavior, disconnection of social relations and ignoring the orders of their parents. This is caused by addiction to online games that occurs among teenagers in Seumara Village.

Method

This research uses a *mixed method type of research* (mixed quantitative and qualitative research). Mixed research is a way to collect, analyze, and combine quantitative and qualitative research methods to understand research problems (Creswell, 2015). Combined research methods (mixed methods) combine quantitative and qualitative methods in a study to obtain comprehensive, valid, reliable, and objective data. Comprehensive data is complete data, which is a combination of quantitative and qualitative data. Valid data has a high degree of accuracy between the data that occurred, and the data reported by the researcher. The data obtained from research will be valid through a combination method because data whose truth cannot be validated using quantitative methods will be validated using qualitative methods or vice versa (Sugiyono, 2012).

In research, this uses primary and secondary data. Primary data is obtained directly from respondents or objects studied or related to the objects studied. This data can be obtained directly

from the research personnel and the field. The primary data source in this research is data obtained directly from teenagers, Village officials, parents of teenagers, and the community in Seumara Village, Pante Ceureumen District, West Aceh Regency, which is the object of research. Secondary data is obtained or collected by those conducting research from existing sources such as books, journals, articles, magazines, newspapers, etc. This secondary data source was obtained from documents, such as demographics, the geography of a Village, government staff data, organizational structure, and the condition of Village regulations in Seumara Village, Pante Ceureumen District, West Aceh Regency.

The population in this study are teenagers, Village officials, parents of teenagers, and the community in Seumara Village, Pante Ceureumen District, West Aceh Regency, with a total population of 48 people with the criteria being teenagers 12-21 years old. From the population that the researchers have determined above, namely 48 people, the samples in this study are 19 teenagers who will distribute questionnaires and 5 interview informants with a total sample of 24 informants. The following is a list of informants:

Table 1. List of names of questionnaire respondents

No	Name	Age	Education
1	Abdul Latif	19 years old	Senior High School
2	Ahmad Fazzal	14 years	Junior High School
3	Amiruddin	20 years	Senior High School
4	Andika	16 years	Junior High School
5	Andika Rerandi	14 years	Junior High School
6	Arifin	20 years	No school
7	Ashwandi	20 years	Studying
8	Azhari	12 years old	Junior High School
9	Fahrul Razi	16 years	Junior High School
10	inspiration	19 years old	No school
11	Joni	19 years old	Senior High School
12	M. Daod	18 years	No school
13	M. Ikhsan	20 years	No school
14	Mawardi	15 years	Senior High School
15	Nazaruddin	20 years	Senior High School
16	Oji Riski	16 years	Senior High School
17	Riko Junawar	17 years	Senior High School
18	Samsul Bahri	17 years	Senior High School
19	Zainal Abidin	18 years	Senior High School

Source: 2023 observation data

Table 2. List of names of interview respondents

No	Name	Position	Education
1	Rashidin	Keuchik	Senior High School
2	Maimun, S. Sos	Secretary	S1
3	Hamdan	Tuha Peut	Senior High School
4	Mr. Kamaruddin	Imum Chik	Senior High School
5	Abdul Jalil, SE	Society	S1

Source: 2023 Research

Existing theories guide this field research to search for, obtain, and collect data and information by facts in the field. The data collection technique is a purposive sample. Purposive sampling is a non-random sampling technique where the researcher determines sampling by determining unique characteristics that are by the research objectives so that it is hoped that they can answer the research problem. The data collection techniques in the field are carried out using several techniques, namely as follows:

1. Observation is an activity that includes research on a research object. Observation or observations are used to collect data in research. In making observations, researchers select things to observe, and record related to the research. Observations were carried out from the time the researcher started data collection until the end of data collection. Observation activities in the context of data collection activities take objects relevant to the research scope, such as facilities and infrastructure. The observations that the researchers made were direct observations in the field regarding issues surrounding games online and conducting interviews with informants and the targets of observation in this research were teenagers, Keuchik, Village officials, community leaders, parents of teenagers and the community in Seumara Village, Pante Ceureumen subdistrict, West Aceh district.

2. A questionnaire is a research method carried out by distributing questionnaires so that it can reach many respondents in a relatively short time. There are two ways to use the questionnaire: distributing it, filling it in with the respondent, and using it as an interview guide with the respondent.

3. Interviews are a data collection method that involves conducting interviews or questions and answers (orally) to obtain data. This is in line with Sutrisno Hadi's opinion. The interview method is to obtain data and ask questions orally where two or more people face each other directly. To obtain data, researchers have determined that the target informants for interviews are 5 people, namely Keuchik, Village officials, community leaders, parents of children, and residents.

4. Documentation is a technique of obtaining data from various media sources, whether from documents, videos, cameras, newspapers, papers, bulletins, etc. With this document, there will be information that is appropriate to the research variables. The first type of documentation researchers carried out in this research is documentation of events and activities related to the problem being researched using a camera. Second, documenting all documents regarding observations and interviews when research takes place in the field on respondents who are the targets and objects of research.

To answer the problem formulation, the first uses the percentage formula:

$$F = \frac{P}{N} \, x \, 100$$

From the results of processing the questionnaire distributed to respondents. There were 19 questionnaires distributed. Meanwhile, to answer the second problem formulation, use the results of interviews by the interview guidelines that have been prepared. Rahmat Muhazir's research results (2023) regarding Online Game Addiction and Self-Identity, Social Interaction and Aggressive Behavior in Adolescents. This results in teenagers addicted to online games tending to behave aggressively. This is because online games contain a lot of violent content. Teenagers will

eventually apply this violent content in real life. Teenagers are unaware that they will be carried away by the atmosphere in online games.

Findings and Discussion
Findings

The following data description is the result of a questionnaire that researchers distributed to respondents who were the target objects of this research. Out of the total number of questionnaires that were distributed, 19 questionnaires were distributed to teenagers in Seumara Village, Pante Ceureumen District, West Aceh Regency, namely as follows :

Table 3. Age of Respondents

No	Age	Number of Respondents Based on Age	Percentage
1	12-14 years old	-	-
2	15-17 years old	8	42.1
3	18-20 years old	10	52.6
4	21 years	1	5.2
Total		**19**	**100**

Source: 2023 Research

Based on Table 3 above, it can be explained that 8 people aged 15-17 years play online games or 42.1%, 18-20 year-olds are 10 people or 52.6%, and 21 year olds are 1 person, or 5.2% play online games.

Table 4. Respondents' educational level

No	Respondent's Education	Number of Respondents	Percentage
1	SMP/MTS	4	21.0
2	SMA/SMK/MAN	13	68.4
3	No school	1	5.2
4	Non-Formal Schools	1	5.2
Total		**19**	**100**

Source: 2023 Research

From Table 4 above, the author can explain that there are 4 people or 21.0% of teenagers at the SMP/MTS education level, there are 13 people at the SMA/SMK/MAN level or 68.4%, 1 person or 5.2 % % who are not in school and as many as 1 person or 5.2% at non-formal school level who play online games.

Table 5. Length of Playing Games in 1 Day

No	Game Playing in 1 Day	Number of Respondents	Percentage
1	Less than 1 hour	4	21.0
2	1-2 hours	9	47.3
3	3-4 hours	5	26.3
4	More than 4 hours	1	5.2
	Total	**19**	**100**

Source: 2023 Research

Based on Table 5 above, it can be explained that there are 4 people or 21.0%, who play online games for less than 1 hour a day, there are 9 people or 47.3%, who play online games 1-2 hours a day, there are 5 people or 26.3% play online games for 3-4 hours in 1 day, and 1 person or 5.2% of teenagers play online games in 1 day.

Table 6. Time to Play Online Games

No	Long Time Playing Online Games	Number of Respondents	Percentage
1	Less than 1 year	2	10.5
2	1-2 years	4	21.0
3	3-4 years	8	42.1
4	Over 4 years	5	26.3
	Total	**19**	**100**

Source: 2023 Research

From Table 6, it can be explained that there are 2 people or 10.5%, playing online games for less than 1 year, there are 4 people or 21.0% playing online games for 1-2 years, there are 8 people or 42.1% 3-4 years of playing online games, and there are 5 people or 26.3% playing online games for more than 4 years.

Table 7. Time to Access Online Games

No	Time to Access Online Games	Number of Respondents	Percentage
1	Morning	1	5.2
2	Afternoon	1	5.2
3	Afternoon	-	-
4	Evening	17	89.4
	Total	**19**	**100**

Source: 2023 Research

Based on table 7 above, it can be explained that there is 1 person or 5.2%, playing online games in the morning, there is 1 person or 5.2%, accessing online games in the afternoon, and there are 17 people or 89.4% who play games online at night.

Table 8. Places/locations for playing online games

No	Place/location to play online games	Number of Respondents	Percentage
1	School	-	-
2	House	6	31.5
3	Roadside stall	12	63.1
4	Cafe	1	5.2
	Total	**19**	**100**

Source: 2023 Research

Based on Table 8 above, it can be explained that 6 people, or 31.5%, play online games at home, 12 people or 63.1%, play online games in cafes, and there is 1 person who plays online games at home and cafe.

Table 9. Types of games played

No	Type of Game Played	Number of Respondents	Percentage
1	Mobile Legends	8	42.1
2	Free Fire	11	57.8
3	PUBG	-	-
4	Other	-	-
	Total	**19**	**100**

Source: 2023 Research

Based on Table 9 above, it can be explained that 8 people, or 42.1%, play online games like Mobile Legend, and 11 people or 57.8%, play online games like Free Fire.

Table 10. Types of games played

No	Types of Games Played	Number of Respondents	Percentage
1	1 type	4	21.0
2	2 types	8	42.1
3	3 types	4	21.0
4	More than 3 types	3	15.7
	Total	**19**	**100**

Source: 2023 Research

From Table 10 above, it can be explained that there are 4 people or 21.0%, who play 1 type of online game, there are 8 people or 42.1%, who play 2 types of online games, there are 4 people or 21.0% who play 3 types of online games, and there are 3 people or 15.7% who play more than 3 types of online games.

Table 11. Motivation for Playing Online Games

No	Motivation to Play Online Games	Number of Respondents	Percentage
1	Hobby	-	-
2	Entertainment/fun	18	94.7
3	Profession (occupation)	-	-
4	Bandwagon (environmental influence)	1	5.2
	Total	**19**	**100**

Source: 2023 Research

Based on Table 11 above, it can be explained that there are 18 people or 94.7%, who play online games with motivation just for entertainment, and there is 1 person or 5.2% of teenagers, who play online games for the motive of joining in or being influenced by the environment.

Table 12. Symptoms experienced when playing online games

No	Symptom	Number of Respondents	Percentage
1	Headache	2	10.5
2	Visual disturbances	3	15.7
3	Sore	9	47.3
4	Other	5	26.3
	Total	**19**	**100**

Source: 2023 Research

Based on Table 12 above, it can be explained that there were 2 people (10.5%) experiencing symptoms of headaches, 3 people (15.7%) experiencing symptoms of visual disturbances, and 9 people (47.3%) experiencing symptoms. Aches from playing online games, and 5 people or 26.3%, experience other symptoms because of playing online games.

Table 13. Notice to Parents Playing Online Games

No	Respondent's Parents	Number of Respondents	Percentage
1	You know	3	15.7
2	Don't know	16	84.2
	Total	**19**	**100**

Source: 2023 Research

Based on Table 13 above, it can be explained that 3 people or 15.7% of respondent parents know that their children play online games, and 16 people or 84.2% of parents, do not know that their children play online games.

Table 14. Parental Permission to Play Online Games

No	Parental Permission	Number of Respondents	Percentage
1	Allowed	4	21.0
2	Not allowed	5	26.3
3	Allowed during school holidays	-	-
4	Allowed but not gambling	10	52.6
Total		**19**	**100**

Source: 2023 Research

Based on Table 14 above, it can be explained that 4 people or 21.0% of parents allow their children to play online games, and 5 people or 26.3% of parents do not allow their children to play. Online games, and there were as many as 10 people or 52.6% of parents, allowed their children to play online games, but they are not gambling.

To answer the problem, researchers used quantitative research to obtain a percentage related to the online gaming phenomenon as a social pathology among Seumara youth. From the results of quantitative research that researchers have carried out, namely using the questionnaire data collection method, the data obtained are as follows:

Table 15. Online Games as Social Pathology

No	Online Games as Social Pathology	Number of Respondents	Percentage
1	Agree	15	78.9
2	Don't agree	4	21.1
Total		**19**	**100**

Source: 2023 Research

So, from Table 15 above, it can be explained that 15 people or 78.9% of teenagers, agree that this online game is a social disease among teenagers in Seumara Village. Meanwhile, 4 people or 21.1% of teenagers, did not agree that online games were a social pathology.

Qualitative methods are used to obtain qualitative data to test, expand and deepen quantitative research results. The starting point for data collection using qualitative methods is data collected from interviews with respondents who have been determined by researchers using data collection and processing techniques as described above.

While obtaining qualitative data, researchers conducted interviews with target respondents as the researchers set targets in this research. The following is an interview with the Village government as the *Keuchik* of Seumara Village regarding the role of parents and government in dealing with the online gaming phenomenon among teenagers in Seumara Village, Pante Ceureumen District, West Aceh Regency. Interview results Rashidin and the informants are as follows:

"This online game is a game that is accessed using the internet network, is in line with modern developments such as today, and is supported by sophisticated technology. This brings changes to the social environment of society. Regarding the online gaming phenomenon among teenagers, especially in Seumara Village, almost all groups in Seumara Village play online games,

including teenagers, adults, children, and the elderly. Some play online games. The online games played range from gambling games to non-gambling games. As Keuchik Seumara Village, I see that teenagers who play online games can be said to be tame or addicted to teenagers. This online game has many negative impacts, such as children often missing school, forgetting the 5 daily prayers, behaving aggressively, fighting their parents when asked to do work, behaving rudely to people older than them, stealing and staying up late. Until the morning because of playing games online. As Keuchik Seumara village, I have also given an appeal to teenagers and even made a banner prohibiting playing online games, especially gambling ones. Here, parents should give warnings in the form of prohibitions to their children not to become addicted to playing online games because even though the Village government plays an active role in overcoming the problem of online games, if parents do not provide supervision and control over their children, then it will not work effectively. "Parents have to play an active role and support Village officials in dealing with online game addiction among teenagers to maintain security and order in the community."

Based on data obtained by researchers from interviews with Rasyidin as Keuchik of Seumara Village, his side has made efforts to overcome online game addiction among teenagers. These efforts have been carried out by giving verbal and written warnings, such as making banners and posting some in every stall. Keuchik also coordinates with parents to provide supervision and understanding to their children so that they do not become addicted to playing online games because many negative impacts occur with the presence of these games; these impacts both affect education and the behaviour of teenagers in everyday life.

The following are the results of interviews with Maimun officials as Village secretary of Seumara Village, namely as follows:

"Teenagers in Seumara Village, Pante Ceureumen District, West Aceh Regency, spend an average of 7-9 hours playing online games daily. Online games have become an addiction in everyday life in Seumara Village. Teenagers' dependence on online games influences daily behaviour, starting from actions and actions in the community. "The addiction of Seumara Village teenagers to playing online games can no longer be stopped. The Village government is making efforts to overcome this online gaming phenomenon ."

From the results of the interview with Maimun as the Village Secretary, it is evident that the role of both parents and the Village government is running well even though there are still many teenagers who play online games; this is because teenagers are already addicted, to change all that is certainly not an easy thing. and it takes a long time to become the behaviour of teenagers. The same thing was also conveyed by Hamdan as Tuha Peut of Seumara Village, namely as follows:

"Regarding online games among teenagers in Seumara Village, it is very rampant; children, teenagers, and adults have become addicted to playing these games. Hamdan (Tuha Peut) Seumara Village said this online game created unrest in the community because teenagers who played online games stayed up late at night. This could disturb the surrounding community with noise or terms of their voices, especially teenagers playing online games in stalls. The negative impact of playing online games for teenagers, especially those still in school, can affect their education because they are negligent in playing online games. "Regarding Village rules, there are no official ones yet. However, appeals have been made by the Keuchik and other officials.

From the results of the interview obtained from Hamdan, it can be concluded that, in general, the role of government regarding efforts to overcome online games has been carried out, but the regulations are still not strong. Meanwhile, the role of parents has a big influence in efforts to deal with this online gaming problem because parents are fully responsible for their children's activities.

The following are the results of an interview with Teungku Kamaruddin as imum chik Village Seumara, namely as follows:

"With the presence of online games, teenagers have become careless because they play online games, and then waste occurs, and they commit acts not approved by Allah. Many negligences include neglecting to perform the 5 daily prayers or other activities. "So with the rise of online games among teenagers, this can certainly make people anxious because playing online games can harm themselves and society in general, such as stealing chickens or even people's palm fruit to fulfil their needs in playing online games ." We have also conveyed this appeal both in ta'lim assembly activities and in Friday sermons, but many young people still play online games.

From the results of the interview with Teungku Kamaruddin, it can be concluded that he said there is a need for action from the Village government and the parents to overcome this phenomenon of online games in religion is also ordered to prevent evil as in the hadith of Muslim history, namely:

Meaning: "Whoever among you sees evil, then prevent it with his hands. If you are not able to, then prevent it verbally. If you can't afford it, then prevent it with your heart. And this is the weakness of faith." (HR. Muslim no. 49).

When parents provide facilities and freedom to their children, parents must continue to supervise their children when playing. Parents can advise their children when they have left the corridor of established rules. Educating children to avoid undesirable things. The results obtained by parents who control their children so they don't become addicted to online games are that their emotions become controlled, children become easy to manage, children have a responsibility when told by their parents and children become disciplined in everything that matters. This is in line with what was conveyed by Abdul Jalil as a member of the public and a parent of children who play online games.

The following are the results of an interview with Abdul Jalil, a resident of Seumara Village, as follows:

"What is certain is that the first thing is that the residents around the shop are disturbed, then the family, if they are not monitored, is also disturbed. Why are they sometimes said to be disturbed, like children or teenagers, because of this online game? It is because they used to be given cell phones to study online during the Covid-19 era. But it is used incorrectly. "If the positive and negative impacts related to online games are more prominent, the negative ones are because these games cause negligence, especially since the online games played are both gambling and non-gambling. Of course, this is a negative thing for the addicts." Therefore, parents, in particular, must supervise their children when playing online games by providing advice or even warnings so that they do not become addicted to playing online games.

Discussion

This research aims to determine the phenomenon of online gaming among teenagers in Seumara Village, Pante Ceureumen District, West Aceh Regency. Data was obtained through a questionnaire distributed by researchers to respondents, indicating that the online gaming

phenomenon among teenagers in Seumara Village is included in social pathology. This is proven based on data that researchers obtained from distributing questionnaires to 19 teenagers who had filled it out; namely, 15 teenagers with a percentage of 78.9% said that online games were a disease in society or referred to as social pathology. Of the 15 respondents who said and it can be concluded that online games are said to be a social pathology, namely because online games can create unrest in society, affect the world of schooling, cause eye pain, behave aggressively, and damage the nation's next generation, neglect obligations or duties. Tasks such as praying, not doing school work, speaking rudely to parents, and often ignoring parental orders can lead to juvenile delinquent behaviour.

However, from the results of the questionnaire that the researchers obtained above, there were 4 people with a percentage of 21.1% of teenagers who disagreed and disagreed with 15 other respondents or said that online games are not a social disease because online games are one of the things that positive or a place to train the abilities (skills) that exist in teenagers. Of the 4 respondents who said that online games are not a social pathology, that is because by playing online games, teenagers can make online games a profession, namely by creating content on YouTube, TikTok, Instagram or other media by uploading or doing it live on these media.

Based on filling in the questionnaire above, it can be concluded that the majority, namely 78.1% of the data obtained, shows that the phenomenon of online gaming as a social pathology among teenagers is a social disease in people's lives, and only 21.1% of the data shows that gaming Online is not a social disease.

Parents are the main educators for their children because it is from them that children receive their first education. Thus, the first form of education is found in the family. In general, education in the household is not based on awareness and understanding born from educational knowledge, especially in educating children's behaviour because, by nature, the atmosphere and structure provide natural possibilities for building an educational situation. This educational situation is realized thanks to the interactions and relationships of influence that reciprocally influence parents and children.

Parents play an important role and greatly influence their children's education. Parental education for their children is based on affection for children and is received from nature. Based on the results of interviews and observations conducted by researchers, the researchers found several efforts by parents to overcome the online gaming phenomenon among teenagers, namely as follows:

1. **Giving Advice**

   Advice is a method that parents must use, which aims to remind someone that all kinds of actions of a child must have sanctions and consequences or recommend a certain thing, which threats can also accompany. The real purpose of advice relates to good things and can be interpreted as warnings, instructions, teachings, lessons, or good suggestions for children.

2. **Give children time limits for playing with *gadgets***

   Managing time neatly and effectively is not easy, let alone being able to obey it consistently. Many parents limit the number of hours their children can play online games. For example, the rules at home stipulate that the last limit for playing online games is 9 pm after they have finished doing important activities, such as learning to recite, praying, and others.

According to researchers, parents are the core of every child's journey. It can be said that parents have a very important role and cannot leave their role even a little. One of the roles of parents

towards their children is to supervise or control all their children's behaviour, whether with their parents or when they are away from their parents. Moreover, the internet does not leave behind all children's activities in this modern era. Children's steps will become more flexible, and parents' attention and control must be more intense.

Based on the results of interviews conducted by researchers with the Village government in Seumara Village, it is clear that so far, the Village government has played an active role in overcoming the online gaming phenomenon among teenagers and continues to make efforts and actions by giving warnings to teenagers who play online games. In dealing with these online games, Keuchik, Tuha Peut, and community leaders said that to solve the problem of online games, the Village must create a Village ordinance because, considering that there are no official regulations yet, relying only on verbal appeals is not enough. Strong enough to handle this online game. In line with this, the result of deliberations with the Village apparatus is to make official Village rules to deal with online gaming among teenagers, provide sanctions for those who violate the rules that have been set, the Village government must control and monitor the behaviour of teenagers who are addicted to playing online games . as well as inviting teenagers to participate actively in the religious, social and sports fields, this is done to enable teenagers to carry out more useful activities so that with this activity it is hoped that the level of teenage addiction to playing online games can be overcome.

From the results of the observations and observations that the research has carried out, it can be concluded that the phenomenon of online gaming among teenagers in Seumara Village has found an addiction factor among teenagers playing online games. So, this online game can be categorized as a social pathology (social disease) among teenagers. The negative impacts of online games are starting to appear in Seumara Village teenagers, such as drastic changes in behaviour, dirty talk, influence on education, disconnection from society, ignoring parental orders, online gambling, and skipping school to play online games. The results of the observations that the researchers found in the field are also from interviews with the Village government, officials, community leaders, Imum Chik, parents, the community and teenagers who were informants in this research, as the researchers have described above.

Conclusion

Based on the results of research and discussions that have been carried out regarding the phenomenon of online games as a social pathology among teenagers in Seumara Village, Pante Ceureumen District, West Aceh Regency, the author can draw the following conclusions:

From the results of distributing questionnaires that researchers conducted among teenagers in Seumara Village, data was obtained from respondents that 15 teenagers with a percentage of 78.9% who were studied said that online games were a disease in society or known as social pathology because online games were a game. Which is very popular among teenagers, but the negative impact of this game is very large. Some negative impacts of online games are decreased learning achievement, changes in behaviour, neglect of prayer, rude/dirty speaking, etc. Meanwhile, only 4 teenagers said that online games are not a social disease because through playing online games, teenagers can train themselves to build relationships with other players, train their hand speed and eyes, learn to communicate in both Indonesian and English, and create content. in the media it can become a profession to earn money.

The Village government has made every effort and action to overcome the phenomenon of online gaming among teenagers, such as appealing in the form of a warning to online game addicts. However, there are no official regulations from the Village yet. Still, the Village government will

follow up to make official rules for teenagers who play online games and will sanction anyone who violates the rules set. The role of parents is very important in overcoming the online gaming phenomenon among teenagers because parents must supervise and control children by providing advice or limiting children's playing schedules. This supervision carried out by parents greatly influences a child's habits in the future. While so far, the role of parents in Seumara Village in providing control and supervision of teenagers who play online games is still lacking or weak, however, with the guidance and instructions and participation of the Village government in overcoming the problem of online games, parents are motivated to supervise children in doing activities including playing online games.

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