

The Relationship Between Peer Acceptance and Online Game Addiction in Adolescents

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Abstract— At the stage of adolescent development, the existence of peers is an important factor in a teenager's friendship. Adolescents have a strong need to be accepted by peers or groups. Adolescents will feel happy when accepted in their peer environment, and on the other hand, adolescents will feel very distracted and anxious if they are excluded and belittled by their peers. The goal of teenagers who participate in online game play is not only looking for winners but also as a medium for making friends. Currently the types of online games that are popular among teenagers are Mobile Legends: Bang Bang, PUBG (PlayerUnknown's Battlegrounds) Mobile, Garena Free Fire which is a type of online game that can be played together or called a multiplayer online game. This encouraged the researcher to observe the relationship between peer acceptance and online game addiction in adolescents. The purpose of this study is to see the relationship between peer acceptance and online game addiction in adolescents. This research used quantitative methods. Participants in this study were 121 adolescents in one of the public high schools in Medan. Measuring instrument being used was the peer acceptance scale and the online game addiction scale made by the researcher. Results of this study found a correlation value (R) of .371 and the coefficient of determinant (R) Square of .138 and Sig .000. This means that peer acceptance has a positive and significant relationship with online game addiction. The effect contribution of peer acceptance on the online game addiction is 13.8%, while the remaining 86.2% shows other factors that were not examined in this study.

Keywords – Peer Acceptance, Online Game Addiction, Adolescents.

I. INTRODUCTION

The development of technology is currently growing rapidly. One part of the technology that is growing rapidly today is online gaming. In this modern era, all smartphones can download online game applications so that they can be used and played anywhere when connected to an internet network. The number of Indonesian game players is the largest in Southeast Asia, who play games on smartphones, personal computers and laptops, and consoles. There are more than 52 million mobile game players in Indonesia. The development of this online game has mastered various ages, especially teenagers. Many teens are addicted to online games. These teenagers spend a lot of time playing online games (Suplig, 2017). Teens are a sizable share of the online gaming market.

A survey conducted by the Badan Pusat Statistik (BPS) or Central Bureau of Statistics found that the number of online game players has increased quite rapidly, with more than 19.8 million internet users in 2014 and the largest number of online game users are teenagers (Misnawati, 2016). According to Ferdinandus Setu, acting Head of the Public Relations Bureau of the Ministry of

Communication and Information Technology, there are around 142 million internet users in Indonesia, where 30 million millennial children are actively playing games (Luthfi, 2019). At this time, the game is no longer only played with a single player choice or playing alone, but can also be played with multi-players or playing together (Syahputra & Amri, 2018).

The World Health Organization (WHO) officially defines game addiction or game disorder into the latest version of the International Statistical Classification of Diseases (ICD) as a mental disorder for the first time. Steward states that in general game addiction has negative impacts such as loss of interpersonal relationships, failure to handle responsibility, experiencing disturbances in aspects of life and poor health (Lee, 2011). According to Ng and Wiemer-Hastings (2005) addiction to the internet, especially online games, has a negative impact, such as failure in education, friendship and family problems.

At the stage of adolescents development, the existence of peers is an important factor in a teenager's friendship. Adolescents have a strong need to be accepted by peers or groups. Adolescents will feel happy when accepted in their peer environment, and on the other hand, adolescents will feel very distracted and anxious if they are excluded and belittled by their peers (Santrock, 2007). Peer acceptance is a social measurement of a person's liking or disliking by peers (Shaffer & Kipp, 2010).

Adolescents have a strong need to be accepted by peers or groups. The goal of teenagers who participate in online game play is not only looking for winners but also as a medium for making friends (Kusumawati, Aviani, & Molina, 2017). Currently the types of online games that are popular among teenagers are Mobile Legends: Bang Bang, PUBG (PlayerUnknown's Battlegrounds) Mobile, Garena Free Fire, which is a type of online game that can be played together or called a multiplayer online game. So playing online games increases the likelihood of teenagers spending longer time playing with their peers compared to other types of games.

The phenomenon of online games which is known by teenagers today originated from the invitation of their peers, be they friends at school or friends outside of school. Based on research conducted by Martanto, Hardjono & Karyanta (2014) regarding online game addiction behavior in terms of loneliness and peer group acceptance of adolescents in Jebres, Surakarta, it was found that there was a relationship between peer group acceptance and online gaming behavior.

II. METHOD

The purpose of this study is to see the relationship between peer acceptance and online game addiction in adolescents. This research used quantitative methods. The participants in this study were 121 adolescents in one of the public high schools in Medan. the participants were given a peer acceptance scale and an online game addiction scale that had been made by the researcher.

1. RESULTS

Table 1. Result of Simple Regression Test

Variable	R	Rsquare	F	P
Peer Acceptance and Online Game Addiction	.371	.138	19.006	.000

Based on table, it can be seen that the value of the determinant coefficient (R quare) is 0.138 or 13.8%, meaning that the contribution of the peer acceptance tp online game addiction is 13.8%, while the rest is explained by other cause outside of this research variable. And also $F_{\text{statistic}}$ value = 19.006 with significance value of $p=0.000$ ($p<0.05$). So it can be concluded that peer acceptance and online game addiction have a positive and significant relationship.

Table 2. Peer Acceptance Coefficients with Online Game Addiction

Model	Unstandardized Coefficients		Standardized Coefficients	T	Sig.
	B	Std. Error	Beta		
1 (Constant)	58.655	10.718	.371	5.473	.000
Peer Acceptance	.528	.121		4.360	.000

According to table above, it can be seen that the significant value is 0.000 (less than 0.05) which means that peer acceptance has a positive and significant relationship with online game acceptance. It can be concluded that the hypothesis is accepted. In addition, the regression line equation is $Y=58.655+.528X$. The variable peer acceptance is represented by (X) and online game addiction is represented by (Y). Based on the regression line equation it can be explained that the constant value is 58.665, meaning that if the peer acceptance (X) is zero, then online game addiction is positive at 58.665. The regression coefficient value of the peer acceptance variable (X) is positive at 0.528, meaning that if the score on peer acceptance increases by one unit then the online game addiction will increase by 0.528.

Additional results showed that the online game addiction has an empirical mean of 105.02 with a standard deviation of 15.707, while hypothetical mean of 87 with a standard deviation of 19. Next an empirical mean of peer acceptance is 87.79 with a standard deviation of 11.038, whereas a hypothetical mean is 66 with standard deviation of 14.

The results also showed that the adolescents in high level of online game addiction of 49 people (40.5%) and 72 people had a medium level of online game addiction (59.5%). Thus, for level of peer acceptance showed that 91 people had a high level of peer acceptance (75.2%), and 30 people had a medium level of peer acceptance (24.8%).

III. DISCUSSION

Results of the study found that there was a positive and significant relationship between peer acceptance and online game addiction in adolescents. This means that the higher the peer acceptance, the better the online game addiction in adolescents. This result is in line with a research by Martanto, Hardjono & Karyanta in 2014 regarding online game addiction behavior in terms of loneliness and peer group acceptance of adolescents in Jebres, Surakarta, it was found that there was a relationship between peer group acceptance and online gaming behavior. Based on research conducted by Martanto, Hardjono, & Karyanta (2014) explains that peer group acceptance has a significant effect on online game addiction behavior. The direction of the relationship shown is positive, which means that the higher the peer group acceptance is felt by the individual, the higher the level of online game addiction behavior.

For adolescents, being accepted by their peers is one of the developmental tasks to find out their identity. Adolescents begin to explore the outside world and show strong motivation to be with peers and then become independent (Santrock, 2007). In adolescent's development, peers have a big enough role. Adolescents generate an average of 103 minutes per day to interact with peers compared to only 28 minutes per day with parents (Santrock, 2007). In this case, it can be said that at the stage of adolescents development, the existence of peers is an important factor in a teenager's friendship.

Adolescents have a strong need to be accepted by peers or groups. The goal of teenagers who participate in online game play is not only looking for winners but also as a medium for making friends (Kusumawati, Aviani, & Molina, 2017). Currently the types of online games that are popular among teenagers is a type of online game that can be played together or called a multiplayer online game. or multiplayer. So playing online games increases the likelihood of teenagers spending longer time playing with their peers compared to other types of games.

This result is in line with the statement based on Coloroso (2004) which states that someone who plays online games sometimes also improves relationships with their peers because the environment of friends who often play online games can make someone play because they don't want to see differently by friends. This shows that the effort made by teenagers to be accepted and not viewed from a different image is to participate in online games. Peers have a very important role so that teenagers try to do various ways to be accepted by their peers (Triani, 2012)

IV. CONCLUSION

Based on the results it can be concluded that peer acceptance has a positive relationship with online game addiction. This positive relationship means that the higher the peer acceptance, the better the online game addiction in adolescents. This study resulted with a correlation value (R) of 0.371 and a determinant coefficient value (R) Square of 0.138. This explains that peer acceptance has a positive relationship with online game addiction. The effect contribution of peer acceptance on the online game addiction is 13.8%, while the remaining 86.2% shows other factors that were not examined in this study. This result also explains that peer acceptance has a positive relationship on online game addiction, so the hypothesis is accepted.

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