THE INFLUENCE OF THE FREE FIRE ONLINE GAME ON CHANGES IN THE SOCIAL CHARACTER OF STUDENTS MIN 16 ACEH BARAT

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Abstract

This research is motivated by the large number of MI students who like to play online games. One of them is the online free fire game. This research aims to determine the influence of online free-fire games towards the social character of students at MIN 16 West Aceh. This research is quantitative research. The subjects of this research were 25 class V students at MIN 16 West Aceh. This research data uses a questionnaire in the form of a questionnaire given to 25 class V students at MIN 16 West Aceh. From the research and discussions that have been carried out, it can be concluded that there is a significant influence between participation in the Free Fire online game on changes in the social character of students at MIN 16 West Aceh, with a strong level of influence. In fact, the results of the regression analysis show a coefficient of 0.438, and a significance value (Sig.) of 0.00, which means Sig. smaller than the predetermined significance level (0.05). Thus, the alternative hypothesis (Ha) is accepted, while the null hypothesis (Ho) is rejected. With these findings, it can be concluded that the online game free fire has a significant effect on changes in the social character of students at MIN 16 West Aceh.

Keywords: Game Online Free Fire; social character; student

INTRODUCTION

The sophistication of technology makes it easier for humans today to be able to obtain various things needed. The ease of accessing everything, making the role of the internet has a positive and negative impact, it depends on the user. Using the internet wisely can help users in learning in gaining broad insights. However, the reality is that many children at the ibtidaiyah madrasah level not only make the internet network a means of gaining knowledge, but also make the internet network an opportunity to play online games (Nasution, 2022).

Online games are increasingly in demand by many groups, including children to adults. Children, who tend to be impressionable, can imitate behaviors they often witness in such games. The abundant variety of online games increasingly attracts children to engage in these activities. In fact, nowadays, online games have undergone a transformation from just entertainment to a kind of hobby followed with enthusiasm by children and parents from diverse backgrounds. Online games can be accessed directly by fans through the company's platform through an internet connection, using devices such as computers, tablets, laptops, or mobile phones. In addition, this game can also be played together with other players or also called players (gamers) and allows communication without intermediaries (direct) between fellow players who participate in the game as well (Novrialdy, 2023).

According to Jihan & Yermiandhoko (2022), the level of enthusiasts who play online games in Indonesia every year increases significantly. According to the results

of the last survey in 2018, there was an increase of between 5% and 10%. Indonesia, in this context, stands out as a country with a high level of gamers who are ranked 17th globally. The appeal of different types of online games makes the players happy and tend to spend a long time playing. However, the impact of frequent online games is the potential for addiction, especially in children. Excessive addiction can negatively affect the social character of learners. Therefore, it is important to understand that while online games provide entertainment, there needs to be supervision and understanding of the time spent so as not to adversely affect other things in children's lives, such as the development of their social character.

An individual's social attitude can be influenced by internal as well as external factors, which indicate that a person's behavior can adapt to various situations. However, the reality shows that some elementary school-age children tend to ignore the values of courtesy, helpfulness, and time discipline. They are often less sensitive and less interested in the reality of the surrounding environment. It is important to note that the influence of the Free Fire online game can have an effect on changing the character of students in Madrasah Ibtidaiyah, where the tendency of students to become lazy and difficulty developing is more real. If this is allowed to be excessive and lasts for a long time, it is likely to form new social attitudes, in which students become indifferent to the school environment, including in interactions between students and with teachers. Communication and cooperation between teachers and students are very necessary in the learning process, therefore, it is important to instill the value of courtesy in students to maintain good interaction in the school environment (Risnawati, et al, 2022).

Based on initial observations, it was found with some children in MIN 16 West Aceh, saying words like, booyah, jumshoot, and knock when they were not needed. It turns out that these words have their own meaning for online game users. The word "Booyah" contains meaning as an expression used when the player manages to win the game, while "Jumpshot" refers to the trick of shooting enemies by jumping, and "Knock" describes the dying state in the game. This discovery came when researchers interacted with several children, both in class and outside the classroom, so intentionally or unintentionally, they often discussed the Free Fire game and often used terms related to the game. This behavior seems to affect learners' attitudes towards their peers.

Previous research conducted by Wildan (2022) entitled "Analysis of Online Games on Social Interaction of Elementary School Children in Bawu Village RT 06 RW 01", showed several findings that included the following: First, the reality of online game use shows that on average children, especially boys, use gadgets to play online games. That is, the majority of male students are involved in online games. Second, the influence of online games on children's social relationships has good and bad sides. It is important to note that the role of parents is key in limiting their children's time in playing gadgets and provides an understanding that socializing with others in the real world is more important.

Research conducted by Murjana (2022) entitled "The Influence of Free Fire Game on Children's Character Building in UPTD SD Negeri 31 Barru Students, Barru

Regency" produced significant findings. Through the use of the product moment correlation formula in SPSS, it shows the results of the study that the number of r_hitung is greater than r_tabel at a significance level of 5% (0.787 > 0.707), involving 9 students as respondents. From these findings, it can be concluded that the Free Fire Game has an impact on character building in these students.

Based on the problems described, researchers realize the importance of understanding the impact of Madrasah Ibtidaiyah age on student learning and social behavior so as not to affect school achievement. Thus, the researcher intends to carry out research more specifically with the title "The Influence of Free Fire Online Game on Changes in the Social Character of Students in MIN 16 West Aceh".

METHOD

Types of Research

The type of research used in this study is quantitative research. Nugroho (2018) stated that quantitative research is research that focuses on how to obtain data in the form of numbers. This study aims to investigate certain populations or samples, by collecting data using research instruments that for hypothesis testing have been determined. This is in accordance with Sugiyono's statement (2018). This research is categorized into quantitative groups, which describes the nature of something that was ongoing when the research was conducted. Furthermore, this study also focuses on examining the causes of a particular symptom in the context of students' social character and the influence of using the Free Fire online game in the Madrasah Ibtidaiyah MIN 16 West Aceh environment (Nazir, 1985).

Quantitative research is an activity that involves the process of collecting, processing, analyzing, and presenting data based on the amount or amount objectively. The goal is to solve a problem or test a hypothesis with the intention of improving the principles, as explained by Duli (2019). In this study, researchers used a descriptive method of analysis, which aims to focus discussion, collect data, and analyze data objectively. To obtain the goals that have been set and obtain adequate research results with objective data, field research methods were chosen. This method involves research carried out in real life, by descending directly into the field or the location of the object of study. This approach can help researchers to gain a deep understanding of the events studied, especially in the context of the influence of Free Fire online game play on changes in the social character of students in MIN 16 West Aceh.

Time and Place of Research

This research will be conducted in June 2023 at MIN 16 West Aceh, located in Lapang Village, Johan Pahlawan District, West Aceh Regency. The object of this research involved all MIN 16 West Aceh students. By choosing this location, researchers hope to gain a holistic understanding of the influence of Free Fire online game play on changes in the social character of students in the school environment.

Population and Research Sample

Population can be defined as everything that is the subject of research, according to Arikunto's (2022) explanation. While Suharyadi and Purwanto (2008) stated that

the population includes a large and extensive amount of data in the context of research. In other words, population involves all objects, people, or other measures that may be of concern in a study. In this study, the population identified was the total number of students in MIN 16 West Aceh, with a total population of 421 people.

Sample

Sugiyono explained that the sample is a portion of the number and characteristics possessed by the population. A sample can be thought of as a representation or representative of the population that represents the characteristics of the entire population. Arikunto also stated that the sample is a portion or representative of the population to be studied. In addition, samples are selected to provide a reliable picture of the population in general in a study. Selection of the right sample is important to ensure the validity and generaliability of research results to a larger population (Nurrahmah, 2021).

For sampling techniques, researchers use nonprobability sampling, namely purposive sampling. Purposive sampling is a sampling technique with certain considerations. Dana P. Turner also states that purposive sampling is used when researchers intend to target an individual with a particular interest in a study. By using purposive sampling techniques, this study can focus on groups of students who have active involvement in playing the Free Fire online game, so that the results can provide a more in-depth picture of the influence of the game on changes in the social character of students in MIN 16 West Aceh (Afna &; Anwar, 2022).

Based on this explanation, the sample in this study was class V MIN 16 West Aceh students who numbered 25 students. According to Dali, et al (2020), students who are studying in class V are easier to communicate and interactive, compared to students who are in lower classes.

Research variables

Variables can be interpreted as an attempt to explain the variables in research in a real or specific form. According to Hatch and Farhady, variables are attributes of a person or object that have variations between one person and another or one object with another.

In this study, there are two variables that need to be explained by researchers, namely:
  a. Free variable (X) , which is a variable that can affect or be the cause of changes or the emergence of dependent variables. In the context of this study, the free variable (X) is the Free Fire online game.
  b. Dependent Variable (Y), which is a variable that is influenced or becomes a result due to the presence of an independent variable. In this study, the dependent variable (Y) was a change in the social character of MIN 16 West Aceh students.

Data Sources

In conducting this study, researchers need several types of data that include:

a. Primary data, namely the main data obtained from the location of direct research. In the context of this study, primary data was obtained through the results of questionnaires filled out by several MIN 16 West Aceh students. The questionnaire is used as an instrument to collect data to obtain students' views and perceptions related to the influence of the Free Fire online game on changes in their social character. This primary data provides direct insight from research participants, so that the results can reflect students' perspectives on the phenomenon under study.

b. Secondary data are supporting data, secondary data in the discussion of this research obtained from documentation, books, archives, and other sources have something to do in this study.

Data Collection Techniques

This study is a field study based on existing theories to find, obtain, collect data and information in accordance with facts in the field. The data collection techniques in the field are carried out using several techniques, namely:

1. Questionnaire

The use of questionnaires as a data collection technique involves providing a series of questions or written statements to respondents to answer. In this study, researchers will distribute questionnaires to students who are the object of the sample. To measure social skills and addiction to the Free Fire online game, researchers used the Likert model attitude scale.

The Likert scale is used to measure the opinions, attitudes and perceptions of a person or group of people towards social phenomena. In this study, social phenomena have been specifically established by the researcher, which are referred to as research variables. The Likert scale helps measure these variables by breaking them down into measurable indicators. These indicators are then used as the basis for compiling instrument items, which can be statements.

Thus, this questionnaire with the Likert scale allows researchers to measure and collect data regarding students' attitudes and perceptions regarding social skills and addiction to the Free Fire online game in the context of this study.

The following is a table showing a comparison of variable instrument numbers X (*Game Online Free Fire)*:

Tabel 3.1 Arti Angka Instrumen *Game Online Free Fire*

Variabel X	Questionnaire Answers	Bobot	
		Positif	Negatif
Game online free fire	Totally Agree	5	1
	Agree	4	2
	Doubt - Doubt	3	3
	Disagree	2	4
	Sangat Tidak Setuju	1	5

Sumber: (Sugiyono, 2018)

Free fire online game *questionnaires* are used to see changes in students' social character. The questionnaire contains a statement of students' social character in the form of a *Likert scale*, where responders can only choose between strongly agreeing to very unhappy. The following is a description of the questionnaire item and the qualification of the weight of the variable Y questionnaire value (change in social character):

Tabel 3.2 Arti Angket Instrumen Perubahan Karakter Sosial Siswa

Variabel Y	Item Jawaban Angket	Bobot	
		Positif	Negatif
Perubahan Karakter Sosial Siswa	Sangat Setuju	5	1
	Setuju	4	2
	Ragu-Ragu	3	3
	Kurang Senang	2	4
	Tidak Senang	1	5

Sumber: (Sugiyono, 2018)

2. Documentation

Documentation techniques are indeed very important in research, especially to obtain data from many sources such as, videos, documents, cameras, newspapers, bulletins, papers and so on. In the context of quantitative research related to the influence of the Free Fire online game on changes in the social character of MIN 16 West Aceh students, data collection through documentation can be done by accessing various documents in the madrasah.

Data Analysis Techniques

The next stage is data analysis. This stage is carried out to obtain results from data that has been collected which is then processed quantitatively using the SPSS (Statistical Package for the Social Sciences) application. Data analysis has several stages.

Here are some steps and data processing techniques that can be implemented:

1. Descriptive Analysis
   Descriptive analysis is a good step to display the data in detail according to the data that has been collected in the study. In the context of quantitative descriptive analysis using percentages. Descriptive analysis with percentages will help provide a clear and comprehensive picture of the distribution and characteristics of the data collected. By better understanding the variables studied, research can make a greater contribution to understanding the influence of the Free Fire online game on changes in the social character of students in MIN 16 West Aceh.
2. Inferential Analysis
   After descriptive analysis, the next step is inferential analysis. Inferential analysis techniques aim to obtain and display data regarding the presence or absence of the influence of the *free fire online game* on character changes.
3. Data interpretation

Data interpretation of simple linear regression variables that have been obtained from the calculation results has been carried out using the SPSS 25.0 application.

RESULT AND DISCUSSION
Descriptive analysis of *free fire online game*

The results of this study were obtained based on data obtained from the data from the distribution of questionnaires to 25 students which had been carried out on June 13, 2023. The following is a descriptive data presentation of respondents' answers given a score against alternative very happy answers (SS) given 5 scores, happy answers (S) given 4 scores, undecided answers (R) given 3 scores, unhappy answers (TS) given 2 scores, and very unhappy answers (STS) given 1 score so that it is easier for researchers to process and present data.

Table 4.2 Data from Free *Fire Online Game Playing Questionnaire*.

NO	SANGAT SETUJU	SETUJU	RAGU-RAGU	TIDAK SETUJU	SANGAT TIDAK SETUJU
1.	13	10	2	0	0
2.	5	11	8	1	0
3.	12	4	6	3	0
4.	3	7	6	6	3
5.	3	3	7	9	3
6.	8	6	6	2	3
7.	5	8	3	4	4
8.	11	4	5	2	2
9.	5	5	5	5	5
10.	1	2	8	4	9
Total	66	60	56	36	29

From the table above, it can be seen that the choice is very happy by 66 points, the choice is happy by 60 points, the choice is undecided by 56 points, the choice is not happy by 36 points, and the choice is very unhappy by 29 points. The percentage results can be seen from the data from the questionnaire research on playing the free fire game listed in the following table.

Table 4.3 Free *Fire Online Game Questionnaire Results Percentage*

Kategori Jawaban	Frekuensi	Persentase %
Sangat setuju	66	27%
Setuju	60	24%
Ragu-ragu	56	23%
Tidak setuju	36	15%
Sangat tidak setuju	29	12%

Jumlah	247	100%

Source : Data processing results from the free *fire online game questionnaire*

From the data from table 4.2, it can be seen that of the 25 students who filled in 10 question items, it can be concluded that 66 chose very happy with the number of 27%, 60 chose happy with the number of 24%, 56 chose unhappy with the amount of 23%, 36 chose unhappy with the amount of 15%, and 29 chose very unhappy with the number of 12%. So the option is very happy with its high percentage value and very unhappy with its low percentage value.

Descriptive analysis of changes in student character

The following is the data obtained from the results of the distribution of questionnaires to 25 students which will be held on June 13, 2023. Respondents' answers given scores against alternative very happy answers (SS) were given 5 scores, happy answers (S) were given 4 scores, Doubtful answers (R) were given 3 scores, unhappy answers (TS) were given 2 scores, and very unhappy answers (STS) were given 1 score so that researchers were easier to process data.

Table 4.4 Results of Student Character Change Questionnaire

NO	SANGAT SETUJU	SETUJU	RAGU-RAGU	TIDAK SETUJU	SANGAT TIDAK SETUJU
1.	0	3	7	8	7
2.	2	3	7	8	5
3.	4	4	4	9	4
4.	4	5	2	12	2
5.	1	6	5	6	7
6.	3	8	5	4	5
7.	8	3	6	2	6
8.	6	6	5	4	4
9.	1	4	6	4	10
10.	3	2	8	4	8
Total	32	44	55	61	58

From the table above, it can be seen that the choice is very happy by 32 points, the choice is happy by 44 points, the choice is undecided by 55 points, the choice is not happy by 61 points, and the choice is very unhappy by 58 points. The percentage of research results from the questionnaire playing *free fire online games* can be known from the table below.

Table 4.5 Percentage Change in Social Character of Students

Kategori jawaban	frekuensi	Persentase %
Sangat setuju	32	13%
Setuju	44	18%

Ragu-ragu	55	22%
Tidak setuju	61	24%
Sangat tidak setuju	58	23%
Jumlah	**250**	**100%**

Source : Results of questionnaire data processing on changes in social character

Data from table 4.2 shows that out of 25 students filling in 10 question items, it can be concluded that 32 chose very happy with a percentage of 13%, 40 chose happy with a percentage of 18%, 55 chose unhappy with a percentage of 22%, 61 chose unhappy with a percentage of 24%, and 58 chose very unhappy with a percentage of 23%.

Linear regression analysis

Simple Linear Regression Analysis is a linear relationship between one independent variable (X) and the dependent variable (Y). This analysis is to find out the direction of the relationship between variables

Table 4.9. Koefisien Model Summary

Model Summary[b]					
Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Durbin-Watson
1	.823[a]	.678	.664	3.086	1.720
a. Predictors: (Constant), Y					
b. Dependent Variable: X					

The value of R which is a symbol of the coefficient. In the table above it is 0.823. This value can be interpreted that the relationship between the two research variables is in the sufficient category. Based on the table above, it can also be seen that the value of R Square or coefficient of determination (KD) indicates how good the regression model is formed by the interaction of independent variables and dependent variables. The KD value obtained is 67%. Thus, it can be interpreted that the independent variable X has a contributing influence of 67% to the variable Y.

Table 4.10.Significant Test

ANOVA[a]						
Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	460.871	1	460.871	48.409	.000[b]
	Residual	218.969	23	9.520		
	Total	679.840	24			
a. Dependent Variable: X						
b. Predictors: (Constant), Y						

The use of the significance test table above is to determine the level of significance value or linearity of the regression test. The determination of the criteria is based on the significance value test (Sig), provided that the Sig value < 0.05. Based on the table above, the value of Sig. = 0.00 is obtained, meaning Sig.< from the significant criterion (0.05). Thus the regression equation model based on research data is of significant value, or it can be interpreted that the regression equation model meets the criteria.

Table 4.11. Koefisien Regresi Sederhana

Coefficients[a]						
		Unstandardized Coefficients		Standardized Coefficients		
Model		B	Std. Error	Beta	t	Sig.
1	(Constant)	20.586	2.035		10.115	.000
	Y	.438	.063	.823	6.958	.000
a. Dependent Variable: X						

The coeffisients table in the SPSS output shows a significant value (Sig) for the regression model of the free fire online game is 0.438 which is positive. So it can be said that the influence of variable X on variable Y is positive.

DISCUSSION

This research was conducted at MIN 16 West Aceh, located in Lapang Village, Johan Pahlawan District, West Aceh Regency. The subjects of the study involved students from MIN 16 West Aceh, and the overall population consisted of all students in the school. The sample used in this research was 25 students sitting in class V MIN 16 West Aceh. By using this sample, it is hoped that the research results can provide a representative picture of the influence of the Free Fire online game on changes in the social character of students in MIN 16 West Aceh.

This research was motivated by the high enthusiasm of children in playing the Free Fire online game. While there are many other online gaming options, children at elementary school age tend to prefer Free Fire over other games. Free Fire is a type of battle royale game, a genre that requires players to survive to win by using various weapons found during the game to overcome their opponents. Therefore, the game often features violent scenes and the use of harsh words, such as punches, collisions, shootings, and assassinations against opponents. Sometimes, when children experience defeat, they may respond with cursing and harsh words.

Through observing violent scenes and abusive language in Free Fire, children prefer to imitate the behavior witnessed.

From the results of data analysis in this research, it was revealed that there is a relationship between playing the Free Fire online game (X) and changes in students' social characters (Y) with a coefficient value of 0.438. The significance test shows a value of 0.00, which can mean that the value is smaller than the significant criterion of 0.05, with an N value of 0.823. Thus, the alternative hypothesis (ha) is accepted. Thus, it can be indicated that playing Free Fire online games has an influence on changes in the social character of grade V students in MIN 16 West Aceh. The purpose of this study was to evaluate the effect of playing Free Fire online games on changes in the social character of MIN 16 West Aceh students. For a deeper understanding, further discussion can be found in the following explanation:

The process of conducting this research is focused on observing the condition of students in the classroom environment. The sample of this study consisted of grade V students, with a total of 25 students as research subjects. The method used to collect data is through the use of questionnaires, which are designed with 10 points of statements to measure the influence of the Free Fire online game on student characters, as well as 10 points of questions to measure changes in students' social character. The determination of indicators in this questionnaire is carried out carefully, where there are two main aspects that are considered, namely the impact of playing the Free Fire online game on student character and changes in student social character. The questionnaire is directed to illustrate a deep understanding of these two aspects. The purpose of using questionnaires with indicators is to improve research strategies in identifying and evaluating the influence of playing Free Fire online games on changes in the social character of students in MIN 16 West Aceh. By utilizing carefully designed measuring tools, this study seeks to obtain accurate and relevant data to support the analysis of the influence of Free Fire online game play on changes in students' social character.

At the beginning of the study, researchers made observations of environmental conditions in the school and held meetings with the principal and homeroom teacher to convey the objectives and objectives of the study. The meeting begins with the reading of prayers and checking the attendance of students. In addition, researchers provide an explanation regarding the purpose of the activity. At the beginning of the meeting, researchers approached students through discussions and questions and answers related to the Free Fire online game. The results of this interaction show that most of the grade V students at MIN 16 West Aceh have a fairly good understanding of the Free Fire online game. They know that this game is an online game with a battle royale genre that can be played both individually and in groups. In addition, students also know that this game has a low memory capacity, making it easier to operate. This finding is in line with Erofiana's (2021) view which states that Free Fire is a game that combines the battle royale genre with Third Person Shooter (TPS) which is played directly. Free Fire is also known as a war game that can be played singly, in two, or in teams with a limit of four people.

In this case students also know that in online game play, players have the ability to communicate through voice chat provided. This finding is in line with the view of

Furqan (2020), which states that players in the Free Fire online game have the facility to talk via *voice chat*. Before distributing the questionnaire to students, the researcher conveyed instructions that when filling out the questionnaire, students are expected to be able to fill it out correctly. The instruction includes selecting one answer from the five answer choices listed in the questionnaire. This is done to ensure that the data collected can accurately describe students' views and perceptions.

The questionnaire distribution process was carried out in classroom V, focusing on two main variables in this study, namely the Free Fire online game (independent variable) and changes in students' social character (dependent variable). In today's modern era, technological advances, especially the presence of gadgets, provide additional opportunities for people to get information and entertainment. Gadgets as electronic devices with special functions, have advantages in displaying various interesting features and applications. One striking application is the Free Fire online game, as conveyed by Chusna (2017).

Online games are one form of modern entertainment that is in demand by many people, both children, teenagers to adults. Children, as a vulnerable group are affected, have a high probability of imitating behaviors they often witness. In the context of the Free Fire online game, the availability of various shows and features can make children misuse and get too fixated on the levels of the game. This can cause them to get carried away and tend to imitate the fighting scenes that are often shown in the game. The impact of this imitation can include students' behavior becoming arrogant or difficulty controlling emotions, ultimately affecting their social character significantly.

Based on the explanation and discussion of the research results that have been described, it can be concluded that the Free Fire online game game has an influence on changing the social character of MIN 16 West Aceh students. This fact is reinforced by the questionnaire scores generated as part of the research process. The questionnaire provides a clear picture of students' perceptions and views regarding the influence of playing Free Fire online games on changes in their social character. Thus, this conclusion reflects the empirical findings of the study and indicates that there is a correlation between Free Fire online game playing activities and changes in the social character of students in the MIN 16 West Aceh environment.

A previous study conducted by Ahmad Wildan in 2022 entitled "Analysis of Online Games on Social Interaction of Elementary School Children in Bawu Village RT 06 RW 01" revealed the following findings. First, the use of online games has generally permeated everyday life, especially among boys who generally use gadgets to play online games. Most boys are involved in online gaming activities. Second, the impact of online games on children's social interactions includes both positive and negative aspects. The most important thing is that parents should be the main factor in guiding and limiting children's time in using gadgets and providing education that interacting with others has better value.

Furthermore, the findings that have been studied by Murjana in 2022 with the title "The Influence of the Free Fire Game on Children's Character Formation in UPTD SD Negeri 31 Barru Students, Barru Regency" show that the influence of playing Free Fire games on children's character formation is measured using the product moment correlation formula. The r_hitung score obtained was greater than the r_tabel score at a significance level of 5% (0.787>0.707) involving 9 student respondents. Therefore, it can be concluded that playing Free Fire games has an influence on the formation of children's characters.

In addition, research conducted by Abdul Azis and Hidayati in 2022 entitled "The Influence of Free Fire Online Games on the Character Responsibility of Elementary School Students" shows that playing Free Fire online games can have a negative impact on the responsible attitude of elementary school students. Research data shows that students who engage in such games tend to show a lack of responsibility. Some indicators from the results of the study include the level of student saturation, where students become lazy and not concentrated in learning, decreased learning motivation, and study time patterns become irregular, so students prefer to spend time playing Free Fire online games rather than studying or other useful activities at home.

Thus, it can be observed that there are similarities between the research conducted by the researcher and previous research, where both explored the influence of online games on variable x. The difference that appears only lies in the aspect of the y variable, but the variation only includes writing words related to social interaction, child character building, and student responsibility character. All of this is still included in the realm of changing the social character of students. Furthermore, there are similarities in the results between the researchers' research and previous studies, which indicate that online games have a significant influence on these aspects, including social interaction, children's character building, and student responsibility. Therefore, researchers support the findings that have been found in previous studies.

CONCLUSION

Based on the explanation of research findings and discussion about the influence of the Free Fire online game on changes in the social character of students in MIN 16 West Aceh, it can be concluded that there is a significant influence between the game and changes in the social character of students, and the category of influence can be said to be strong. This can be seen from the results of the Free Fire online game regression model, which shows a coefficient of 0.438 with a Significance (Sig.) value of 0.00. A Sig. score that is less than the significant criterion (0.05) indicates that there is a significant relationship between the Free Fire online game and changes in students' social character. Thus, the alternative hypothesis (Ha) is accepted, while the null hypothesis (Ho) is rejected. This conclusion confirms that there is a significant influence of the Free Fire online game on changes in the social character of students in MIN 16 West Aceh.

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