

The Impacts of MOBA Online games toward Students' Achievement

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Introduction

The advances of technology are inevitable so that nowadays every activity is slowly being replaced by digital system and one of them is online games. MOBA is known as Real Time Action Strategy (ARTS) which is a subgenre of Real-Time Strategy (Nosrati & Karimi, 2013). In this game genre players perform control against one character and work cooperatively with other players as a team to destroy the base of the opposing team. Many people from various ages like these games that's why MOBA become popular. We choose to analyze MOBA Online games because many students like playing MOBA Online games on the other hand many teachers in our school think that MOBA online games cause bad impacts, such as students become lazy to study, they don't listen when teachers explain the material, etc. As much as 78,1% teachers disagree and 21,9% agrees that MOBA online Games decrease student's achievement at school.

Some previous researches on MOBA Online Games show that there are some changes on the behaviour of the samples. In this research, we intend to find out how big the influence of MOBA Online Games toward students' achievement.

Methodology

This research uses quantitative research method. According to Sugiyono (14:2013), a quantitative research method is a research method which is based on the philosophy of positivism used to examine the sample and the population technique. The technique to take the sample is commonly done in random or random sampling. However, in this research purposive sampling is used because of the lack of respondents in each class who likes to play MOBA online games. The technique used are Treatment, Observation and Questionnaire. The treatment are done 4 times where students were to play online games for 15-30 minutes before the class begins. Then students enter class and the teacher explains the lesson and 30 minutes before the end of the class a quiz is conducted to measure the students' ability in that lesson. The data collecting is conducted by making use of the research instruments, while the data analysis used is quantitative/measurable in order to test the hypothesis which has been determined.

Results

Descriptive Statistics

From 180 students as sample, 90 students are considered as users of MOBA online games and 90 are

not. From the analysis, it is found that there is an increase and decrease in the students' achievement on some school subjects for both students either users (who plays MOBA online game) or non users of MOBA online game during the breaktime.

Testing the Hypotheses

The result shows that playing MOBA online games gives impacts on the users (students playing MOBA online games) during the breaktime. The positive influence of MOBA that there is an increase on some school subjects such as Mathematics, Physics, Biology, Chemistry, English for students who play MOBA online games during breaktime. The negative impact of MOBA online games toward students' achievement is that there is a decrease on some school subjects such as on Bahasa Indonesia, Economy and History. Based on the answer from the questionnaire, 26% users disagree if MOBA Online games give an increase on students' achievement and 41% non users strongly disagree if MOBA Online games give an increase on students' achievement.

Conclusion

MOBA Online games actually assist the school subjects related to science and English language because MOBA online games require cognitive skills besides English language skills. Since MOBA online game can stimulate the counting skills due to the strategies needed to win the games and all such of these games use English

On the other hand, MOBA online games bring negative impacts on the students' achievement on social subjects, especially Economics and History and also on Bahasa Indonesia. MOBA is a kind of game which requires strategies not memory skill and not dealing with economics concern. MOBA has not yet used Indonesian Language so MOBA does not assist to increase the students' achievement on Bahasa Indonesia.

References

1. Sugiyono. 2013. *Metode Penelitian Kuantitatif Kualitatif dan R & D*. Bandung : Alfabeta.
2. .Nosrati & Karimi, 2013. *Moba Online Game*. Jakarta.