

The Effect Of Using Mobile Legend Online Game On Students' Learning Motivation In Practical Work & Entrepreneurship Subjects

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Abstract

This study aims to determine (1) To find out how the use of online mobile legend games for students (2) To find out how the motivation to learn crafts and entrepreneurship of students, (3) To find out whether there is a significant influence due to the use of online Mobile Legend games on the motivation to learn crafts and entrepreneurship of students. The research approach used is a quantitative approach. This study was conducted in one of the high schools in South Tangerang with a sample of 9th grade students totaling 145 students. Data collection was carried out using a questionnaire instrument on the influence of online games on learning motivation and observation methods. The results of this study indicate that there is a significant influence between online games on student learning motivation with a t-count value of 15.134 with a significance of 0.000 less than 0.05 which means that variable X (Online Games) affects variable Y (Learning Motivation). The value of the correlation/relationship analysis (R) is 0.429. Furthermore, the value of the coefficient of determination (R square) in this study is 0.184. Which means that the magnitude of the influence of the independent variable (Online Games) on the dependent variable (Learning Motivation) is 18.4% and the remaining 81.6% is influenced by other factors.

Keywords: online games, learning motivation.

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INTRODUCTION

In the digital era like today, the development of technology such as electronics is growing very rapidly. In the past few years, electronic games such as online games have experienced very rapid development among students. At this time, online games are not only in big cities but have also been circulating in villages that facilitate students to play online games. The online game Mobile Legend is a multiplayer online battle arena (MOBA) based game. Students understand better and still like to play, and like games that have rules and competitive nuances like those in online games like Mobile Legend. Therefore, many students prefer to play online games rather than study, especially in economics. Many students are lazy to study, especially in grade XII, which affects their grades in craft & entrepreneurship lessons. Many students say that it is more fun to play the online game Mobile Legend than to study which makes them bored and stressed. Based on the explanation above, online games have a negative impact on grade XII students in craft & entrepreneurship lessons. This online game can make grade XII students lazy to study and prefer to play online games, especially Mobile legend. Motivation is something that moves a person or group of people to do or not do something (Rianto, 2005 in Laka, B.M.). Low student learning motivation is often considered as the cause of the low quality of a school graduate. In most private school graduates, this factor even causes a dilemma, because of low learning motivation. The problem of learning motivation is increasingly complex among grade XII students due to online game addiction that is developing in the community. This technological development should be used to stimulate learning motivation. The existence of this mobile legend online game greatly affects student learning motivation, especially in craft & entrepreneurship lessons which are not easy to understand. Motivation can basically help in understanding and explaining individual behavior, including the behavior of individuals who are learning. According to Hamzah Uno (2008:27-29) there are several roles of motivation in learning, namely: (1) Determining Learning Reinforcement, Motivation can play a role in strengthening learning if a child learns in the face of a problem that requires solving, and can only be solved thanks to the help of things he has done. (2). Clarifying Learning Objectives, The role of motivation in clarifying learning objectives is closely related to the meaning of learning. Children will be interested in learning something, if what is being learned is at least known or enjoyed by the child. (3) Determining the Spirit of Stimulation, Learning will continue to be enthusiastic thanks to the existence of maintained motivation. In addition, motivation will provide various activities in the teaching and learning process.

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With high motivation, learning innovations will grow which are carried out by students in the teaching and learning process. So this motivation contributes to student learning activities, especially in maintaining the rhythm of learning so that it continues to exist. If enthusiasm is low or begins to decline, then motivation is what raises it. (4). Determining Learning Diligence, A child who has been motivated to learn something, will try to learn it well and diligently, with the hope of getting good results. In this case, it appears that motivation to learn causes someone to be diligent in learning. Conversely, if someone lacks or does not have the motivation to learn, then he will not be able to learn for long. He is easily tempted to do other things and not study.

The objectives of the research to be achieved in this study are as follows: 1. To find out how to utilize the online game mobile legend students. 2. To find out how the motivation to learn crafts and entrepreneurship students. 3. To find out whether there is a significant influence due to the use of the online game Mobile Legend on the motivation to learn crafts and entrepreneurship students.

RESEARCH METHOD

The research approach used is a quantitative approach with a Likert scale, the sample consists of 9 classes totaling 145 students and the data collection technique is in the form of a questionnaire instrument, the data analysis technique used is a classical assumption test, linearity test, and hypothesis test simple linear regression test.

RESULT AND DISCUSSION

Based on the research results, the results can be shown as follows:

Table 1. Coefficients

Model	Unstandardized Coefficients		Standardized Coefficients	T	Sig
	B	Std. Error	Beta		
1 (Constant)	84.736	5.599		15.134	.000
Total_X	-.458	.171	-.429	-2.684	.011

Based on the table above, it can be seen that the t-value is 15.134 with a significance value of $0.000 < 0.05$. So the regression model can be used to predict the Online Game variable or in other words there is an influence of the Online Game variable

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(X) on the learning motivation variable (Y). And the constant value in the table above is 84.736. It means that the coefficient value of the Learning Motivation variable is 84.736. While the regression coefficient X is -0.458 which contains a negative value.

Table 2. Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.429 ^a	.184	.158	7.013

a. Predictors (Constant), Total_X

Based on the results of the simple linear regression test summary model table above, it can be seen that the magnitude of the correlation/relationship value (R) is 0.429. From this output, the coefficient of determination or R square is 0.184. Which means that the influence of the independent variable (online games) on the dependent variable (learning motivation) is 18.4%. Thus, we can see that the magnitude of the influence of variable X on variable Y is 18.4%.

CONCLUSION AND SUGGESTIONS

Based on the results of the study and discussion, it can be concluded that based on the data on the Utilization of Online Games, the average result value (Mean) is 121.62, the Middle Value (Median) is 125.00, the Mode value is 125, the Standard Deviation value or Std. Deviation is 12.687, and the variance value is 160.962. Based on the results above, the significance value of the Online Game variable is 0.200 and the significance value of the learning motivation variable is 0.200. This shows that both variables have a value > 0.05, which means that the online game data and student learning motivation are normally distributed. There is an influence between variable X and variable Y, namely Online Games with Student Learning Motivation, with a t-count value of 15.134 with a significance value of 0.000 < 0.05, which means that variable X (Online Games) has an effect on variable Y (Learning Motivation). The value of the correlation/relationship analysis (R) is 0.429. Furthermore, the value of the coefficient of determination (R square) in this study is 0.184. Which means that the magnitude of the influence of the independent variable (Online Games) on the dependent variable (Learning Motivation) is 18.4% and the remaining 81.6% is influenced by other factors.



Based on the results of the study and the conclusions above, the researcher can provide the following suggestions: 1) for students in order to increase learning motivation by doing many positive things such as reading books, discussing lessons and don't play online games too often because it can affect students' learning motivation, 2) for educators, it is better to utilize learning media as optimally as possible, make students active students and so on, so that students are always enthusiastic during the learning process and the material taught can be understood well. 3) for schools, provide opportunities for all teachers to participate in activities outside the school environment as an effort to improve learning skills that can increase learning motivation such as participating in training on student learning, teaching skills seminars, teaching training, and others, and 4) for further researchers, to be able to research other factors that can influence student learning motivation besides online games.

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