PARENTS' INTERPERSONAL COMMUNICATION IN OVERCOMING ONLINE GAME ADDICT CHILDREN (Case Study at GPIB EBEN HAEZER BLITAR Church)

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Abstract

Communication is the most essential thing in human relations, especially interpersonal relations in the family environment. Effective communication that exists between all family members can create togetherness and mutual understanding in the family, families must complement one another. Therefore, communication is very important in the family, especially to strengthen the relationship between parents and children. One form of communication in a family is interpersonal communication. The problem with this research is that the strong intensity of playing online games makes children indifferent to their surrounding environment. This is worth researching, because the problem of online game addiction can have a negative impact on children in the future. The formulation of the problem is how is the interpersonal communication process of parents in dealing with children who are addicted to online games and what is the impact of interpersonal communication of parents in dealing with children who are addicted to online games. This research aims to explain the interpersonal communication process of parents in dealing with children addicted to online games and the impact of explaining the impact of interpersonal communication between parents in dealing with children addicted to online games. This research uses a qualitative descriptive method and uses purposive sampling techniques in collecting informants. Data collection uses techniques: Interview, Observation, Documentation. The results of this research are interpersonal communication between parents in dealing with children who are addicted to online games using an aspect approach of openness, empathy, positive attitude.

Keywords: *Interpersonal Communication, Parents, Children Addicted to Online Games*

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1. Introduction

Internet technology has a large and diverse impact on human life, such as what is currently popular with children is in terms of entertainment, namely online games. Playing online games with a long and excessive frequency can have a bad influence. This will affect the emotional and behavioral development of children. Elementary school children are still

vulnerable to negative things, because elementary school children are not yet able to distinguish what is good and what is bad for children their age. According to Hurlock, that when children step into the final period of childhood, they will tend to have a very high interest in playing (Hurlock, 1950). The children referred to here are those who are 6 years old to 12 years old, where at this time they begin to look for and have their own identity. They will also tend to want to adjust themselves to the group they belong to by adjusting themselves especially in playing and also by the way they communicate with their group (Hesty Puspita & Wahyu Dwi, 2020; Intansari et al., 2021).

Effective communication between all family members can create togetherness and mutual understanding in the family, the family must complement each other. According to Ahmadi, the family is a very important place between individuals and groups, and is the first social group where children become members, the family is of course the first place to socialize children's lives (Rostiana et al., 2015). Therefore, communication is very important in the family, especially to strengthen the relationship between parents and children. One form of communication in a family is interpersonal communication. According to Cangara, interpersonal communication is communication that takes place between two or more people face-to-face (Cangara, 2012). For example, a conversation between two people who know each other and accidentally meet. This conversation takes place spontaneously and unplanned. In general, interpersonal communication occurs because humans communicate with each other. Therefore, each person always tries to be closer. In the family, parents are the closest environment to raise and mature children, parents play an important role in the development and education of children. Children need other people to develop. In this case, the most important person responsible is the parent.

Trust between each other is the key to success in a communication relationship. Trust makes parents and children feel valued and recognized in their family environment, will give birth to openness and honesty from each individual who builds interpersonal relationships. In the context of interaction between parents and children, the communication carried out by both must also be able to place themselves, and have a sense of empathy. According to M Umar and Ahmadi Ali, empathy is a person's ability to understand what another person is experiencing at a certain moment, from another person's point of view (Umar & Ali, 1992). Lack of parental understanding of the impact of playing online games, which then makes parents unconsciously give freedom to children to keep playing online games. Because of this bad habit, online game addicts begin to forget time to study, interact with the surrounding environment or even communicate with parents because they are too happy to spend time playing online games, so that makes it difficult for parents to communicate directly or face to face with their children.

This bad habit occurs within the scope of the Eben Haezer Blitar GPIB Church, namely among those aged 6-12 years who are addicted to playing online games. This happens during worship and in the church environment, which means that online game addiction makes children forget to worship. Therefore it is important for parents to establish good communication with the child so that of course the child can become directed, many parents are still unfamiliar with the importance of maintaining good communication with children, so that in this study making interpersonal communication as one way of maintaining relationships between parents towards children addicted to online games. The problem of this research is that due to the strong intensity in playing online games, children are indifferent to their surroundings. This is worth researching, because the problem of online game addiction can cause negative impacts on children in the future. According to Parker, game players who have low emotional intelligence are more likely to participate in gambling and gaming activities (Parker et al., 2008). On this basis, the researcher chose the research title **"Parents' Interpersonal Communication in Overcoming Online Game Addicts at GPIB Eben Haezer Church Blitar".**

2.   Research Method

This research uses a descriptive qualitative research method by conducting field research, where researchers go to the field to make direct observations about a phenomenon in a natural state. The reason why the researcher chose this method is because it is in accordance with the research objectives, namely explaining how parents' interpersonal communication in overcoming children who are online game addicts.The data collection technique in this research was carried out by several methods, namely: Observation (observation), researchers made direct observations at GPIB Eben Haezer Church in Blitar City to observe the attitudes and directions of parents to online game addict children. Interview (interview) in a structured manner in which the researcher makes a questionnaire that has been prepared beforehand and distributed to the parents. Researchers conducted interviews with 2 parents and 2 children (parents and children) at GPIB Eben Haezer Church Blitar who have children aged 6-12 years. Documentation by recording, recording, taking photos of an object which has the aim of adding information that can be used as data in research. Researchers conducted documentation such as recording the sound from the results of interviews and taking photos of informants, both children of online game addicts and their parents at GPIB Eben Haezer Church Blitar.

The technique of checking the validity of the data used by the author in this research is using the technique of triangulation. According to Moleong, triangulation is a technique of checking the validity and validity of data that utilizes something outside the data itself for checking or comparison purposes (Moleong, 1989). In this study, using the source triangulation technique. Where in this technique, researchers conducted interviews by comparing the results

of informants from 1 child with other child informants who were in the age group of 6-12 years at GPIB Eben Haezer Blitar and other churches, so that the data that started out subjective will become objective.

3. Result and Discussion

3.1. Online Game Addict Children

3.1.1. Online game addicts

Children can become addicted because they are influenced by the environment, namely peers. The invitation of peers to play online games makes other children moved to play too, starting from a fad and eventually making children constantly play online games. Children are interested in playing online games because of the features presented by online games that vary such as games that contain challenging actions. This then makes children challenged to play it. Without realizing it, the excitement of playing games makes children forget about other things such as learning.

3.1.2. Attitude

Online game addicts must be able to take an attitude, such as an attitude to time discipline or divide time between playing and studying. If children can divide their time, they can automatically learn to be responsible for themselves. These online game addicts are children aged 6-12 years, where this childhood is sometimes still influenced by their friends, as the results of the interview above, this is normal, but parents must also be able to control their children so that they do not just let go. the attitude of online game addicts is uncertain, they are still unstable to make decisions, such as obeying parents. This is also caused by the child's high desire to play so that they are disobedient to parents.

3.1.3. Intimacy

Online game addicts know the impact of playing online games for a long time and continuously, but because children feel cool playing online games, they don't really think about the impact of playing online games. Children can try not to depend on playing online games, but the constant thought of thinking about online games causes them to return to activities in their spare time by playing online games.

3.1.4. Environment

The place does not make online game addicts dizzy because anywhere they can focus on playing online games. the response given by online game addicts is not good to hear. Therefore, parents can direct children to behave better. The responses given by children of online game addicts are not good to hear. Therefore, parents can direct children to behave better.

3.2. Parents of online gaming addicts

3.2.1. Attitude

Parents have a sense of caring for their children. Caring attitudes are not only in the form of material but also in the form of actions. Parents always teach and give good examples to children regarding children's openness to parents. Parents also provide direction by communicating directly with the child. Parents are very concerned about children and also support children in terms of learning such as accompanying children while studying. Not only that, parents also try to fulfill children's learning needs.

3.2.2. Intimacy

Parents establish intimate relationships with children such as responding well and taking the time when children need a friend to talk to. parents are very respectful to children when children complain about something. Parents are very responsive to what the child complains about. As much as possible, parents direct children to obey what parents say and hope that children can do it well.

3.2.3. Closeness

Parents give children access to play online games, provided that children can understand the time, and must obey when advised by parents. Parents are aware of the development of technology today. Where children know trendy applications such as this online game. In this case, parents also cannot prohibit children from playing online games nor let them play. Parents can ensure children in children divide study time because parents always remind and also accompany children at study time.

3.2.4. Parents' trust in children

Parents know that children sometimes still lie. Children do things like that because they are afraid of being scolded by parents when parents know the truth. Parents believe that when children play online games this does not interfere with their study time, because parents always direct and guide children so that children obey parents with so many ways parents educate children to be better. Children also still fight against parents. Therefore, parents are not bored in giving advice to children so that children respond well to what parents tell them.

3.3. Parents' Interpersonal Communication Process in Overcoming Online Game Addict Children

3.3.1. Children as online game addicts

Children playing online games make these online game addicts forget about learning and also their communication time with parents is very limited. This online game addict child really needs to be guided and directed by parents. In addition, the attitude of children in playing online games is very erratic. This is due to their age which is still in its

infancy, where children are still difficult to determine a decision or it can be said that children are unstable in making decisions, for example, the division of time between playing and studying. Because the child's desire is quite high in playing online games, it makes the child arbitrarily play online games. In addition, children also become indifferent to their immediate environment, which results in habits that do not want to listen to what is happening in their environment. So in this case parents must be able to lead or control children in playing online games so that children are not dependent on online games.

Children who play online games must be in the knowledge of their parents. Therefore, children who are addicted to online games must be able to get permission from their parents to play online games. If the child is not given permission to play online games, the child tries to insist on being allowed to play online games by his parents. Intimacy in communication occurs between parents and children, where children try to ask permission to play online games. When online game addicts are given permission, online game children must also understand the impact of playing online games.

In reality, children already know the impact that occurs in playing online games but they do not really think about it. The strong influence of online gaming also causes children to lie to their parents, lying in terms of time to play online games, which basically children lie for fear of angry parents. Therefore, children prefer to cover it up, rather than telling the truth to parents. In this case also the intimacy of interpersonal communication between parents and children takes place.

The environment of online game addict children includes a bad environment, there are quite a lot of friends so that with this the child becomes excited to play online games. In playing online games, addict children do not think about a special place for them to carry out their actions, according to them wherever the place is even in the crowd they can still focus on playing online games. As for the environmental factors of online game addict children that need to be handled by parents, when one of the online game addict children loses in playing the response of other online game addict children is not good to hear because they say harsh words to children who lose in playing online games.

3.3.2. Parental approach to online game addicts

What children do, parents must really know so that when something unwanted happens, parents can wisely take a stand. Parents take a firm stance by inviting children to exchange ideas or communicate together, for example by asking about online games. Where communication is very important in a relationship between parents and online game addict children in order to establish a harmonious relationship like a happy family.

In this communication process, parents can have a good impact on children, when children can be open to parents, people will know what children do and parents can also direct children when what children do is not good or should not be done. Parents always try to be the best parents for children, such as the example that parents do is fulfill what children need as long as it is in a positive way. Parents also provide support to children when children want to obey what parents say, for example children who know the time limits in playing online games.

This intimate interaction is carried out by parents and children by communicating, parents invite children to communicate about things that children usually do and sometimes parents are very angry when children are annoying or doing something wrong. This intimate interaction is usually done by communication, talking individually, gathering with family members in solving problems committed by children. This can be seen when children complain about something when children play online games. Here parents give advice to children not to continue playing games. This online game addict child has a bad impact on children, among others, the child's lack of focus in learning where in the health of online game addict children, parents try to always remind and educate that health is more important than just the pleasure of playing online games, parents are aware that the impact of online games is very influential on the health of their children.

Interpersonal communication also creates intimacy between parents and children, namely parents respond well to what they want as long as what children do is positive. In establishing familiarity, parents with children also do things that make children feel cared for by parents, namely by accompanying children in their studies, when they are successful in learning, parents can also give awards for children's success, but if children are only concerned with their pleasure in playing online games, parents will not give awards, only the usual response, because according to parents online games are only the escape of children to find their pleasure.

Parents try to give trust to children such as children being able to keep time when playing online games. Because sometimes when children are busy playing online games, children can forget about other obligations. However, with the direction and conditions of parents who can accompany children at any time can make children play online games will not interfere with the learning process. And also as long as there is or is not resistance from the child does not make parents lose trust in the child. Because according to parents, giving trust to children so that children can be responsible for themselves and remain under the supervision of parents.

3.3.3. Children's response to parents' advice and direction

Parents' advice and directions are sometimes not heard and carried out by children because of the influence of the environment, namely peers who always make children dependent on online games. But there are times when children can also do what parents advise.

3.4. The Impact of Parents' Interpersonal Communication in Overcoming Children with Online Game Addiction

Communication is the main factor when parents give rice to online game addicts it will have an impact on the child's attitude (Terras & Ramsay, 2016). As a parent, you should be able to provide communication that can make online game addicts accept it, such as using simple and commonly used languages on a daily basis.

The impact caused by parents' interpersonal communication in overcoming online game addict children, the impact is not only from interpersonal communication but there is also the impact of the online game, and there is even an impact on the physical health of online game addict children. One of the impacts caused by online games is that when online game addicts do not play online games for just one day, they will feel restless and feel that something is missing in their daily lives. Another impact is the physical health problems of children addicted to online games, discussing the physical problems caused by the impact of playing online games, each child has a different health impact, some have an impact on the eyes and some have an impact on physical fatigue. The next impact is that children become resistant because when children are busy playing but they are told to stop so these children rebel or fight. There are also children who obey but the interpersonal communication is a bit harsh so that children do not jump when people give advice.

All data from this research is obtained by describing according to the theory of interpersonal communication as follows:

3.4.1. Openness

Children can be open to parents because parents first teach or model good things related to honesty or openness, so that children can follow what their parents teach. In this case, it shows that parents are very influential on children who are having personal problems related to online games or problems at school.

3.4.2. Empathy

With a sense of empathy from parents, children are more understanding and easy to communicate with regarding online games. From a sense of empathy from parents, children also feel better development when parents take a firm stance when playing excessive online games, because of that children are more concentrated in other things

and feel cared for by parents interpersonal communication of parents and children of online game addicts, a sense of empathy for parents is very good, and makes children more disciplined.

3.4.3. Supportive Attitude

A supportive attitude towards this child aims to produce a positive attitude from the side of playing online games, online games themselves do not solely have a bad effect on children, there are also children who play online games but can still maintain the value of their lessons, because playing online games if the child feels bored and needs entertainment. In playing it does have a negative and positive impact, this also depends on whether the child can divide the time or not. There are also children who are affected and have a negative impact, there are also those who play just for fun and fill boredom.

3.4.4. Positive Attitude

In interpersonal communication, children must give a positive reaction to their parents, because children can get better because the child's closest sphere is parents, also parents try to be positive towards their children, for that children should not just ignore if parents advise children, parents are also happy if children listen to their advice. As a child must also be able to talk to parents properly and politely. parents also have a positive attitude towards their children, because parents know how children can behave properly and politely so that they can be more familiar.

3.4.5. Equality

The existence of recognition of both parties is equally valuable to what is conveyed. Equality in communication will make the atmosphere better, familiar and more comfortable. communication between parents and children is well established so that what parents convey can be accepted by children, and likewise what children convey to parents can be accepted.

4. Conclusion

From the results of the study entitled "Interpersonal Communication of Parents in Overcoming Online Game Addict Children (Case Study at Eben Haezer Blitar GPIB Church)" researchers found the following conclusions:

a. Parents' interpersonal communication in overcoming online game addicts using an aspect approach of openness, empathy, positive attitudes, supportive attitudes, and equality in establishing familiarity between parents and children has been applied by parents and children of online game addicts at GPIB Eben Haezer Blitar church. Openness, from the aspect of openness has been applied by parents and children,

children who often tell stories about online games to their parents, say if the child has complaints experienced when playing online games. Empathy, from the aspect of Empathy has been applied by parents and children, children care about parents and vice versa parents care about children, when parents need help, as children help parents. Supportive attitude, this aspect is also applied by parents and children, parents support children in terms of learning and also in terms of playing, but in terms of playing parents provide time limits. Positive attitude, at first children who still cannot manage time in playing online games because children still need direction from parents. In this case, parents direct and educate children, namely by the example of accompanying children in learning. Equality, from this aspect it is sufficiently applied by parents and children, what parents say is well received by children, as well as what children say to parents, parents respond well.

b. The impact caused by parents' interpersonal communication in overcoming children who are addicted to online games is that children become resistant because when children are busy playing but they are told to stop so this child rebels or fights back. There are also children who obey but the parents' tone of voice to the child is a little harsh.

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