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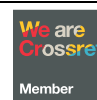
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Original Article

The Behavior of Adolescent Online Game Players: An Analysis of the Impact of Peer Interaction

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Abstract. The study aims to determine how much influence peer interaction has on the behavior of adolescents who like to play garena free fire online games using associative quantitative research methods with data collection methods using google form. The research location was Bekasi city and took place from February 2024 - June 2024. Respondents in this study amounted to 150 teenagers with criteria for adolescents aged 15-18 years, domiciled in Bekasi City, playing GFF online games. The sampling technique used purposive sampling. This study used the Peer Relationship Scale for Adolescent: a validity and reliability study Aydogdu (2022) instrument for peer interaction and Motives for online gaming questionnaire (MOGQ) Demetrovics et al. (2011) for adolescent behavior. The data analysis technique used is a significant regression test of $F_{hitung} > F_{tabel}$ = 17.460 > 3.934, meaning that there is a significant influence between peer interaction on the behavior of adolescents who like to play garena free fire online games. Furthermore, the result of the coefficient of determination (R^2) is 0.106 or equal to 10.6%, so it can be concluded that the contribution of peer interaction to the behavior of adolescents who like to play online games garena free fire is 10.6%. Peer interaction has an influence on the behavior of teenagers who like to play garena free fire online games. Teenagers who have high peer interactions will also have high adolescent behavior in playing garena free fire online games.

Keywords: Online Games, Peer Interaction, Adolescent

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Introduction

Adolescence is a period of transition from childhood to early adulthood and reaches mental, emotional, social and physical maturity (Hurlock, 1992). There are categories in adolescence, namely early adolescence, middle adolescence, and late adolescence. According to Monks (2006) adolescence is a transition period from childhood to adulthood. The adolescent phase reflects the real way of thinking of adolescents, this condition is due to the fact that during this period there is a process of maturation in adolescents. The period lasts from the age of 12 to 21 years, with the following division, namely early adolescence (early adolescent) aged 12-15 years, middle adolescence (middle adolescent) aged 15-18 years, late adolescence (late adolescent) aged 18-21 years. Adolescence or can be called a teenager or adolescence comes from the Latin *adolescere* which means to grow or grow into an adult. The term *adolescere* has a broader meaning of emotional, mental, social and physical maturity. Adolescence is a transitional period from childhood to adulthood followed by changes in cognitive, physical,

psychosocial, biological and socio-emotional aspects. This period is often called the transition period because in the adolescent period, a person has left childhood but has not yet entered adulthood. Definition of behavior in two meanings. First, behavior in a broad sense is defined as everything that a person experiences. In the second sense, behavior is defined in a narrow sense, namely everything that includes observable reactions. Adolescent development is basically development as a function of interaction between humans and their environment (Chaplin, 1999). It can be concluded that adolescent behavior is a form of behavior that relates between adolescents and their environment in order to achieve the development process in preparation for entering adulthood.

Adolescent behavior is inseparable from technological advances, so adolescents can access information easily and are very familiar with technological developments. Many adolescents have problems due to technological developments, namely related to the use of online games. Online games are games that can be accessed by many players, where the machines used by players are connected by the internet (Adams, E & Rollings, 2007). The problem arising from online gaming for adolescents is the emergence of addiction, so that they have less interest in other activities. Online gaming addiction is characterized by the extent to which a person plays games excessively which can have a negative effect on the game player (Weinstein, 2010). In addition, playing online games also adversely affects health, psychological and academic aspects. Online gaming can lead to declining health, mental disorders and emotional influences and decreased academic performance (Eryzal Novrialdy, 2019). Przybylski (2014) explains that differences in a person's attachment to electronic games can have positive and negative effects. The higher a person's level of attachment to gaming per day, the more consistent the negative impact. Adolescent development consists of biological, psychological, cognitive, moral and social development. Biological development, immature brain development so that adolescents prioritize emotions and like things that are challenging. Psychological development that occurs in adolescents with online game addiction, adolescents like to try something new and feel that game play is more interesting than others. As for the cognitive development of adolescents with online game addiction, adolescents have a desire to explore their abilities, while for moral and social values, adolescents with online game addiction feel they have their own values and feel that peers have a strong influence on their lives. This development describes how adolescents will experience online game addiction (Widyastuti, 2009). In addition, it also causes adolescents to easily speak harshly and dirty. Addiction to playing online games will have a negative impact. The negative impacts of online gaming addiction are physical, psychological, and social. The physical impact on gaming addiction can be in the form of eye disorders. This impact is a long-term impact. The social impact is in the form of online game players becoming individuals who rarely socialize with their surroundings and prefer to play online games to fill their time (Surbakti, 2017).

Currently, one of the most popular online games played by teenagers in Indonesia is the Garena Free Fire Online Game. Based on data obtained from the Play Store on Google, it shows that the GFF online game has significant growth and a very large number of users. Data from the Play Store in February 2023 shows the number of downloads of the GFF online game as many as 1 billion downloads on the Play Store, the GFF online game is also the first Battle-Royale Mobile Game. Based on the release of Sea Limited's financial statements in the first quarter of 2020, the number of active free fire players on a daily basis has reached 80 million users (CNBC, 2020). Not many people know that the GFF online game was first developed in Vietnam. The developer of this application is Eleven Dots Estudio. The application was then published by Garena Free Fire in 2017 and no one expected that its popularity could be like today. GFF itself then developed so rapidly since it was managed by a young figure named Forrest Li who is a man of Chinese descent, but he settled in Singapore (Nurhalimah, 2022).

One of the factors of adolescent behavior in Indonesia is peer interaction. Peer interaction is a social that supports a person to care about adjusting and being sensitive to the surrounding circumstances with their environment (Soekanto, 2019). Peer interaction is an interaction

between individuals who are able to play a role in shaping the character of children or students in their social environment. What needs attention is the extent to which children associate with their peers. Friendships in the neighborhood or at school, friends become an inseparable part of student relationships. Many things are obtained in this relationship. The influences arising from these relationships can be good and bad influences. When looking at the effects of these relationships, in general, the effects of peer relationships are temporary. This means that the influence is only caused when they are in direct contact and lasts continuously as long as they meet frequently.

According to research conducted by Saputra (2021), the impact of social interaction on adolescents who are addicted to online games in Singosaren Village, the frequency of playing teenage games will rarely get along with friends and family due to their much reduced time together. The psychological impact of children becoming brave to argue with their parents due to the psychological aspect of the many online game scenes that show criminal acts and violence, such as fights, destruction, and murder, has indirectly affected the subconscious of adolescents, that real life is like the same as in the online game.

According to Santrock et al. (2012) interaction in peers is a good thing between peers that is needed in social development during the growth period of ana or adolescence. They need information that they cannot find in the family environment, but they can get diverse information from their peers to measure whether what they are doing is wrong or right. By making friends, a person can feel safer because indirectly a friend will protect his friend from anything that can harm his friend. In addition, a friendship can be used as a relationship to share in joy or sorrow, give sincerely to each other, trust each other, respect each other, and appreciate each other. Teenagers have a strong need to be liked and accepted by peers or groups. As a result, they will feel happy if accepted and vice versa will feel very depressed and anxious if excluded and underestimated by their peers. When a child interacts with their environment, the intensity of the child's time is spent with their peers. When with their peers, children do various things both playing together, helping, and fighting. Sometimes children even ignore time, forget to eat, forget to rest. The success of relationships with peers can be seen if children can cooperate, empathize and communicate with good manners (Pratiwi et al., 2020).

Based on research conducted by Haqiqi & Muhith (2020), it is explained that the negative effects of playing garena free fire online games are adolescents using money only to play games, neglecting worship time, lack of association in the environment, thoughts will always be directed at games and result in reduced concentration on learning, unstable emotions. Meanwhile, research conducted by Erofonia et al. (2021), explains that the excessive level of use in playing GFF online games has a negative impact on children's emotional intelligence, where from the use of GFF online games it is proven that children have an emotional level that tends to be uncontrollable, GFF online game users tend to express their emotions in various ways including hitting, kicking, impatience, saying harsh words, slamming cellphones and so on. WHO defines gaming addiction as characterized by repetitive patterns of gaming behavior, either online or offline. Addiction to play is seen from several manifestations, namely the inability to control the game, prioritizing games over other life interests and continuing the game even though it has a negative effect (Juniman, 2018). From these two studies, researchers are interested in discussing adolescent behavior. Researchers want to analyze and complement these studies by focusing on finding out and understanding the behavior of adolescents who like to play GFF online games. So that it is expected to minimize the negative impact caused.

Based on preliminary studies obtained by researchers based on daily life, it was found that the average teenager in Bekasi city plays online games and one of the games that is often played is the free fire online game. Researchers have made observations to see how the phenomenon of factors that cause the behavior of adolescents who like to play GFF online games occurs. The results obtained are that peer interaction has an influence in playing GFF online games and if a day does not play GFF online games they will feel bored and bored. It can be concluded that peer interaction can influence adolescent behavior in playing GFF online

games. Based on relevant research, peer interaction has an important role in the continuity of communication between adolescents. Based on this, the author took the title “The Behavior of Teenage Online Game Players: An Analysis of the Impact of Peer Interaction”.

Method

This research uses quantitative methods. The subjects in this study were early adolescents aged 15 years - 18 years. The research was conducted in Bekasi city. The sample of this study was 150 adolescents using purposive sampling. Peer interaction is a relationship between peer groups and relationships between individuals or group members which includes openness, cooperation, and frequency of relationships where peer interaction can teach children about how to interact in the family, school, or community environment. The peer interaction instrument has 28 questions with four dimensions, namely intimacy, popularity, trust, and insight (Aydogdu, 2022).

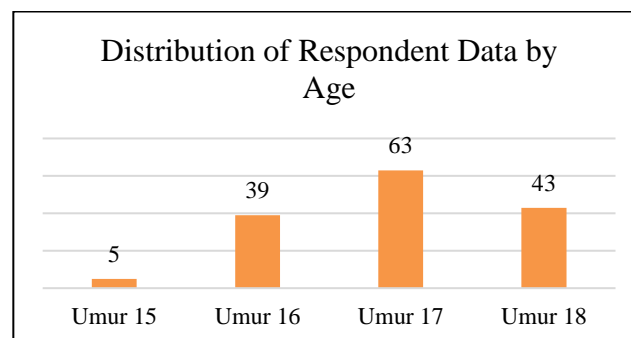
Adolescent behavior is something human behavior with its environment carried out by individuals with one another and is real and the form of behavior is in the form of knowledge, attitudes, and actions that are comprehensive in the formation of observable human behavior. The adolescent behavior instrument has 50 questions with seven dimensions, namely coping escape, fantasy, skill development, omnipotence-power, recreation, competition, and social (Demetrovics et al., 2011).

Testing the validity and reliability of peer interaction and adolescent behavior instruments using the Pearson Product Moment test and Alpha Cronbach reliability test. The validity test sample was taken as many as 30 students with a background who like to play garena free fire online games. The rcount criterion with $n = 30$ is 0.361 with $\alpha = 0.05$ (5%). The results of the validity test of the peer interaction instrument have 28 valid items, while in the adolescent behavior instrument there are 50 valid items. The reliability test results on the peer interaction instrument with 28 valid statement items with $n = 30$ respondents were obtained at 0.960. This value means that the Peer Relationship Scale for Adolescent: a validity and reliability study instrument is reliable. Meanwhile, the reliability test results on the adolescent behavior instrument with 50 valid statement items with $n = 30$ respondents were obtained at 0.973. This value means that the Motives for online gaming questionnaire (MOGQ) instrument is reliable.

Participant

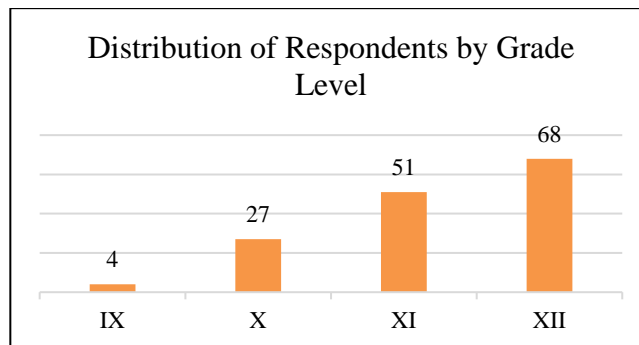
1. Characteristics of Respondents

Respondents in this study were adolescents totaling 150 people. The research was conducted in the Bekasi area with an age range of 15-18 years. Description of respondent characteristics based on age, grade level, and place of residence (sub-district).



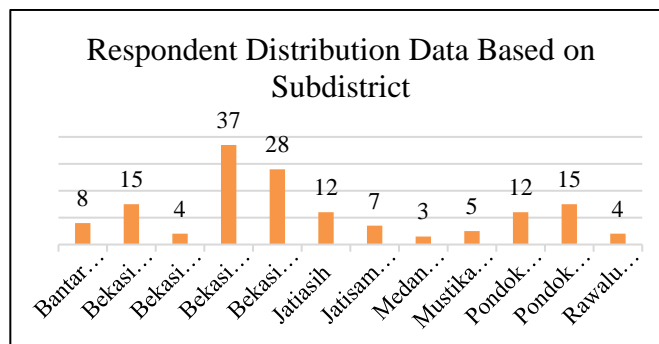
Picture 1. Distribution of Respondent Data by Age

Characteristics of respondents based on age, who filled out this research questionnaire were 15 years old (5%), 16 years old (39%), 17 years old (63%), and 18 years old (43%). Age differences in peer interactions are expected to have an influence on adolescent behavior.



Picture 2. Distribution of Respondents by Grade Level

Characteristics of respondents based on class level, who filled out the questionnaire, namely class IX (4%), class X (27%), class XI (51%), and class XII (68%). Age differences in peer interactions are expected to have an influence on adolescent behavior. It is hoped that including the grade level can represent the results of the study.



Picture 3. Respondent Distribution Data Based on Subdistrict

Characteristics of respondents based on place of residence (sub-district), who filled out this research questionnaire, namely sub-districts Bantar Gebang (8%), Bekasi Barat (15%), Bekasi Selatan (4%), Bekasi Timur (37%), Bekasi Utara (28%), Jatiasih (12%), Jatisampurna (7%), Medan Satria (3%), Mustika Jaya (5%), Pondok Gede (12%), Pondok Melati (15%), and Rawalumbu (4%).

Sampling Procedure

The sample is part of the number and characteristics of the population (Sugiyono, 2014). The sample is part of the population that is the source of data in the study, where the population is part of the number of characteristics possessed by the population (Sugiyono, 2017). Margono (2004) added that the determination of this sample must be adjusted to the sample size that will be used as the actual data source by taking into account the nature and distribution of the population so that the sample obtained can represent the population (representative).

Sampling technique is a sampling technique to determine the sample to be used in research. In sampling there are several techniques including probability sampling and non probability sampling. Non probability sampling consists of several sampling techniques, namely systematic sampling, quota sampling, incidental sampling, purposive sampling, saturated

sampling and snowball sampling (Sugiyono, 2014). In this study, the sampling technique used was purposive sampling. The purposive sampling technique is a data source sampling technique with certain considerations with the intention that the sample we take already knows what the researcher expects (Sugiyono, 2014). Thus, the characteristics of sampling are:

1. Teenagers aged 15-18 years
2. Domiciled in Bekasi City
3. Play GFF online game

According to Sujarweni (2014) the number of sample members is often expressed as the sample size. The number of samples that are expected to be 100% representative of the population is the number of members of the population itself. For research, we will take too many populations to be sampled in the hope that the number of samples we take can represent the existing population. Teenagers' behavior in playing online games can be seen anywhere. However, the selection of the Bekasi area for sampling is due to the results of direct observations in everyday life seeing the behavior of teenagers who play online games on a daily basis with preliminary studies conducted by researchers reinforcing that there is teenage behavior playing online games in the area. So that this reason is a strong thing that makes researchers conduct research in the city of Bekasi.

Materials and Equipment

In this study, researchers collected data using a questionnaire distributed via google form. According to Syahrums & Salim (2014) a questionnaire is a data collection technique through a number of written questions to obtain information or data from sources or respondents, in other words, a questionnaire is a question sheet based on questions consisting of two forms, namely a questionnaire with open questions, or a questionnaire with closed questions, or a combination of both.

Procedure

The variables examined in this study were peer interaction and adolescent behavior. Peer interaction uses the Peer Relationship Scale for Adolescent: a validity and reliability study instrument. Peer Relationship Scale for Adolescent Adolescents: a validity and reliability study using Likert scale. The Peer Relationship Scale for Adolescent Adolescents: a validity and reliability study contains 28 statement items that use a 4-point response scale "strongly agree, agree, disagree, strongly disagree". Adolescent behavior was measured using the Motives for online gaming questionnaire (MOGQ) instrument. The MOGQ instrument uses a Likert scale. The MOGQ instrument contained 50 statement items that used a 4-point response scale of "strongly agree, agree, disagree, strongly disagree".

Data and Analysis

Data collection techniques are the most strategic step in research because the purpose of research is to get data (Sugiyono, 2014). Data has the highest position in research, because data is a depiction of the variables to be studied, and data serves as a means of proving hypotheses (Taniredja & Mustafidah, 2014).

Result and Discussion

Behavior is something that is done by one individual with another individual and something that is real. Behavior is the result of all kinds of human experiences and interactions with the environment. The form of behavior can be in the form of knowledge, attitudes and actions. Human behavior consists of a comprehensive psychological, physiological and social perspective (Sarwono, 1993). Adolescence according to Hurlock (1992) is a period of transition

from childhood to early adulthood and reaches mental, emotional, social and physical maturity. So, adolescent behavior is a behavior carried out by adolescents with adolescent responses or reactions to external stimuli, therefore this behavior occurs through a process of interaction between individuals and their environment that is continuous with each other. Based on the results of research data processing, adolescent behavior owned by adolescents in this study is in the low category in the aspect of delusion and strength with a percentage of 89%, while the medium category is dominated by the aspect of overcoming escape with a percentage of 73%, and the high category is dominated by the aspect of recreation with a percentage of 59%. These results show that adolescents have factors that influence adolescent personality, namely family, school, peers, society. There are several dimensions in adolescent behavior variables, namely coping escape, fantasy, skill development, omnipotence-power, recreation, competition, and social (Demetrovics et al., 2011).

Peer interaction is all individuals with members who have similarities in various perspectives. Teenagers have all the needs to be able to socialize about things that are accepted and liked by their peers and groups (Vembriarto, 2017). This is reinforced by Slameto (2013) statement which states that in peer group interaction is a relationship between individuals and individuals in an individual environment to interact who have social and status similarities. So, peer interaction is a social relationship between individuals who have age levels that are not much different, and in which there is openness, common goals, cooperation and frequency of relationships and the individuals concerned will influence each other in interacting.

Based on the results of research data processing, the distribution of respondents based on the categories of all dimensions in the peer interaction variable. The most dominant interaction in the high category is the familiarity aspect with a percentage of 69.33%, while the medium category is dominated by the trust aspect with a percentage of 48.67%, and the low category is dominated by the popularity aspect with a percentage of 2%.

Peer interaction owned by adolescents in this study is in the category Based on the results of research data processing, adolescent behavior owned by adolescents in this study is in the category The factors for the emergence of peer interaction are age, surrounding circumstances, extroverted personality, gender, group size, desire to have parental interaction status, and education. There are several dimensions, namely intimacy, popularity, trust, and insightfulness (Aydogdu, 2022).

Based on the results of the correlation coefficient test, the significance value of deviation from linearity is $0.000 < 0.05$, which means that there is a relationship between the peer interaction variable and the adolescent behavior variable. Furthermore, based on the results of the analysis, the correlation coefficient value is 0.325, which means that the higher the peer interaction, the higher the behavior of teenagers who like to play GFF online games. Furthermore, in this study, the calculation of the regression significance test was carried out, and the results obtained were the p-value = $0.000 < 0.05$ with a coefficient of determination (R^2) of 0.106, which means that peer interaction affects the behavior of adolescents who like to play GFF online games by 10.6%. This is reinforced by the results of previous research conducted by Syahputra & Amsal (2018) showing that there is a positive or significant effect between online games and adolescent communication behavior by 31.6%. The positive value at the constant indicates a positive influence between adolescent behavior and changes in peer interaction. Therefore, it can be concluded that the online game variable can predict adolescent communication behavior. This is confirmed that the higher the level of adolescent behavior, the higher the level of peer interaction. Research conducted by Sari (2018) shows that there is a positive and significant influence between peer interaction and social behavior in adolescents by 27.8%. It is confirmed that the higher the level of peer interaction, the higher the level of social behavior in adolescents, while the lower the peer interaction, the lower the level of social behavior in adolescents.

Prerequisite Test Results

Tabel 1. Normality Test		
One-Sample Kolmogorov-Smirnov Test		
		Unstandardized Residual
N		150
Normal Parameters ^{a,b}	Mean	.0000000
	Std. Deviation	4.55739172
Most Extreme Differences	Absolute	.056
	Positive	.036
	Negative	-.056
Test Statistic		.056
Asymp. Sig. (2-tailed)		.200 ^{c,d}

In this study, the normality test uses the Kolmogorov-Smirnov test. The normality test is a test that aims to study whether the distribution of the selected samples comes from a normal or abnormal population distribution. The results of the normality test with Kolmogorov-Smirnov show that the significance value is 0.200, which means the significance value is > 0.05 . Based on the results of the normality test, the significance value is 0.200, so it can be concluded that the residual value is normally distributed.

Tabel 2. Linearity Test						
ANOVA Table						
		Sum of Squares	df	Mean Square	F	Sig.
Y * Between	(Combined)	1152.476	30	38.416	1.981	.005
X Groups	Linearity	365.090	1	365.090	18.830	.000
	Deviation from Linearity	787.385	29	27.151	1.400	.107
	Within Groups	2307.318	119	19.389		
	Total	3459.793	149			

Furthermore, the prerequisite test conducted by the researcher is the linearity test. The linearity test is conducted to ensure that the regression equation forms a linear line (Oktaviani et al., 2020). Based on the results of the linearity test, it is known that it is 0.107, which means the significance value is > 0.05 . Based on the results of the linearity test, the significance value is 0.107, so it can be concluded that there is a linear relationship between peer interaction and adolescent behavior.

Hypothesis Test Results

Tabel 1. Correlations Test			
		X	Y
X	Pearson Correlation	1	.325**
	Sig. (2-tailed)		.000
	N	150	150
Y	Pearson Correlation	.325**	1
	Sig. (2-tailed)	.000	

N 150 150

Hypothesis testing is conducted to test the hypothesis to see whether there is a relationship between peer interaction and adolescent behavior. In this study to see whether there is a relationship between the two variables using the IBM Statistic SPSS 23 application. The correlation test in this study uses Pearson Product Moment Correlation. The results of the Pearson Product Moment Correlation test on variables X and Y show that there is a correlation significance value of 0.000 which means a significance value < 0.05 , so it can be concluded that there is a relationship between peer interaction and adolescent behavior. Furthermore, based on the results of the correlation test data analysis, there is a correlation significance value of 0.325, meaning that the peer interaction variable and the adolescent behavior variable are weakly correlated. Furthermore, based on the results of the data analysis, there is a positive value which means that there is a positive relationship between peer interaction and adolescent behavior.

Tabel 2. Coefficient Determinations Test

Model Summary				
Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.325 ^a	.106	.099	4.573

Furthermore, the hypothesis test conducted by the researcher is the determination coefficient test. The determination coefficient test (R^2) is used to measure the ability of a model to calculate the variation of the dependent variable. Based on the results of the determination coefficient test, the R^2 value = 0.106. The results of the determination coefficient test indicate that peer interaction contributes 10.6% to adolescent behavior.

Tabel 3. Regression Equality Test

Coefficients^a					
Model		Unstandardized Coefficients		Standardized Coefficients	Sig.
		B	Std. Error	Beta	
1	(Constant)	127.155	4.460		.000
	X	.199	.048	.325	.000

The next hypothesis test conducted by the researcher is the regression equation test. Based on the results of the regression equation test, the constant value and linear regression equation are obtained based on the results of the regression equation test. Thus, the regression equation, which means that the regression coefficient is positive, so it can be said that the variable $\hat{Y} = 127.15 + 0.199 X$ peer interaction on adolescent behavior has a positive influence. Then the value of 0.199 is the regression coefficient of the peer interaction variable (X) on adolescent behavior (Y), which means that if the peer interaction variable (X) increases by one (1) unit, then the peer interaction variable on adolescent behavior (Y) will also increase by 0.199 or 19.9%. Therefore, it can be concluded that the higher the peer interaction variable, the higher the adolescent behavior variable, because the peer interaction variable and adolescent behavior have a pattern in the same direction.

Tabel 4. Regression Significance Test

ANOVA^a						
Model		Sum of Squares		Mean Square	F	Sig.
			df			
1	Regression	365.090	1	365.090	17.460	.000 ^b
	Residual	3094.703	148	20.910		

Total	3459.793	149
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Furthermore, the hypothesis test conducted by the researcher is the regression significance test. The regression significance test is conducted to see whether there is a significant influence of variable X and variable Y. Based on the table of significance test results, it is known that the F_{count} value = 17.460 and $F_{\text{table}} = 3.934$. If $F_{\text{count}} > F_{\text{table}} = 17.460 > 3.934$ and also the level of significance value is $0.000 < 0.05$, then it can be concluded that there is a significant influence between peer interaction and adolescent behavior.

Conclusion

Based on the results of the research conducted by the researcher, it can be concluded that there is an influence of peer interaction on the behavior of adolescents who like to play GFF online games. The results of the study showed that the higher the peer interaction, the higher the behavior of adolescents in playing GFF online games. Therefore, peer interaction is very important and has an influence on the behavior of adolescents who like to play GFF online games.

Based on the research results, there are several suggestions given by the author to be useful input, namely: 1) for adolescents, although adolescents often spend time with peers, it is important for adolescents that the influence of adolescent behavior is expected to be positive. With this, adolescents can spend time with peers in a healthy and positive way; 2) for parents, it is hoped that they can accompany their children in playing online games so that the interactions between children and peers remain positive; 3) for researchers, it is hoped that they can then find instruments that can measure positive and negative interactions so that they can see the differences in the impacts caused by the two types of interactions.

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