

## THE ROLE OF THE GUARANTEE TEACHER IN HANDLING STUDENTS WHO ARE ADDICTED TO ONLINE GAMES IN VOCATIONAL HIGH SCHOOL 1 TANAH GROGOT

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### ABSTRACT

*The purpose of the study was to determine the role of homeroom teachers in dealing with students who are addicted to online games (a case study at SMK Negeri 1 Tanah Grogot, class X PPLG 2). This research uses a qualitative descriptive research type. This research was conducted from March to April 2021. The research subjects were students and teachers. Data collection techniques using observation, interviews, and documentation. The data analysis technique uses the Miles and Huberman model. The validity of the data using data triangulation. The results of the study explain how the homeroom teacher's responsibility is in guiding, communicator, and motivating, explaining what obstacles are experienced by homeroom teachers and what efforts are made by homeroom teachers and schools in dealing with online game addiction. This study found that the role of the classroom teacher is very important in dealing with students who are addicted to online game*

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## I. INTRODUCTION

In the current era of globalization, the role of humans is very influential in the development of technology and the development of education. To realize quality human resources, one of the important factors is the need for quality education. Education as an effort to improve knowledge and skills (Azhari et al., 2022; Farahnaz et al., 2021; Nuarham et al., 2021; Setianoor et al., 2021; Setiawan et al., 2021; Suryaningsi & Asikin, 2020; Suwandi et al., 2021; Warman et al., 2021; Zulfaidhah et al., 2018). Education is implemented to produce a better generation (Suryaningsi & Ramadhan, 2021). Education is carried out to provide good value for students (Sari et al., 2021; Utami et al., 2017). Therefore, one of the important components to realize quality education is the presence of a teacher. A teacher is a determining factor for the success of any educational effort. This is because teachers are directly dealing with students to transfer knowledge and technology while educating with positive values through guidance and example.

A teacher has a very strategic role at the forefront of the implementation of education. Teachers as one of the important factors in educational success need to develop themselves in order to be able to play a role in the learning process (Putri et al., 2021). Teacher has the ability to teach in that type of field of study so that they are given the responsibility to teach in that field of study (Mulawarman et al., 2021). Starting from educational innovation, in terms of curriculum and improving human resources resulting from educational efforts, it always boils down to the teacher factor. The role of a teacher will continue to exist at any time, because the teacher cannot be replaced even with any sophisticated technology. This is because the teacher has a task that involves fostering the mental nature of humans which involves aspects that are human.

The role of the class teacher / homeroom teacher in an increasingly sophisticated technological era has a special role, especially in the class that is under the auspices of the homeroom teacher. Which is where every homeroom teacher must be able to manage the students included in it. Starting in terms of attitudes, behavior patterns to the lessons carried out by students. In an era that is all digital and modern as it is today, the life sector is experiencing a rapid growth spurt, not only technology, communication and transportation facilities are developing so rapidly, this phenomenon also applies to many patterns of life.

Games are activities carried out to get pleasure that have rules so that there are winners and losers. Online games today are very popular in various circles, one of which is students. Along with the rapid development of internet technology, online games are also experiencing rapid development. Online games are electronic and visual based games.

Online games are different from other games, where online games can be played with good people at close or far distances. Children are considered to have greater opportunities in the use of online games than adults. Online game addiction can be characterized by the extent to which gamers play games excessively which can have a negative effect on gamers. Addiction to online

games not only affects children's behavior but also affects their physical health. Children who play too many games are at risk for hearing, vision, insomnia, and even impaired brain development. So that there is an attitude of not caring about the existing school assignments, neglecting their obligations as a student and taking everything that should be done for granted.

The negative impact for someone who plays online games is that excessive consumption of online games can have a negative impact on children, including being lazy to do other activities, not socializing with the community, forgetting the closest people around them, eye disorders, harsh words, and so on. Online games can also cause children to be indifferent to their social environment and even ignore the real world because of pleasure in the virtual world which can result in aggressive behavior shown by children.

The positive impact for someone who plays online games is to increase and hone brain activity. Of course, every game requires high concentration in order to focus on achieving the highest score. In addition, while completing missions it takes the right strategy so that it forces your brain to look for innovation in order to win against the enemy.

Based on the background described above, the researcher is interested in conducting a study entitled "**The Role of Homeroom Teachers in Handling Students Who Are Addicted to Online Games (Case Study at SMK Negeri 1 Tanah Grogot, Class X PPLG 2).**"

## **II. METHODS**

This research started in March 2021 and the research started with observation until it was finished.

Based on the understanding of the research above, the research used is qualitative descriptive research, which is a study whose purpose is to systematically and regularly describe, facts and accurately regarding the properties, these facts by the researcher trying to describe the role of homeroom teachers in dealing with students who are addicted to online games (Case Study at SMK Negeri 1 Tanah Grogot, Class X PPLG 2).

The focus of the research shows the responsibilities of homeroom teachers in dealing with students who are addicted to online games, the barriers of a homeroom teacher in dealing with students who are addicted to online games, the efforts made as homeroom teachers in dealing with students who are addicted to online games.

## **III. RESULTS AND DISCUSSION**

Before entering the related discussion regarding the formulation of the problem, the researcher will explain the factors that trigger children to become addicted to online games, namely internal and external factors. The internal factors are encouragement from within students and the feeling of boredom

experienced by students while studying. Then the external factor is the family who pays less attention to children at home, the peer factor where at the time of gathering the thing to do is play online games on gadgets on their cellphones or PCs, then the last is environmental factors where the existence of entertainment places or internet cafes is close with the environment.

And please note that the hours of playing gadgets or playing games are 1-2 hours / day, they play games without knowing the time so they can't manage their time properly even they don't care about their health, worship, even the surrounding environment, forgetting their obligations as children at home and their obligations as students at school and also they often say harsh words when they lose the game without knowing where they are. So it can be concluded that 4 students who became research sources, 3 of them were identified as having game addiction

#### 1) . Teachers as Advisors

From the results of the research that have been discussed, it is known that the responsibility of homeroom teachers in dealing with students who are addicted to online games is with their responsibilities as a teacher, where the teacher has a very big responsibility in educating and shaping the personality of his students. How to teach teachers who are fun and teachers who are creative in delivering teaching material will make it easier for students to understand the material (Hong et al., 2022). Therefore a teacher must be understand their responsibilities. As a mentor, the teacher has a duty to guide students in various problems they face. Real conditions were found from handling cases of online game addiction by homeroom teachers of class X PPLG 2 SMKN 1 Tanah Grogot, namely homeroom teachers guiding children who are addicted to online games by giving individual guidance to the students concerned slowly so that students who are being guided do not feel afraid and nervous about individual tutoring.

#### 2) Teachers as Motivators

According to the interviews that researchers have conducted, it is found that the real condition is that the homeroom teacher every time there is a class meeting the class teacher provides a motivator before starting learning, this is justified by the homeroom teacher of class X PPLG 2 SMKN 1 Tanah Grogot Ibu Hani when she wants to start teacher learning will provide motivation or advice before starting the lesson so that students have a good and correct learning orientation. Especially when learning online, we as teachers, especially homeroom teachers, must motivate students in the class to use technology properly and correctly and only as necessary.

#### 3) Teachers as Communicators

From the results of interviews that researchers have done, for the process of handling students with problems, communication must be done properly, so that students who are affected by these problems want to be open and want to tell about the problems they have experienced, if our

communication with students If the person concerned is bad, it is certain that the student is reluctant and even always avoids entering into discussions about the problems he is experiencing, such as students addicted to online games, homeroom teachers for class X PPLG 2 and BK teachers at SMKN 1 Tanah Grogot must have good communication so that when the student guidance process is not nervous and awkward to explain why he can get addicted to online games.

#### **IV. CONCLUSION**

Teachers have an important role, especially in dealing with students who are addicted to online games. A teacher as a mentor has a duty to guide students in dealing with their problems. In essence, it is the teacher who facilitates the implementation of student understanding in each lesson and teaches about the view of life. The teacher as a communicator whose job is to be able to communicate with his students properly and correctly so that the guidance process takes place well. The teacher as a motivator where the teacher provides motivation and advice so that students can be enthusiastic in carrying out their obligations and can carry themselves well in the future. Every problem certainly has obstacles in the implementation process as well as a teacher in guiding his students, of course every student has his own obstacles such as difficult communication, the absence of the child's desire to solve the problem, and feeling that what he is doing is not something that can be done. should just stop. Efforts made by homeroom teachers in dealing with students who are addicted are homeroom teachers providing guidance or individual services with BK teachers, in collaboration with students' parents, then if the student enters the addiction stage which cannot be handled by the school, the school has the right call for experts to help heal so that students who are addicted to online games can live their lives as they should.

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