

## The Dynamics of Religiosity of Online Game Players Mobile Legends: Bang Bang in Kudus

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### Article History

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**Abstract:** Initially, online games were engaged solely to occupy leisure time or for pure entertainment. However, contemporary evidence suggests that online games have become an integral facet of many individuals' lives, particularly among adolescents. Mobile Legends: Bang Bang has emerged as one of the most downloaded games and boasts the highest number of monthly active users in Indonesia. This study aims to examine the impact of online games on the religiosity levels of adolescents. Utilizing an explanation quantitative approach, this article utilizes statistical methods to explore the relationship between online game engagement and religiosity among adolescents. The study's participants were adolescents aged 16 to 18 years from Kudus. Surveys were distributed to collect data, and the statistical analysis was conducted using SPSS 23 for Windows software. The results indicated a statistically significant relationship between the engagements with the mobile game Mobile Legends: Bang Bang and the religiosity of adolescents. This association was further confirmed by the statistical test, which yielded a value of  $t_{count}$  (4.296) greater than the tabulated  $t_{value}$  (2.000) at a significance level of  $0.000 < 0.005$ . This finding suggests a significant impact of mobile legends: bang bang on the religiosity levels of adolescents, with a percentage level of 29.1%.

**Keywords:** Online games, Religious behavior, Teenagers

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## Introduction

The emergence of the industrial revolution era 4.0 has provided many significant changes and developments to technology, one of which is games. Games are games that are usually played for refreshment or fun for the players. Before the era of the industrial revolution 4.0, game models were very simple, but after entering that era, they experienced development with the emergence of various online game models, one of which was Mobile Legends (Web 3 Editorial Team 2021). There are several types of online games on smartphones including Multiplayer Online Battle Arena (MOBA), Massively Multiplayer Online First (MMOFPS), Massively Multiplayer Online Role Playing Game (MMORPG), and Massively Multiplayer Online Real Time Strategy (MMORTS) (Henry 2005).

Mobile Legends is one of the Multiplayer Online Battle Arena (MOBA) type online games similar to DOTA 2. Where this game is played with a 5 versus 5 battle which has 3 lines that are reinforced with towers and have a main tower. If one of the teams is able to destroy the main tower, it will win (Rani, Hasibuan, and Barus 2018). The game duration in mobile legends is 20 minutes to 30 minutes for one game or match (Fadilla 2021). The mobile legends game was released in Indonesia on July 11, 2016 for android, while for IOS it was released on November 9, 2016 (Basudara 2023). Based on data reported by AppMagic on September 7, 2022, mobile legends downloads in Indonesia have reached 190 million downloads (Taufik 2022). Then based on the state of mobile 2023 report from research firm data.ai, mobile legends occupies the third position of the most downloaded game, the first position of the most top-up games and also the game with the most monthly active users (Prasetya 2023).

Based on the data above, it can be said that mobile legends is the most played online game by people in Indonesia. Even mobile legends today has become a part of the life of society, especially among teenagers. Some of them have reached the level that Kimbely Young calls addiction to playing computer games (Herdiawan 2022). If it has reached the level of addiction, online games can have a negative impact on the player. Some of the negative impacts that result are that players often forget their real life, such as praying, praying, studying, etc., because the preoccupation with playing online games can last for hours or until they forget time (Salim 2016; Usman 2022).

Online gaming addiction can also affect teens' social behaviors that are not perceived by their players. However, it can be felt by the people around them, especially

the elderly, such as a reduced sense of socialization, withdrawal from society, difficulty getting along, and lack of care/indifference to the environment (Hidayatullah et al. 2022; Rahyuni, Yunus, and Hamid 2021; Rani, Hasibuan, and Barus 2018). In addition, online games also affect students' learning motivation, learning achievement, laziness in learning and also have an impact on children's personal development, such as lack of empathy (Haryanti, Hasanah, and Utami 2022; Pratiwi and Yusnaldi 2022).

Adolescence is a period of change, where a person when entering this period experiences many changes such as feelings, behavior, physicality, etc. Therefore, adolescents who are addicted to playing online games will be affected by the effects or influence on their religiosity (Izza 2019). In Surah az-Zariyat (51:56), Allah says:

وَمَا خَلَقْتُ الْجِنَّ وَالْإِنْسَ إِلَّا لِيَعْبُدُونِ

*"I did not create the Jinn and mankind but that they should worship Me". (Qs. Az-Zariyat (51): 56)*

The above verse explains that Allah created the jinn and humans only to worship him.

Religiosity is a form of obedience and implementation of a person to religious teachings that are embraced in daily life ('Azizi 2020). According to Glock and Stark (1968) there are five dimensions in Religiosity. First, the consequential dimension includes the behavior/implementation of religious teachings in daily life. The second is the ideological dimension or belief about religious doctrines. The third is the intellectual dimension or knowledge about the teachings in the religion adhered to. Fourth, the dimension of ritual or worship which includes the practices of worship of religious teachings adhered to. And fifth, namely the dimension of experience or appreciation related to the feelings/sensations felt by a person in religious matters, if in Islam it includes solemnity in worship, patience in facing trials, and trembling when hearing the call to prayer or holy verses of the Qur'an (Holdcroft 2006).

Several researchers have conducted research on the influence of online gaming. To show the novelty, several relevant previous studies are listed. First, research that discusses the positive and negative impacts of mobile legends: bang bang online games in general on students (Rani, Hasibuan, and Barus 2018). Second, a study describing the

impact of online game intensity on adolescents (Usman 2022). Third, a study that discusses the influence of the mobile legends game on students' learning interest (Nawawi et al. 2021). Of the three studies, it is known that no one has specifically discussed the influence of the online game Mobile Legends: Bang Bang on the level of religiosity of teenagers.

Based on initial observations made by researchers at the research site, it is known that there are some teenagers who play online games but still participate in religious activities such as IPNU, Mosque Youth, and Study. But there are also teenagers who spend their time, especially at night, hanging out and playing mobile legends: bang bang online games at local coffee shops. Aristina Halawa (2021) in her research highlighted that 72% of teenagers are addicted to online games at a severe level that makes parents anxious. Lapena et al (2022) also say that a person who is addicted to online games tends to have a low level of Religiosity. Based on this phenomenon, researchers are interested in knowing whether the mobile legends: bang bang online game has an influence on the level of Religiosity of teenagers in Kudus? With the aim of adding reference material for researchers, it can also provide insight to the public about the influence of the mobile legends: bang bang online game on the level of Religiosity of teenagers.

## Methodology

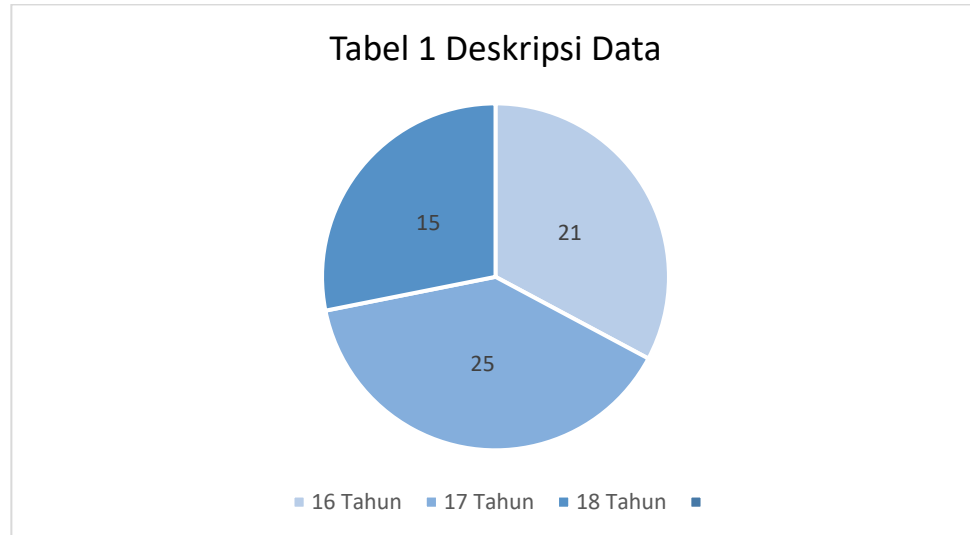
This study uses an explanatory quantitative approach, because the data includes numbers and is analyzed using statistics (Abdullah 2015). In this study, it was analyzed using the help of SPSS 23 for windows software. By using quantitative research, explanatory can determine the influence of online games on adolescent religiosity in depth. This research was conducted in Prambatan Lor Village, Kaliwungu District, Kudus Regency.

The population in the study was adolescents aged 16-18 years who totaled 242 people (FN, November 7, 2023). The research sample was determined by the formula Slovin (1960) ( $e=0.11$ ) as follows:

$$n = \frac{N}{1+Ne^2} = 62 \text{ (adjusted by researchers to 61)} = \frac{242}{1+242 \times (0,11^2)} = \frac{242}{1+242 \times 0,0121}$$

The sampling technique used is purposive sampling with the criteria for active mobile legends: bang bang online game players. For the elaboration of the data obtained,

it can be seen in Table 1. The data in this study is sourced from primary and secondary data. Primary data was obtained by distributing questionnaires. Meanwhile, secondary data is obtained through the internet, books, and scientific articles.



## Results and Discussion

### *Validity and Reliability Tests*

In this study, the validity test of the contents with Aiken's formula was used on the instrument. There are 18 items with variables X (*online game* mobile legends: bang bang) and Y (*level of Religiosity*) with 5 raters/raters. An item will be declared valid if the value of  $V > 0.65$  (Aiken 1985). After conducting the validity test, it was found that the value of Aiken's coefficient V of 5 items (x1, x2, x5, x6, y2) was in the medium range. Meanwhile, 13 items (x3, x4, x7, x8, x9, y1, y3, y4, y5, y6, y7, y8, y9) are in the high range, which means that all of them are declared valid.

The next step is a reliability test. The data will be declared valid if Cronbach's Alpha value  $> 0.60$  (Anggraini, Aprianti, and Setyawati 2022). The reality test was carried out using *the help of the SPSS 23 for windows software*. The test results were known *to have Cronbach's Alpha* (0.860)  $> 0.60$ . It means that it can be concluded that the 18 questions are declared reliable and trustworthy.

### ***Normality and Linearity Test***

The normality test aims to find out whether the relationship between free and bound variables is normal. In this test, the *Kolmogorov Smirnov* test is used, and can be declared normal if the result is  $> 0.05$ . The test result obtained was 0.38 which means  $> 0.05$ . So, it can be concluded in this study that the relationship between the free variable and the bound is normal.

Next is the linearity test, to find out whether the relationship between the free and bound variables is linear or not. The relationship can be expressed as linear if *the Deviation from Linearity*  $> 0.05$ . The test results showed that *the Deviation from Linearity* (0.140)  $> 0.05$ . This means that it can be concluded that the relationship between free and bound variables is linear.

### ***Model and Test Model***

#### a) Model Regresi

Regression analysis aims to determine the magnitude of the influence of variable X on variable Y. Based on table 2, it is known that the regression equation obtained is:  $\hat{Y} = 10.175 + 0.706 X$

The results of the regression analysis were found to have a constant value of 10.175. This means that if there is no mobile legends: bang bang online game, then the religiosity level value is 10,175. Meanwhile, the coefficient value is 0.706, which means that every 1% addition to the variable of the mobile legends: bang bang online game will affect the level of religiosity of teenagers by 0.706.

Table 2 Simple Regression Analysis

Coefficients <sup>a</sup>					
Model		Unstandardized Coefficients		Standardized Coefficients	t
		B	Std. Error	Beta	
1	(Constant)	10.175	3.525		2.887
	Mobile Legends	.706	.143	.540	4.926

Dependent Variable: Level of Religiosity

b) Test F

The purpose of the F test is to find out whether the model used is significant or not. The F test is declared significant if the significance level is  $<0.005$  (Nuryadi et al. 2017). The results of the F test can be seen in Table 3.

Table 3 F Test Results

ANOVA						
	Model	Sum of Squares	df	Mean Square	F	Itself.
1	Regression	303.208	1	303.208	24.262	.000b
	Residual	737.349	59	12.497		
	Total	1040.557	60			

Source: Results of the 2023 Researcher Exercise

Based on Table 3, it is known that the significance level of 0.000 which means  $< 0.005$  which means that the free variable (mobile legends: bang bang online game) has a significant influence on the bound variable (Religiosity level). So, it can be concluded that the regression model can be used to predict the variable level of Religiosity.

c) Coefficient Determination Test

The determination coefficient aims to measure how much the percentage of the influence of the free variable is on the bound variable. The results of the determination coefficient test can be seen in Table 4.

Table 4 Determination Coefficient Test

Model Summary				
Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.540a	.291	.279	3.535

Predictors: (Constant), Mobile Legends

Based on table 4, it is known that the value of R square/coefficient of determination is 0.291 or 29.1%. From these results, it can be interpreted that the free variable (mobile legends: bang bang online game) has an effect on the bound variable (level of Religiosity) by 29.1%. Meanwhile, 70.9% of them were influenced by other variables that were not included in this study.

### ***The Influence of Online Games on the Level of Religiosity***

This study aims to determine the influence of the *online game* mobile legends: bang bang with the level of *Religiosity* (Stark et al. 1968) of adolescents in Kudus. The research instrument used was to distribute a questionnaire with 18 questions to the respondents. In the 18 questions, there are 7 indicators, namely:

- a) Addicted to playing *mobile legends* online games
- b) Interest in *mobile legends* online games
- c) Implementation of religious teachings in daily life
- d) Obedience in performing obligatory worship
- e) Knowledge of religious knowledge
- f) Beliefs/beliefs
- g) Appreciation in worship

Basically, *online games* are only played to fill free time or just entertainment, but in this day and age it is different. *Online games* have become a necessity or routine that is done every day. This is evidenced by the question "I feel bored if I don't play mobile legends all day" which received a response of 52.5% strongly agreed, 11.5% agreed, 29.5% disagreed, and 6.6% disagreed. In addition, teenagers also often spend their evenings playing the *online game* Mobile Legends: Bang Bang. This can be seen in the question "I often spend the night playing mobile legends" which received a response of 16.1% strongly agreed, 46.8% agreed, and 32.3% disagreed. This figure shows that online games are no longer a side activity, but dominate the daily lives of teenagers.

The search for identity usually occurs during adolescence, where individuals tend to absorb values from various external sources. Socialization theory highlights that the formation of self-identity is one of the important aspects of the socialization process. Socialization is divided into two forms, namely primary socialization that occurs in the family environment and secondary socialization that occurs outside the family (Berger and Luckmann, 1966). When adolescents play online games more often than socialize with their families and society, the values in games will dominate their lives, from daily activities to behavior (Edu and Nelwan 2021).



The effect of socialization can be seen when adolescents show negative behavior when playing games. When playing mobile legends they do bad deeds such as being rude (toxic), refusing to help their parents because they are playing mobile legends. This can be seen from the question "I often say rude things when playing mobile legends" which received a response of 24.6% strongly agreed, 52.5% agreed, and 19.7% disagreed. To the question "I once refused to help my parents because I was playing mobile legends" received responses of 14.8% strongly agreed, 54.1% agreed, 24.6% disagreed, and 6.6% strongly disagreed. The teenagers seem to have realized that the mobile legends: bang bang online game is one of the obstacles to their faith. This is evidenced by the question "I believe that the mobile legends online game inhibits faith" which received a response of 9.8% strongly agreed, 45.9% agreed, 34.4% disagreed, and 9.8% strongly disagreed.

In addition, playing games for too long also has an impact on their *religiosity* aspects. This can be seen from the question "I have forgotten to pray because of the preoccupation of playing mobile legends" which received responses of 18% strongly agreed, 42.6% agreed, and 36.1% disagreed. However, the level of quality of faith of teenagers can be said to be quite good, this can be proven by the question "I am always solemn when doing worship" which received a response of 47.5% strongly agreed, 19.7% agreed, and 31.1% disagreed. In addition, it can also be seen from the question "I read the Qur'an every day" which received 24.6% very agreed, 50.8% agreed, and 19.7% disagreed.

Lapena et al (2022) say that there is a relationship between *online games* and the level of *Religiosity*. This is also evident from the results of the F test in this study which shows that the regression model (*mobile legends: bang bang online game*) can be used to predict the level of *Religiosity* of adolescents. In addition, the results of the T test and the *determination coefficient* showed that the *mobile legends: bang bang online game* significantly affected the level of *Religiosity* of teenagers, with a percentage level of 29.1%. These results are in line with research conducted by Fahyuni and Fauziah (2021) that there is an influence between *online games* and *adolescent religiosity*, because it can make them forget time, including religious activities.

Sulastri (2021) said that a person who is addicted to playing *online games* will experience a lack of awareness in worshipping Allah SWT. This is due to the inability to control themselves when playing *online games*, as a result they will forget other things that

need to be done (Khairiah, Nurdin, and Saifan 2019). Masya and Candra (2016) also said that one of the factors of *online game* addiction is a lack of self-control. If a person is able to control himself when playing *the online game* mobile legends: bang bang, he will be able to prioritize activities that need to be done, such as carrying out worship rather than playing *online games* all the time (Lapena, Mansyur, and Akmal 2022; Haris et al. 2021).

## Conclusion

Based on the results of the research and discussion that has been described, it is known from the results of the T test on the variable (X) of *the online game* mobile legends: bang bang against the variable (Y) of *the level of Religiosity* of adolescents which shows that the value of  $t_{is\ calculated} (4.296) > t_{table} (2,000)$  with a significance of  $0.000 < 0.005$ . So it can be interpreted that there is a significant influence between the mobile legends: bang bang online game on the level of *Religiosity* of teenagers, with a percentage level of 29.1%.

Based on the conclusions of the study, researchers gave advice to teenagers who are addicted to playing *the online game* mobile legends: bang bang to reduce the intensity of playing *online games*. In addition, it should also further increase awareness of necessary activities, such as worship, helping the elderly, etc rather than playing *online games* all the time. As for the next researcher, it is recommended to use different methods, such as using other variables to determine the level of *Religiosity* of adolescents.

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