ADOLESCENT DECADENCY AS AN IMPLICATION OF ONLINE GAMES (CASE STUDY ON TEENAGERS ONLINE GAMERS)

M. Nuzurul Qalam
Mahasiswa Intitut Agama Islam Negeri (IAIN) Pontianak
Prodi Megister Pendidikan Agama Islam (MPAI)

Corresponding author: mnuzurulump@gmail.com
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ABSTRACT

The background of this research is today's technological developments which are used by a handful of teenagers which then have implications for behavior. Teenage dominance is the main aspect of smartphone use. This is a challenge in itself to pay attention to the implications arising from online games. The purpose of this research is to raise awareness of the negative behavior caused by online games. This research was conducted through a qualitative approach, using the case study method. The research begins with observation, field notes, then continues with analysis. From the analysis of this study produces aspects that show the decadence of adolescent morals caused by online games. First, the excessive actions of teenagers that cause them to become addicted. Second, toxic utterances are often used when playing online games which are then carried around when carrying out other social activities. Therefore, it is necessary to strengthen morals by increasing faith in Allah SWT to fortify oneself from this culture that has eroded morals, so that one is aware of the importance of human relations (habluminannas).

Keywords: *Moral decadence, Implications of online games, Strengthening morals*

ABSTRAK

Latar belakang penelitian ini adalah perkembangan teknologi di masa kini yang dimanfaatkan segelintir remaja yang kemudian berimplikasi terhadap perilaku. Dominan remaja menjadi aspek utama pada penggunaan smartphone. Hal ini menjadi tantangan tersendiri untuk memperhatikan implikasi yang ditimbulkan dari game online. Tujuan penelitian ini adalah untuk memberi kesadaran akan perilaku negatif yang disebabkan game online. Penelitian ini dilakukan melalui pendekatan kualitatif, dengan metode studi kasus. Penelitian diawali dengan observasi, catatan lapangan, kemudian dilanjutkan dengan analisis. Dari analisis

penelitian ini menghasilkan aspek yang menunjukan dekadensi akhlak remaja yang disebabkan game online. Pertama, tindakan yang berlebih-lebihan remaja yang menyebabkan menjadi kecanduan. Kedua, ucapan toxic sering digunakan saat bermain game online yang kemudian dibawa-bawa tatkala melakukan aktivitas sosial lainnya. Maka dari itu, perlunya menguatkan akhlak dengan meningkatkan keimanan kepada Allah SWT untuk membentengi diri dari budaya yang sudah mengikis moral ini, sehingga sadar akan pentingnya hubungan sesama manusia (habluminannas).

Kata kunci: Dekadensi akhlak, Implikasi game online, Penguatan akhlak

INTRODUCTION

Various kinds of human social ways in exploring themselves to get satisfaction and pleasure. This makes various patterns color the social culture in social and individual life. Time travel there are different civilizations. According to Farley (1990, 626) in Sztompka (2004, 5), "social change is a change in behavior, social relations, institutions, and social structures at a certain time". In the past, most humans did physical activities, but today we may see very few people doing physical activities. The most dominating human activity is surfing in the network. Especially among youth. The majority of young people are preoccupied with themselves. This shows reduced social interaction in youth. Even though the interaction exists, it tends to be online. Namely, using technology in the form of a smartphone with various kinds of things done to please each of them. One of them is online games, as according to Lutfiwati (2018, 3.4) which states that, of all internet users in Indonesia who use it in the lifestyle sector, based on APJII survey results, as many as 54.13% use the internet to play games.

The role of technology has shown its speed, both from various aspects, especially in the internet field. In this activity has been widely used from various circles. Young people and old people need technology. According to Millward's survey (2014) cited by Ramaita et al (2019, 89) shows that, "Indonesia will exceed 100 million active smartphone users in 2018 which will make it the fourth largest smartphone user country in the world after China, India & the United States". It even becomes a dependency on communication tools such as smartphones. According to Idayati (2011, 115) that, "information technology has become the main facility for the activities of various sectors of life". It is commonplace that the use of this tool is common for work needs, communication, learning media, and others. The internet takes its users to surf parts of the world by seeing it more real, even though they have never seen it in person. Smartphones seem to be a primary human need. As an auxiliary tool makes it easier for someone to do tasks and work. Just by pressing it, automatically directly on the intended search. Take advantage of advanced features that are growing rapidly day by day.

The current use of smartphones is not only to help in making assignments, but also

to play online games. Interestingly, online game players can connect with each other, even though they are located in a quite far radius. It can even be connected to all corners of the world, as long as that place is still covered by the network. Crawford's opinion (2003:56) "games are included in the field of Interactive Multimedia". Likewise, many parties take advantage of this technology to make online games attractive and popular on a global scale. Based on data from CNN Indonesia (2020) it was noted that "the Steam game distribution platform recorded a record for game users with more than 20 million users on March 16, 2020". The most popular games are played by many youths such as free fire, mobile legend, PUBG, and the like. This game is the most interesting power, because in the game you can interact with each other. However, this interest also causes young people to become addicted and have an impact on behavior changes. In this case, there is also the risk of being affected by negative moral symptoms towards his communication. Deddy Mulyana (2005) argues that, "every behavior has the potential for communication which will later trigger the emergence of other communication behaviors".

The most worrying implication for youth is the level of emotional maturity. Responding to something based on desire, not to wisdom. So that many young people become addicted and indifferent. According to Yee (2002), "addiction is a behavior that is unhealthy and or self-destructive in which it is difficult for individuals to get rid of this behavior." Dependence on online games, makes him negligent about time management that should be regulated in a disciplined manner. Ignoring time that should be used for studying, resting, worshiping, and other positive things. Time activities are just for fun in cyberspace and can spend hours just sitting staring at a smartphone. Because the reason is "the internet or better known as internet addictive disorder", (Fitri, et al 2018). Online game addiction is known as Game Addiction (Grant and Kim, 2003). Coupled with the crowds of frequent friends. Not infrequently we find a group of young people gathered in Mabar, and we often hear unusual words. This is due to the online game group battle. Hasan, et al (2012) also explained that, "the more often individuals play games, the level of individual aggressive behavior also increases". Words used to bring down the opponent's mentality, as well as a form of annoyance towards a groupmate.

Playing together (Mabar) or alone, we have heard this very often, "this word is usually used to invite the other person to play together when playing online games", (Suprapti, et al 2021, 774). With language that is inappropriate for a human creature. Unknowingly slowly eroding his own morale. Initially it was a habit that just went along with it. gradually become a culture that may be difficult to get rid of. The opinion of those who hear it is the most disturbing thing. It is a negative act that does not deserve to be imitated. Is obscene speech, dirty, as an immoral thing. According to Santoso, et al (2022.23) "rough or dirty words are certainly not in accordance with good and correct communication ethics". Maybe he wasn't aware of what he was doing. That is why the erosion of the morale of youth is not only due to their character, but also entrenched

habits. Because they are often listened to, and there is a lack of youth awareness about the etiquette of karma in social life. Maybe they think it's just a joke to express their emotional self. But do not look at the peace of the people around him. With dirty and loud words he seemed proud of what he said. However, it needs to be used as an afterthought as data and research results by Santoso (2022.40) stated that toxic actions in games are contrary to good communication ethics, and the majority of respondents are disturbed by toxic actions.

Smartphones are basically a necessity in this era. Whether it's good or bad depends on each individual managing it. Like a knife that is useful for peeling onions, but also dangerous if misused. According to Dwiningrum (2012, 171) that, "current technological advances have really been recognized and felt to provide a lot of convenience and comfort for human life". The same goes for smartphones used for online games. Maybe this is useful for some people who use it as a form of entertainment purely. The nature of online games is actually mutable. the location of the problem here is not in the game, but in the behavior of someone who uses it. The implication is that apart from reduced socialization, it also creates words that are not commonly heard. That is dirty speech (toxic). According to Kwak, et al 2015, "the term toxic refers to an action that can disrupt or damage the course of a match in a competitive game". The youth's morale seemed to be in a crisis because of such behavior. The loss of respect has now become a culture among youth.

That is the concern that is currently happening. Even young students have begun to be affected. As Ariantoro (2016, 49) in his writing concluded that, "the internet is used to improve achievement, it will provide many benefits for students. However, if it is used for something negative, it will also have a negative impact on students themselves. This negative culture needs socialization as a form of rejection of toxic words among online game players. Not because of the game, but because of this immoral act that needs attention. If this is done in a public place, it is not impossible that this can be imitated by the listeners indirectly. Protracted occurs without any concern, so this behavior has become commonplace for most people.

Observations are often made, either directly or indirectly. Direct observation, that is, the author is directly in a location adjacent to the object of observation. However, the object is unknown. Observation is indirect, namely, the author accidentally meets the object of observation. The author made observations from various places, but the most crucial place was coffee or coffee shops around Siantan Hulu, North Pontianak. Coffee is a popular hangout for young men and women. That's where they usually gather for Mabar online games. The dominance of gamers, on average, is found in groups from various coffee shops in Pontianak. To narrow it down, the authors made observations at the Siantan Hulu coffee only.

In this article, the author wants to explain toxic utterances that are commonly used by online game players. The negative impact of a person's behavior in throwing words is an emotional form with others. Then the author also explains the relevance of the

Hadith's propositions regarding human morality in speech. Its relation to morals reflects the etiquette of speech to others. Man is judged by his words. Because humans are social creatures, religious values remain a reference in socializing. From the results of this paper, it is hoped that it will be a form of the author's campaign against human behavior which is currently experiencing moral erosion. So, it needs wisdom in utilizing something and paying attention to its implications.

RESEARCH METHODS

In this study used a qualitative approach, the type of research used is a case study. "in a case study the researcher tries to examine an individual or a unit in depth" (Hardani, et al. 2020, 65). This study was tasked with observing personal and group actions from their behavior when playing online games. The act of observation is carried out directly, by seeing and hearing. Observations have been carried out for a long time, so researchers feel compelled to write as a form of concern for adolescent morals. If data is needed, the researcher does it by interviewing and taking photos. The researcher conducted a personal interview without the object being aware that the writer was interviewing him. The research data is also corroborated by field notes. Hodgetts & Stolte (in Suardi 2019, 244) explains individual, group, community case studies to show the most important things to pay attention to, social processes in real events, and stakeholder experiences. The case illustrates how the problem can be overcome through research.

This research attempts to explore deeply the deviations in adolescent morals that are far from religious values. Place this research in coffee. Researchers cannot mention the name of the place, due to privacy. To narrow the range, the location of this research was conducted around Siantan Hulu. The purpose of the case study research is that the researcher deeply analyzes the morals of adolescents when playing online games. Several considerations of researchers using this approach. First, this research is a case that occurs because of adolescent moral deviations. Second, researchers try to uncover the implications of online games that cause disturbing social behavior. Third, researchers try to make relevance with the arguments about morals. Starting this research is with observation, then proceed with data collection and analysis. So the focus of this research is the decadence of adolescent morals in their social interactions during Mabar online games in coffee.

RESULTS AND DISCUSSION

a. Definition of Youth

A teenager is a young man who is in his twenties. At this time a human being cannot be called an adult nor can he be called a child. Adolescence is called the transition period from children to adults between the ages of 11 to 12 years (Surbakti 2017,29).

Between the transitional period of a person to adulthood is not an easy thing to find his identity. From childish to mature nature. Not just an age shift, but a mental shift as well. In the process various kinds of things experienced by a teenager. Because a teenager faces a long journey and learns from every incident, both from what he hears, what he sees, and feels. Therefore, "at this time it actually did not have a clear place because it did not belong to the children group but neither did the adults or the elderly (Darwis, et al 2020, 229).

The formation of adolescent identity through a process that is not spontaneous, but has been passed since childhood. The childhood that was passed was quite enjoyable, it is not impossible to have a positive self-concept. But if it's not possible it's also the other way around. A person becomes more aware when he reaches adolescence about his whereabouts and the direction of his life. From here the role of parents is very necessary to help him to recognize himself in depth. By providing adequate stimulation, helping him discover his talents and potential (Effiat 2011, 150). That way, the role of parents is very influential for the development of his life. By supervising, guiding, and directing it in a positive direction. Not just monitoring their physical form by providing a living, but monitoring mental development which is still vulnerable to the social environment.

Growth during adolescence can be seen from the physical growth. Every part of the body and organs of adolescents continues to develop perfectly. The thyroid gland begins to show sex hormones which change the childish nature of a beautiful woman or a handsome man. Physical growth accompanies emotional development which often results in instability. So that sensitive nature appears, irritability, irritability, begins to be attracted to the opposite sex (Effiat 2011, 143). Emotional changes are often erratic. It is easily influenced by the environment. If the environment is good, it is likely that the self-concept is also good. If the environment is bad, maybe the attitude is bad too. Because emotional attitude is felt by someone both happy and sad. According to Fadhilah, (2021.64), "emotions are psychological conditions that are felt as positive or negative feelings that can affect other psychological aspects. Positive emotions such as joy, happiness, security. Conversely negative emotions such as anxiety, fear, anger, disappointment, sadness.

In this era, the flow of technological and communication developments cannot be avoided by humans. Humans have to adapt along with technological advances. Of course there are always differences. Humans can take advantage of technology as an opportunity to get big profits for themselves. The opposite could happen. If you don't limit yourself and get easily carried away by the ease of practical use of technology, then that could be a loss for him. The problem is dependence on technology as a daily assistant. Because the convenience of technology makes humans as ordinary people. personality that is formed comes from the influence of technology. The instant desire is one of the characters that dominates generation Z. It is ironic that nowadays most young people are complacent by technological advances (Patimah, Herlambang 2021,155).

The impact of online games can be overcome when a person has awareness and understanding that can distinguish between good and bad. In the guidance and counseling journal, Abdi, Karneli (2020, 18) revealed that someone who has an online game disorder is able to change behavior in a positive direction. This leads to the cognitive processes, insights, understanding they get. In the end, understand and understand the dangers of online game addiction on the basis of oneself, without being forced by anyone, including the counselor.

Along with the emotional development of adolescents, today the most dominantly affected is the development of technology. As we can see today, every human being has a technology called a smartphone. If used wisely, it becomes a very useful tool. If not, then the use is just for fun. this is what the writer often observes from various teenagers hanging out in certain places. The author observes, the dominant group of teenagers who are in coffee each play a smartphone. Most users play online games. During gathering, communication is also online. Even though they sit close to each other and sometimes they also communicate offline in various languages while playing.

b. Definition of Online Games

Online game is a name used to represent the most dominant digital game in this modern era. We often encounter online games in everyday life. Some people think online games are games using computers. Digital games can be in the form of consoles, handles, games are also available on mobile phones. This is useful for refreshing or eliminating the player's boredom from daily activities such as work, study, and other factors, as well as just filling in free time (Masya, Candra 2016, 104). The game is basically not mandatory, nor is it prohibited. But from the game in this era it is not impossible to have implications for behavior. If not handled properly, it could be that someone depends all their time and life only on games. Reduced social communication, respect, even in negative behavior.

The impact of online games sometimes deviates from proper behavior as a human being. Because teenagers' preoccupation with games has affected their social attitudes. In addition to reducing social aspects, changes in behavior often occur even though an educated teenager. This is due to the battle between two online game groups which results in the emotional ups and downs of one teenager, then affects another teenager. Therefore, "online games as a form of technological development need to be addressed wisely so that they do not have a negative impact on adolescents" (Novrialdy 2019, 155).

c. Implications of Online Games on Behavioral Change

Life in this era, online games are used in various variations. Some are just for entertainment, some are focused on earning income, to hold online game tournaments. Cases of differences like this have become a challenge for fans of online games. This

shows that online games are a social phenomenon in daily life activities (Mertika, Mariana 2020,100). Always connected to the internet network, is a must in this digital era. from that relationship, embodying a different concept. There is a concept of need, there is also a concept of sheer pleasure. Of course the perception of addressing something must be different. Plus an interest that exceeds the limit will reap losses for yourself.

According to Putra, et al (2019.99) explained that, "adolescents usually have a very high curiosity. With the latest games that attract a lot of attention, many teenagers are addicted and cannot be separated from games. Beginning with curiosity, it is what then has an impact on attitudes and behavior that slowly changes. Without realizing it, morals experience a decrease, both from aggressiveness, experiences that are then imitated, emotional feelings which result in an abundance of dirty words to friends and opponents. This is very common among teenagers. As observed by researchers. The preoccupation of teenagers sitting and playing for hours, either alone or in groups. However, the author's observation, the dominance of them in groups.

The interest of gamers, both professional and amateur, to pursue games, exposes them to increasingly exciting online gaming activities. Then this triggers the emergence of several problematic behaviors, in addition to the benefits obtained. For example, aggressiveness, money runs out to buy internet data quota, or is spent playing in game canters, causing addiction which is the most severe level (Lutfiwati 2018, 5). Several factors affect online games as in the article by Irawan and Siska (2021, 17) explaining that, "Factors that affect online games are the frequency of playing online games, the time to play online games, and games or games that are popular."

Games can affect children's mentality, the most important thing about the perception of the environment. For example, speaking harshly, aggressive behavior, social negatives due to imitating the characters shown in the game (Derwis, et al. 2020, 230). It is this behavior that needs our attention. Because it's fun regardless of place and time when playing, especially using dirty words in public places. Of course this is inappropriate for humans who are bound by cultural and religious values. Games that have implications for negative behavior. It's not the game, but the negative behavior that we should avoid. Because it is not in accordance with our social culture.

Because of this discrepancy, the nation's youth are increasingly in a moral crisis, even experiencing shrinkage every day. People are judged by their words. If his words are not in accordance with values, of course he is considered a person who lacks morals. Even though he is an educated person. Youth should have principles from his life. In the process, the role of parents is highly expected for moral development. Because at the age of teenagers who are susceptible to being affected by the environment. Especially in the digital era, many things can be found, many things can also attract attention. This is what researchers often find, a group of teenagers who lack morals and openly show it in public places. Regardless of whether he is proud or not, it is a habit that often occurs and is often found by researchers in the field. Negative culture

as an implication of online games, culture of having fun regardless of time and place, culture of communicating is rude, dirty, to insults full of insults.

d. Definition of Moral Decadence

Morals are a complete system of various kinds of character, reason and behavior that make that person special. The psychological framework that characterizes a person and makes behavior suitable for him in different circumstances (Jannah 2021, 353). The character of a person shows the quality of their respective morals. There are those who show morals in their actions, there are those who show morals in speaking, and there are even those who show their morals by being silent, because they respect the other person they are talking to.

Objectively in this study the researcher will show the morals of teenagers in speaking. When in several strategic places both group and personal. But it is also necessary for us to know, what is meant by moral decadence. What are the influences, as an indicator of this paper. then we need references related to the notion of moral decadence.

Moral decadence is a condition of individuals and groups of people who do not adhere to moral standards, then apply them in social life with activities that are considered good, bad, right, wrong in their interactions with other people and their environment. Personal is a quality, moral, mental, personality, moral or someone who has a certain personality, encourages mobilization and becomes a differentiator between one individual and another (Taulabi, Mustofa 2019, 43.44).

A person's moral values are tied to cultural morals and religious morals. Moral culture, humans who live by noble rules that have good moral values. Meanwhile, religious morality relates to one's belief in religious rules. The moral decadence of today's youth has almost moved away from cultural and religious values. The implications of technology make adolescent morals shrink, because they respond without wisdom. In the end, the nation's successor, little by little, his morals began to erode. Therefore, every time an online game tournament is held, there must be a rule against toxic talk. If this is done, the player will be penalized, in the form of a card or eliminated from the match.

e. Moral Decadence as a Cause of Toxic Communication

This paper describes the behaviors of adolescents when playing online games. Observations of researchers continue to be made repeatedly and record every action. Based on that observation, almost all groups of teenagers when playing did the same thing, namely speaking harshly. Fauzan, et al (2021.34) explained that behavior is said to be toxic if it is considered the negative behavior of another player or team. Knowledge from his experience about toxic behavior occurs when the players contact and communicate with each other in a match continuously. Therefore, a player

considers other players to be toxic if he has a reference in the form of experience or knowledge about toxics that he gets from interpersonal and group communication processes.

Toxic words are a dirty strategy to bring down his opponent's mentality, or a form of annoyance to his playmates. Because they communicate with each other, and some other people hear it. Maybe he will reply with the same words, even worse. Moreover, playing in a public place, apart from being disturbing, is also an immoral act which the listeners then imitate. This the researchers found when a group of teenagers and other groups of teenagers said some of the same dirty words.

In the writings of Putri, Mardhiyah (2019,9). The results of his research show several categories of toxic words relating to the physical or social as many as 91 times. Words in this category include "crazy", "stupid", "stupid", and so on. The words in the religious category are 8 times, these words are, "demon" or "ghost". Then those related to ethnicity, race, gender were not found in this study.

It turns out that the researchers found even more toxic words that are often used by teenagers in online games. In addition to toxic words relating to psychology, and social. There are also words that belong to the category of animals, the category of supernatural creatures, words of human excrement, insults, even more extreme words related to sex, sometimes also those related to LGBT. This shows that toxic communications are growing and becoming more popular among teenagers. Often researchers also listen to this speech when not playing games (doing other activities). Because of that habit which is then carried over to social life. Communication is no longer considered something taboo, but negative culture as knowledge gained from experience, then sticks in the brain.

As a virtuous human being and part of a social being. Should elevate his respect for others (respect). We who live in society, must one day need other people. If people look bad, it is not impossible that people's judgments also have an impact on our family. Therefore, living a life full of blessings, of course, must improve the horizontal aspect. According to Shofan (2021, 11), "to live the process of life well, humans need to establish a harmonious relationship (takarub) with the creator (Al-Khaliq), so that the journey of human life always receives guidance and instructions from Allah."

f. Strengthening Morals as a Fortress of Negative Communication Behavior

To fortify oneself from social life that is increasingly chaotic. Therefore, the need for self-control by strengthening moral character in accordance with cultural and religious values. Planting aqidah starting from an early age must be practiced. In order to realize the importance of the afterlife, but also not to ignore the world. So that addressing the pleasures of the world is not excessive by compensating for the afterlife. Researchers found aspects that are relevant for teenagers to respond to technology wisely. The researcher presents the argument by referring to the Al-Qur'an and As-Sunnah.

Because Islam is a comprehensive religion that covers all aspects of human life. In this case the researcher referred to in QS. Al-A'raf verse 31, "truly, Allah does not like excessive people."

Moral education is coaching, planting and teaching for humans with the highest goal of Islam, namely the world and the hereafter. Perfecting the soul in society, getting pleasure, mercy, security, and hoping for the pleasures promised by Allah for those who are pious. Morals are the foundation in the formation of the whole human person. Forming a moral human person, the first thing to do with education as a basis for overall personality stability (Muzakki 2018, 76).

Peranan orang tua sangat penting sebagai pengawasan prilaku anaknya. Perhatian yang cukut dengan memberikan waktu sebagai konsultan utama dalam lingkungan keluarga. Terlebih memberikan pendidikan sebagai upaya menumbuhkan kesadaran terhadap sesuatu baik, buruk, boleh, dan tidaknya. Tindakan pencegahan dilakukan terus-menerus hingga ia sadar pentingnya menjaga stabilitas kehidupannya, baik sosial, keagamaan, maupun bernegara. Pada aspek ini peneliti merujuk QS. Ar-Ra'd ayat 11.

لَهُۥ مُعَقِّبَٰتٌ مِّنۢ بَيْنِ يَدَيْهِ وَمِنْ خَلْفِهِۦ يَحْفَظُونَهُۥ مِنْ أَمْرِ ٱللَّهِۗ إِنَّ ٱللَّهَ لَا يُغَيِّرُ مَا بِقَوْمٍ حَتَّىٰ يُغَيِّرُوا۟ مَا بِأَنفُسِهِمْۗ ... ﴿١١﴾

It means:
"For him (man) there are (angels) accompanying him in turn from the front and behind him who guard him at the command of Allah. Verily, Allah will not change what is in (the condition of) one people (society) until they change what is in themselves (mental attitude)".

With regard to behavior, the most appropriate reference as an example for all mankind is the Prophet Muhammad SAW. He is a good role model for us, especially in terms of morals. Not only recognized by all mankind, but God also recognizes the morals of the Prophet. Even God's call to those who believe to pray to the Prophet, because indeed Allah and the Angels pray to the Prophet. There are many arguments in the Qur'an that speak about the Prophet. One of them is QS Al-Qalam verse 4 which praises the Prophet's morals, "and indeed you really have noble character." Fuad (2018, 38), "sura al-Qalam has a perfect and comprehensive systematic and sequence of moral education that can lead a person to have great and noble morals".

Researchers also found hadiths about morals in communicating, even threats for the perpetrators to be said to be someone who does not believe in Allah. "Whoever believes in Allah and the Last Day, then let him say good things or keep silent" (Narrated by Imam Bukhari). Silence is gold, speaking the truth is diamond. That's the saying

we teach silence if talking is of no benefit. Especially hurting people's feelings with inappropriate words. Silence and listening is a way of respecting people with different opinions. Except in the form of advice, because it is necessary if we are able to do it.

Having an attitude of always being grateful is a form of human awareness of its shortcomings. Always reflect on yourself and reflect on every activity that has ever been done. Regardless of right or wrong, this form of awareness is the most memorable for fostering an empathetic attitude towards the social world. Because the more words, the more lies. Because someone who is engrossed in talking without realizing the truth or not. Sometimes also less sensitive to those who listen. Whether what he said was offensive, therefore we do not know someone's feelings. In the Qur'an it says, if humans are good at being grateful, then Allah will increase their blessings. Lucky person who is good at being grateful, if he is aware of it.

CONCLUSION

This research is a case study by providing descriptions of group behavior, adolescents in coffee who play online games. Behaviors that include attitudes that are not commendable appear when playing online games. Giving implications for the morals of the youth itself. After doing research, so as to get the results of this research.

Researchers obtained the conclusions which include: First, teenagers are very easily influenced by the environment. a changeable attitude, and easily influenced by what he sees or hears. Adolescents who are less emotional, sometimes get angry quickly. The same goes for interacting on social media. Second, the use of smartphone media only focuses on mere pleasure. Even though there are many benefits, if addressed wisely. Can not be separated from the influence of the digital era. Producers who create interesting applications are competing to sell their products. These are online games that are currently trending and booming until now. Many teenagers focus on online games. Third, the interaction of online games is now commonplace. In digital games, many youths have crossed the line. It's too much when playing online games to the point of addiction, even toxic interactions occur while playing. Because while playing, there are often wins and losses. So it's not surprising to see his expression of annoyance, so that he spontaneously utters dirty words. Words that are often uttered by teenagers are related to animal groups, the category of supernatural beings, words of human excrement, insults, even more extreme words related to sex, sometimes also those related to LGBT. Openly our youth today have shown shrinking morals in public. There needs to be more attention regarding this matter or campaigning for how despicable toxic attitudes are.

The attention of parents must be increased and provide teaching for their children. Teaching about the importance of being kind in social life. The government also provides outreach regarding this matter. . If this is allowed to go unpunished, then the moral decline of the nation's children will be far from religious and cultural values. Religious

education is very important from an early age as a stronghold of human behavior to face increasingly complicated times. Religious education will foster adolescent attitudes about the pleasures of gratitude. It is also expected to raise awareness for a human being. Because religion is not only related to belief, but regulates a person related to social life.

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M. Nuzurul Qalam