



Impact of *Free Fire Online Games* on the Social Behavior of Class 4 Students of SDN 1 Cipanas Bandung Barat

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Abstract

This research aims to explore the impact of playing the online game Free Fire on the social behavior of grade 4 students at SDN 1 Cipanas, West Bandung. By using descriptive research methods with a qualitative approach, this research revealed that several students experienced an addiction to playing online games which had an impact on various aspects of their behavior. Some of the changes observed include increased emotionality, inability to obey rules, and lack of manners due to the habit of speaking harshly while playing games. This research also found that students more often play games outside the school environment, with the main motivation coming from the excitement and feeling of wanting to win that they get from the game. Although there are several positive impacts such as increasing focus, foreign language skills, and expanding friendship networks, the more dominant negative impacts are seen on students' social behavior, such as irritability, lack of healthy social interactions, and difficulty in managing study time. This research suggests several efforts to overcome this addiction, including limiting playing time, finding new hobbies, and placing gaming devices outside the bedroom.

Keywords: Social Behavior, Online Games, Free Fire, Gadgets

Introduction

Children who like playing *online games* are children who really like challenges. These children tend to dislike stimuli that are weak in appeal, monotonous, unchallenging, and slow. This at least has an impact on the academic learning process. The classroom atmosphere seemed to be a prison for his soul. His body was in the classroom but his mind, curiosity, and desires were in video games. He seemed to be studying, but his mind was busy processing the

thrilling images of the game. Sometimes children also become lazy about studying or often skip school just to play *games* (Ajhuri, 2019).

Based on a preliminary study conducted by researchers in Class 4 of SDN 1 Cipanas, several problems were found; (1) Some students tend to be *toxic*, such as cursing in harsh language when playing games or even when not playing games (2) Some students have *Thanos syndrome*, namely feeling that they are always right and when they receive criticism they are less accepting (3) Some students are less focused on studying at home (4) Some students use their pocket money to *Topup Diamond Game* (5) Some students Children's concentration decreases, so they easily forget and fail to focus. (6) Some students tend to memorize the terms *booyah, jumpshoot, knock* better than the terms in the lesson. (7) Some students tend to need to be reminded about helping each other, being time disciplined, being sensitive to their surroundings and the environment.

Literature Review

The term globalization comes from the word globe (a world map in the shape of a ball). From the word globe, the term global was born (which means covering the whole world). From the word global, the term globalization was born, which means a global process. Globalization is a process of establishing an order, rules and systems that apply to nations throughout the world. Globalization does not recognize regional boundaries; not even aware of local, regional regulations, state policies that can reduce the space for the entry of values, ideas, thoughts or notions that are considered to be the will of the world community must be eliminated. Globalization applies in all areas of life, such as politics, economics, social, culture and so on (Tumija, 2018).

Globalization is described as all processes that refer to the unification of all world citizens into a global community group. It would be ideal if the unification of world citizens into a global community group could be achieved. However, globalization is in fact a false unification, because social, economic and cultural values are dominated by values that are actually foreign to the majority of world citizens. Another quite fundamental issue is whether globalization is possible, if psychologically the majority of world citizens are isolated from international relations and their involvement is limited to being objects and not as subjects (Luthans, 2020).

Gadget is a term in English that defines a small electronic device with various special functions. Gadget (Indonesian: *acang*) is a term originating from English to refer to a device or instrument that has a specific useful practical purpose and function which is generally given to something new (Trivena, 2019). Gadgets in the general sense are considered to be electronic devices that have special functions for each device. For example: computers, cellphones, games and others.

Linguistically, *game* comes from English, namely games, which means game. In this discussion, a game is a video that can be played by players via gaming devices such as computers or laptops, gadgets/smartphones and consoles. Meanwhile, *online gaming* terminology comes from two words, namely game and online. Games are games and online are

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connected to the internet. Games are activities carried out for fun or pleasure, which have rules so that someone wins and someone loses. Apart from that, games carry the meaning of a contest, physical or mental, according to certain rules as entertainment, recreation or winning bets. Antonym Tri Setio concludes that online games are games or games that are connected to an internet or LAN connection so that players can connect with other players who play the same game (Feist, 2016).

Online games are activities carried out for fun or pleasure that have rules so that someone wins and someone loses. In addition, games carry the meaning of a contest, physical or mental, according to certain rules, for entertainment, recreation or to win a bet. (According to Eddy Liem, Director of Indonesia Gamer), a game lover in Indonesia, *online games* are games or games that are played online via the internet, you can use a PC (*personal computer*) or a regular game console such as PS2, X Box and the likes (Daryanto, 2012).

Free Fire Battlegrounds is an online game with the *Battle Royale genre* with *Third-Person Shooter*. *Free Fire Battlegrounds* is a war game that can be played solo, duo and squad with a maximum limit of 4 people in one squad. The number of players in this game is 50 people. The gameplay of the online game *Free Fire Battlegrounds* is that all players are deployed by plane and must use free fall. Each player must look for weapons and medical equipment when sent to fight against other players and survive. In the middle of the game a plane passes by and launches an airdrop in the form of a large box containing bulletproof vests, special weapons such as AWM, Groza, M249 or machine guns. Finding the airdrop is also not difficult, this box will emit yellow light in a vertical or straight line into the sky. The light will disappear if the elements in the airdrop have been taken. At a certain time a danger zone will appear, the zone circle will be red when viewed on the map. In certain areas of the danger zone there will be an explosion. In squad mode, a player can communicate with squad friends using the features provided by *the Free Fire Battlegrounds game*, namely voice chat and can type words that will appear when playing. Someone who is knocked out in squad mode can ask a friend to help revive the knocked out player so they can play again, if playing in solo mode the knocked out player will immediately die and the game will end. The battle area will gradually shrink, and only those who can take advantage of the existing locations will be the winners. *Free Fire Battlegrounds*, is the best survival game with stunning graphics and easy controls. The key to this game is survival and you have to kill up to 50 enemies. Players are required to have weapons and other war equipment to win (*Booyah*) (Putra F. E., 2020).

According to Baron and Byrne's view, "Social psychology is a field of science that seeks to understand the origins and causes of individual thoughts and behavior in social situations. This definition emphasizes the importance of understanding the origins and causes of behavior and thoughts." This means that everything an individual does in a situation where he is interacting, carrying out social activities together with other people, then what we have to understand is what causes the thoughts and behavior of an individual to want to get involved in a social situation or situation (Ahmadi, 2019).

No	Previous Research	Equality	Difference
1.	The Relationship between the Online Game “Free Fire” and Communication Behavior in Class VI Students (Yamin, 2021).	Impact of Online Games	Many elementary school students like playing online free fire games. The widespread use of these games causes students to change their attitudes or behavior. This research aims to determine the relationship between free fire online games and communication behavior in class VI students at SDN Kayuringin Jaya XIII, Bekasi City. The method used in the research is quantitative with a correlation approach. The research instrument used a questionnaire. The sample in the research consisted of 42 students. The research results show that there is a significant relationship between online free fire games and communication behavior. The conclusion in this research is that there is a relationship of 78.8% with a positive impact because it can improve good verbal communication between students, increase vocabulary knowledge, and improve social skills among students.
2.	Changes in Behavior of Elementary School Children Due to Online Games (Santi, 2021).	<ol style="list-style-type: none"> 1. Impact of Online Games 2. Behavior 	Online games are one form of technological progress. It's just that in its development, playing games has various impacts on the development of elementary school students' behavior. The aim of this research is to determine changes in elementary school children's behavior due to online games. This research is a type of qualitative research using qualitative descriptive methods. The subjects involved in this research were 6 parents, 6 elementary school students, and 1 teacher. Data collection in research was carried out using observation, interviews and documentation methods. Analysis of research data was carried out using qualitative descriptive analysis. The research results are explained in detail and linked to the results of previous research. The results obtained in this study indicate that students' addiction to playing online games tends to be caused by a lack of parental attention. Students who are addicted to playing online games show various behavioral changes, for example children will become more

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			emotional, unable to obey the rules given by their parents, children will become less polite in speaking because they are too used to speaking harshly in online games. Based on these results, it can be concluded that students who are addicted to playing online games tend to show changes in behavior in a negative direction, especially in changes in social and emotional attitudes.
3.	<i>Free Fire</i> Online Game on Class IV Students' Interest in Public Elementary Schools (Moch Hamzah Qomarudin, 2022).	<ol style="list-style-type: none"> 1. Impact of Online Games 2. Social Behavior 	Online games are one of several entertainments that are currently popular among elementary school students. There are two impacts of playing online games for students, namely positive impacts and negative impacts. The purpose of this research is to analyze the impact of playing online free fire games on students' interest in learning. This research is descriptive research using mixed methods with a sequential explanatory design. Data collection techniques include questionnaires, interviews and documentation. Test the validity of the data using triangulation techniques. The research results show that the intensity of playing online games is in the medium category with a score of 51.19 percent and the level of student interest in learning is in the high category with a score of 72.77 percent.
4.	School Environment in Shaping Students' Social Behavior (Nurfirdaus, 2021).	<ol style="list-style-type: none"> 1. Impact of Online Games 2. Behavior 	School Environment in Shaping Student Social Behavior. The aim of this research is to describe the role of the school environment in shaping students' social behavior. The research location was carried out at SDN 2 Luragung, Luragung District, Kuningan Regency. The method used in this research is a case study. Data collection techniques are observation, in-depth interviews and documentation, with student informants, teachers and local community leaders determined by purposive sampling. In this research, Bordieu's theory of habitus and arena is used, where the habitus is the activities at school and the arena is the

			<p>school environment. The research results show that student social behavior is all forms of activities carried out by students in certain social situations. A person's social behavior will be formed by various factors, both external and internal, meaning that a person's behavior will continue to be able to adapt itself to various social situations. The role of the school environment in the formation of students' social behavior in the school environment, such as: example, habituation, advice, control mechanisms, providing sanctions are carried out well and systematically. The element of society as one of the applications of students' social attitudes becomes an inseparable part and plays a role in controlling these social attitudes.</p>
5.	<p>The Impact of <i>Smartphone Use</i> on Students' Social Behavior (Rahmad, 2021).</p>	<ol style="list-style-type: none"> 1. Impact of Online Games 2. Behavior 	<p>The use of smartphones has reached all levels of society, it is necessary to monitor their use by parents and teachers for the good of student development. Incorrect use of smartphones can have an impact on student behavior. This research aims to determine the impact of smartphone use by Upper Paramasan Elementary School students in the school environment. The problem formulation in this research is the reasons for using smartphones and the impact of smartphone use on student behavior at school. This research uses descriptive qualitative methods. Data collection techniques in this research are through observation, interviews and documentation. The research results show that the reasons students use smartphones for entertainment at school are in the form of playing offline game applications, watching videos they get from friends and taking photos with friends. Students' social behavior changes when students are busy with smartphones, students are busy with smartphones when break time arrives and students follow the movements in smartphone videos so that it has an impact on behavior at school.</p>

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Research Methods

The approach used in this research is a qualitative approach. Qualitative research methods are often called naturalistic research methods because the research is carried out in natural conditions (natural settings), often also called ethnographic methods because initially this method was more widely used for cultural research (Cresswell, 2018).

The research location is determined by data, the location functions to follow the interests of the data. The location of this research was carried out at SDN 1 Cipanas which is located at Jl. Panganten Waterfall No.74, Padaasih, Kec. Cisarua, West Bandung Regency, West Java 40551. The research subjects were teachers and students in a class with 24 students at SDN 1 Cipanas.

Results

Social Behavior of Class 4 Students at SDN 1 Cipanas, West Bandung

The theory related to the question point of the research problem formulation above is that online games are activities carried out for fun or enjoyment that have rules so that someone wins and someone loses. In addition, games carry the meaning of a contest, physical or mental, according to certain rules, for entertainment, recreation or to win a bet. (According to Eddy Liem, Director of Indonesia Gamer), a game lover in Indonesia, online games are games or games that are played online via the internet, you can use a PC (personal computer) or a regular game console such as PS2, X Box and the likes (Daryanto, 2012).

Every individual must be able to adapt to be able to work together with other people, as stated by Hurlock that "Social behavior is a person's success in adapting to other people in general and to groups in particular". Still, according to Hurlock, social behavior is "a person's physical and psychological activity towards other people or vice versa in order to fulfill themselves or other people in accordance with social demands". Meanwhile, according to Ahmadi, "Behavior that shows or exhibits, accepts, acknowledges, approves and implements the norms that apply to the individual." Social behavior will be formed from interactions and environments that influence a person's behavior as stated by Lewin, who stated that; Formulation regarding behavior in the form $B = F(E - O)$ with the meaning $B =$, $F =$ function, $E =$ environment, and $O =$ organism, this formulation contains the understanding that behavior (behavior) is a function or depends on the environment (environment) and individuals (organisms) that interact with each other (Margaretha, 2020).

Based on the results of interviews conducted with grade 4 teachers at SDN 1 Cipanas, it can be concluded that there are symptoms of negative social behavior at school as follows:

- a) Types of negative social behavior at SDN 1 Cipanas that are general in nature, such as:
 - 1) Making noise in class
 - 2) Annoying friends
 - 3) Eat in class
 - 4) Playing online games during recess while cursing
- b) Symptoms of negative social behavior found in the academic field, namely:
 - 1) Not doing homework

- 2) Doesn't want to do assignments on the blackboard
- 3) Doesn't listen to the teacher's explanation

Based on the results of interviews with 4th grade students at SDN 1 Cipanas, namely MH, AS, RG, MIM, AKL, MLA, LMP, AS, PAT, WTY, ADH, KMR, RD, RR, PAF, FP, SH, ASM, NT, AJT, RPU, FR, FS, CA can be concluded:

1. Aggressive nature towards social situations that occur around him due to the influence of violent displays in games.
2. Likes to speak harshly because of the influence of other online game players who say harsh words to express annoyance, anger, or even victory.
3. Prefers to be alone enjoying games rather than playing with friends of his age.
4. On average, students get enough pocket money, but this pocket money is used to buy quota vouchers to play free fire games or other online games.

It can be concluded that online game theory and social behavior theory are in line with the Social Behavior of Class 4 Students at SDN 1 Cipanas, West Bandung.

The factors behind 4th grade students at SDN 1 Cipanas, West Bandung playing the Free Fire Online Game

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Based on the results of interviews conducted with the 4th grade teachers at SDN 1 Cipanas, it can be concluded that there are factors behind the 4th grade students at SDN 1 Cipanas, West Bandung, playing the Free Fire Online Game as follows:

1. Less than optimal communication between children and family members, especially parents.
Most of this is due to children not getting a good communication channel to complain from

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their family. This is proven by the fact that many children play online games because children feel there is no interaction from their parents, so they look for activities that can make them happy.

2. Lack of parental supervision of children. This of course makes children carry out activities at their own discretion, because there is no guidance from parents. Children will act according to their own wishes without parental control, which causes them to fall into negative and detrimental things.
3. Parenting mistakes from parents to children. Over-indulging, liberating, restraining, suspecting, and keeping children quiet are things that are very vital in children. Parents need to understand this so that their children do not fall into seeking comfort for themselves with things that are negative and not beneficial to them.
4. A child's boredom or boredom with a monotonous routine. This really allows children to look for other things that can relieve boredom. Students often experience boredom, such as the large number of subjects and assignments at school. This can cause feelings of boredom in children.

Based on the results of interviews with 4th grade students at SDN 1 Cipanas, namely MH, AS, RG, MIM, AKL, MLA, LMP, AS, PAT, WTY, ADH, KMR, RD, RR, PAF, FP, SH, ASM, NT, AJT, RPU, FR, FS, CA the factors behind the 4th grade students of SDN 1 Cipanas West Bandung playing the Free Fire Online Game can be concluded as follows:

1. Invite family (usually older siblings), neighbors of the same age, classmates to play online games.
2. Inspired by various E-SPORT Mobile Legend and Free Fire athletes because by playing games you can make a lot of money via Facebook, TikTok, Instagram.
3. There is less interaction within the family, so children end up looking for their own fun, namely playing online games.

It can be concluded that online game theory and social behavior theory are in line with the factors underlying the 4th grade students of SDN 1 Cipanas, West Bandung.

Efforts to Overcome the Free Fire Online Game on the Behavior of Class 4 Students at SDN 1 Cipanas

The theory related to the research problem formulation question point above is the theory related to the research problem formulation question point above, namely online games are activities carried out for fun or enjoyment that have rules so that someone wins and someone loses. In addition, games carry the meaning of a contest, physical or mental, according to certain rules, for entertainment, recreation or to win a bet. (According to Eddy Liem, Director of Indonesia Gamer), a game lover in Indonesia, online games are games or games that are played online via the internet, you can use a PC (personal computer) or a regular game console such as PS2, X Box and the likes (Daryanto, 2012).

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Based on the results of interviews conducted with class 4 teachers at SDN 1 Cipanas, it can be concluded that there are efforts to overcome the Free Fire Online Game on the behavior of Class 4 students at SDN 1 Cipanas as follows:

1. Parental commitment at home

Fathers and mothers must work together to commit to limiting children's playing games. Tell children that they must know the limits and rules when playing online games. Implementing a commitment so that children are free from addictive things certainly does not have to be done in a harsh manner or using violence. Choose comfortable treatments during the transition period so that children don't feel like they're being robbed of their fun.

2. Make a special schedule for playing games

The next tip for overcoming online game addiction in children is to make a special schedule. This needs to be done so that parents do not appear to have immediately cut off access to playing games. Parents can give permission to children to play online games only on weekends or once a week. Apart from that, also set a time limit.

3. Accompany children when playing games

Online games do not always harm children's growth while under supervision. Parents really need to accompany them when playing games on gadgets. By accompanying children to play online games, parents can prevent their children from playing games that contain elements of violence or pornography. Make sure children choose educational games as a means of learning that is educational but also entertaining.

4. Parents must have alternative activities

While limiting the rules for playing online games for children, parents must also prepare alternative games that will make children happy and distracted from gadgets. Parents can choose activities that stimulate their children's adrenaline, such as outbound games, exercising with their children, or inviting them to learn gardening. This activity not only helps divert the mind from online games, but can change a new routine that is not usual from before.

5. consequences Provide

Parents must firmly ground themselves or force their children to be away from devices for at least 3 weeks to 3 months. This is useful for forming new habits. If your child needs a device for school purposes, make sure they only use it as needed and do not open online or other game windows. If the child violates, give firm consequences but do not use violence. One of them is reducing the time for playing gadgets on weekends. Parents also need to explain that they are sad if their child's focus is only on gadgets. Make your child a figure who is really needed so that his existence is appreciated.

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Based on the results of interviews with 4th grade students at SDN 1 Cipanas, namely MH, AS, RG, MIM, AKL, MLA, LMP, AS, PAT, WTY, ADH, KMR, RD, RR, PAF, FP, SH, ASM, NT, AJT, RPU, FR, FS, CA efforts to overcome the Free Fire Online Game on the behavior of Class 4 students at SDN 1 Cipanas can be concluded:

1. When we are in the middle of the school day, we have to do more studying than playing. My advice is that it is better to play games a maximum of once a day (Monday-Friday) for at least 30 minutes and play on Saturdays and Sundays with the condition that we have to check school assignments for next Sunday.
2. Even though our full game time is on Saturday and Sunday. At least we play a maximum of 23 hours a day. Because if we stay in front of the game for too long it can disrupt the organ system.
3. If when studying we are thinking about our game, then we will not focus on studying. We should try hard not to think about the game.

It can be concluded that online game theory and social behavior theory are in line with Efforts to overcome the Free Fire Online Game on the Behavior of Class 4 Students at SDN 1 Cipanas.

Conclusion

Several grade 4 students at SDN 1 Cipanas seem addicted to playing online games, especially Free Fire. The pocket money given by parents is more often used to buy internet quota to be able to play these games. These students also often curse while playing games and focus too much on their gadgets. Even though most of them have played the Free Fire game frequently, they never do it at school or in class. This gaming activity is usually done outside the school environment, such as after school or even at night. They play at home if they have a data package, or in places such as areas around schools that have WiFi access, and in coffee shops that provide WiFi. According to students' views, the online game Free Fire is an exciting, fun game and requires teamwork to win each round of the game. However, if they lose a game, it often creates a feeling of dissatisfaction that drives them to continue playing without paying attention to the time. This game has both positive and negative impacts. The positive impacts include increasing focus, foreign language skills, and making more friends. However, the negative impacts have more influence on children's social behavior, such as becoming more emotional, not listening to parents' orders, liking to be alone, lacking good manners, and having difficulty managing study time.

In this era of globalization, access to various types of games has become increasingly easier via cellphones, especially for children. Playing online games is fun for most children because they don't have to get up from their seats, don't feel tired, sweaty, or worry about physical injury. By playing online games, children can experience a different world, different from traditional games that require physical activity. Online games only require thinking skills and finger agility. Inspiration from social media such as Facebook, Instagram and TikTok regarding e-sports athletes who play games and make a lot of money also influences children's interest in entering the world of online gaming.

To overcome addiction to the online game Free Fire among grade 4 students at SDN 1 Cipanas, several efforts can be made. First, it is important to limit gaming time. With this time limitation, students can avoid the problem of online game addiction. Second, looking for a new, more productive hobby is also an effective step. Students can try other activities such as playing a musical instrument, painting, exercising, or reading a book to distract themselves from the cellphone or computer screen. Third, placing gaming devices outside the bedroom is also a good strategy. Bedrooms are often a convenient place for online gaming, leading students to spend hours late into the night playing. By moving gaming devices such as cell phones, computers or game consoles outside the bedroom, play time can be reduced because there are no easily accessible gaming devices nearby.

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