



## IMPLEMENTATION OF MORAL EDUCATION IN OVERCOMING ONLINE GAME ADDICTION

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### Abstract :

*Addiction to games occurs due to the release of substances that cause feelings of pleasure and comfort. Psychologically, the emotions of someone with online game addiction are also disturbed. In this case, moral learning can be used as a basis for change to shape character and overcome technology addiction, especially online games. This research aims to describe moral education implemented as an effort to overcome changes in students' morals due to online game addiction. The method used in this research is presented descriptively and analytically through data collection from observation, interviews, and documentation. then analyzed by reducing the data to be presented in the research results. The research results show that moral education applied to overcoming online game addiction in schools can make students focus on participating in learning activities. With supporting factors for an inclusive learning environment.*

**Keywords:** *Impelementation; morals; online game.*

### Abstrak :

Seseorang yang kecanduan game online mengalami gangguan psikis dan emosional sebagai akibat dari pelepasan zat yang menyebabkan perasaan senang dan nyaman. Oleh karena itu, pembelajaran akhlak dapat berfungsi sebagai dasar untuk transformasi. untuk membentuk karakter dan mengatasi kecanduan teknologi terkhusus pada game online. Tujuan dari penelitian ini adalah untuk menjelaskan pendidikan moral yang digunakan sebagai upaya dalam mengatasi perubahan akhlak siswa akibat kecanduan game online. Metode yang digunakan dalam penelitian ini disajikan dengan deskriptif analitis melalui pengumpulan data dari observasi, wawancara dan dokumentasi. Kemudian di analisis dengan mereduksi data untuk selanjutnya disajikan dalam hasil penelitian. Hasil penelitian menunjukkan bahwa pendidikan akhlak yang diterapkan dalam mengatasi kecanduan game online di SMA 1 Muhammadiyah Bandung mampu membuat siswa fokus dalam mengikuti kegiatan pembelajaran. Dengan faktor pendukung lingkungan belajar yang inklusif.

**Kata Kunci:** *Implementasi; Akhlak; Game online.*

## INTRODUCTION

Technology is developing rapidly and widely following the times as we enter the world of digitalization. Human life is deeply linked to technology, and almost all aspects of life require it. Various types of new media have emerged in various fields as a result of the development and advancement of technology (Efendi, Astuti, and Rahayu 2017). To be able to compete with others in today's era of globalization, people must be innovative, creative, and have quality. This caused human civilization to develop so that they tried to show their existence so that they would not be displaced by the progress of the times. In today's global era, education is vital to improve the quality of human resources. Good human resources are expected to be able to face life challenges and proactively adapt to changing times.

Globalization affects all aspects of human life, and the presence of technology accelerates this process. Now the situation has changed completely. With the internet, telephone, and mobile phones, people increasingly feel that the world is getting narrower. Internet access is one of the most popular technologies because it is very cheap and easy to use. This allows almost every level of society to access the internet wherever they want. The development of technology such as the internet is very helpful for progress in all aspects of life. Along with the increase in internet use, the number and quality of family communication decreased. As adolescents spend more and more time playing online games, they may not pay attention to or abandon various aspects of communication with their family members (Young and Abreu 2017). The internet continues to provide many interesting options. Instead of using the internet to complete work or schoolwork, many people turn to playing online games. Addiction to playing online games can affect a person's behavior. If online gaming becomes addictive, it becomes dangerous and players have to do whatever it takes to play it. Games used to only be played offline, but with the internet, online games can now be played with no longer limited time due to the development and advancement of technology itself (Anita 2018).

As a result, many educational institutions are looking for ways to overcome gaming addiction so that they can avoid the negative effects that online games have on the school environment. Religious education includes moral education, which is one of the three subjects that must be included in the curriculum of every formal school in Indonesia. This is due to the fact that one of the aspects of life that is expected to be integrated is religious life. Islamic Religious Education (PAI) is included in the curriculum of Islamic and national schools, and is a subject that must be studied in all Islamic schools. The main points of its teachings as a whole, which are found in the Qur'an and Hadith, morals, fiqh/worship, and history, at the same time show that the scope of Islamic religious teachings includes harmony, the realization of harmony and balance in people's relationships with Allah SWT, with themselves, with fellow humans, with living beings, and with each other.

One of the methods to solve addiction to playing games, especially during learning activities, is to implement moral education. According to Abdul Karim Zaidan, morality is a character that exists in humans and can be considered for its treatment, if the character is good or bad, then he can do it or abandon it (Lidan et al. 2023). Moral education can be used as the basis for changes in Islamic religious education today. This aims to cultivate religious or spiritual students with cleanliness of heart. Morals, also referred to as ethics, morals, or character, are simply terms that refer to the good qualities present in a person that are used in daily life and habits related to social life (Nashihin 2017). Based on this explanation, it can be understood that morality is a person's deeds or behaviors that have become a character that is embedded in him or can be said to be a person's character. The formation of morals will also be inseparable from the factors in which a person's environment is located. Some of the factors that affect morality are as follows: (1) Formal formation factors: formal formation factors can be found in schools and educational institutions such as public schools, vocational schools, and faith-based schools. Schools affect the development of children's morals because they function as educational media. It is very important that teachers help others learn. A teacher must be able to provide life examples, not just materials. In addition, teachers must show good socialization of life. (2) Informal factors, according to (Widyastuti 2019) the family is the best place for moral and ethical education compared to other educational places. It is in this family environment that children develop young morals because of the constant communication between parents and children, which involves attention, affection, and the application of good morals from parents to their children. The formal and informal factors mentioned above greatly determine how good and bad morals are formed. It would be nice if these factors could work together. This is due to the fact that moral and ethical education provided in formal and informal environments sometimes occurs unconsciously.

The Global Digital Overview report, released by Reportal in 2020, states that nearly 60% of the world's population is connected to the internet. In addition, about 80% of internet users aged 16 to 64 play games every month. It is estimated that there are 3.5 billion gamers worldwide, and this number may continue to grow every day. Data shows that online gaming has a unique place in the hearts of global internet users, including in Indonesia. David Greenfield, an American psychologist, found online gaming dependence on about 6% of internet users, according to Ridwan Syahrani. Gamers experience losing time, which is a symptom of drug dependence. Most people rely on online games because they find satisfaction in games that they can't get in real life.

From this data, not a few teenagers who are still students are victims of online game addiction. Not a few schools are also looking for solutions to problems that arise due to online games. Several studies state the impact of online games, such as the following research entitled "The Impact of Online Games on Student Behavior in the State High School Environment 1 Bayang" (Ismi 2020). The results of this study show that online games affect student behavior at SMA Negeri 1 Bayang. Online games have a positive impact on student behavior because they have many friends, but have a negative impact because students'

motivation to learn decreases.

The following research explains the change in student behavior as a result of online game addiction. This study is entitled "Analysis of Changes in Student Behavior Reviewed from Online Game Dependence in Grade IV Students of SD Negeri 1 Wajak Lor, Boyolangu District, Tulungagung Regency for the 2021/2022 Academic Year (Nurjannah and Ana 2022). According to the results of the study, grade IV students at SD Negeri 1 Wajak are included in the high category in online game dependence. This dependence is shown by seven indicators: decreased worship, bad behavior towards parents, lack of social relationships, frequent dirty talk, and lack of time control.

Another research explained the impact of playing online games carried out by Motoh, Faisal and Andi entitled "The Impact of Online Games on Class IX Students of IIS Negeri 3 Tolitoli High School". This study shows the results of the negative impact of playing online games on both health and student behavior. So that it really interferes with the learning motivation of students at SMA Negeri 3 Tolitoli (Motoh, Jornadi, and Fatmawati 2020).

Furthermore, the research conducted by Siti Maisyaroh with the title "Analysis of the Influence of Online Game Addiction on the Behavior of SMPN 4 Pekanbaru Students" using quantitative and hypothetical methods, the results of the analysis were validated through hypothesis tests. If the calculated t-value is greater than the t-table, or 0.505 is greater than 0.1966, the proposed hypothesis is accepted. This suggests that there is an influence between online gaming addiction (X) and student behavior (Y).

From the four research studies above, there is a connection with the research conducted by the author regarding the negative impact of online games on attitudes or behaviors and even morals in students. The similarity of the above study is that the four of them both examined the influence of online games on student behavior. However, what distinguishes this research is the type of research method, data collection techniques and solutions to overcome online game addiction. The purpose of this study is to find out the factors and actions taken by the school as an effort to overcome changes in students' morals due to online games at SMA Muhammadiyah 1 Bandung.

## **RESEARCH METHODS**

This research uses a qualitative approach that aims to describe, describe and elaborate comprehensively and completely. As the characteristics of qualitative research are general, flexible, dynamic, exploratory, and developing during research (Nazir 2014). Meanwhile, this research uses an analytical descriptive approach with the aim of making an explanation or description of facts that is orderly, factual, and accurate. In its implementation, data collection in this study uses non-participatory observation where the researcher observes data sources from outside and does not participate in activities. Then the interview is expected to get data on the behavior and modeling process in cosplayers (Sugiyono 2013). And documentation as a form of record of events that have passed. In the analysis of the data obtained, the author reduces the data and then summarizes and sorts out the things that are considered important. After being reduced, the data is presented to make it easier to draw conclusions, then classified based on core

themes.

With the object of research for grade XII students, teachers and teaching staff of SMA Muhammadiyah 1 Bandung. This research was conducted on Jl. Kancil No. 1 Malabar, Lengkong District, Bandung City, West Java, located at SMA 1 Muhammadiyah Bandung.

## **RESULTS AND DISCUSSION**

### **Implementation of Moral Education**

The first step to forming a good character is to create small habits and be consistent in their implementation. Followed and supported by the environment makes the sustainability of the steps will give better results.

From the findings of researchers in the field, SMA Muhammadiyah 1 Bandung implements education to shape students' morals and character, including:

a. The habit of praying dhuha

To perform congregational dhuha prayers, the school provides rules for the arrival of teachers at 06.45 WIB and students at 07.00, preparing for prayer for 5 minutes and the implementation of prayers for 5-10 minutes.

b. Reading the Quran and Asmaul Husna

The recitation of the Quran is carried out together and led alternately by the teacher/student every morning after the dhuha prayer. Followed by reciting asmaul husna until 07.30 WIB.

c. Obligatory Dzuhur Prayer and Asr Prayer in congregation

SMA Muhammadiyah 1 Bandung is a school that carries out *full-day teaching and learning* activities, meaning that all school activities from Monday to Friday start at 7.00 a.m. to 4.00 p.m. Therefore, the implementation of dzuhur and ashar prayers must be carried out in schools in congregation.

Based on the results of an interview conducted by the researcher with one of the teachers of SMA Muhammadiyah 1 Bandung, it was revealed that the implementation of moral education in this way was carried out as an effort so that children still have time to recite even though they are at school. And as an effort to increase students' moral obedience to Allah SWT (Burhan 2023)

The above habits are some of the implementations of moral education used by SMA Muhammadiyah 1 Bandung to achieve educational goals. Habits play an important role in life, because they are able to do important and useful things without using a lot of energy and time (Mawarto 2013).

### **Overcoming Online Game Addiction with the Implementation of Moral Education at SMA Muhammadiyah 1 Bandung**

a. Online Game Addiction

The results of the observation conducted by the researcher in grade XII at SMA Muhammadiyah 1 Bandung, it was known that there were approximately 7 students who were addicted to online games. This certainly greatly affects the process of teaching and learning activities and the morals of students in the school.

Based on interviews with several grade XII students, the same thing was revealed about the beginning of online game addiction caused by the COVID-19 pandemic where all students were at home all day without

doing any activities, so they chose to play online games to fill their free time and boredom felt during the pandemic. They argue that playing online games has 2 impacts, including:

1. Positive Impact, by playing online games you will get a lot of friends, relationships and join online gaming communities whose members are from all over the archipelago.
2. Negative Impacts, they consciously stated that the negative impact of playing online games is forgetting time, irregular sleep hours, and eyes becoming minus so that their focus on learning at school is disrupted (Maurel et al. 2023). They also stated that playing online games has a great influence on students' morals such as using dirty language more often, starting to fade politeness and courtesy both towards teachers and parents at home, not respecting teachers and also making a person's personality more introverted or more fun with their gadgets than the existence of people around them.

b. School Efforts to Implement Moral Education to Overcome Online Games

In addition to applying the habits that have been described above as a form of raising awareness, another form of effort is that SMA Muhammadiyah 1 Bandung limits the use of technology by implementing a regulation that every student is obliged to collect his gadgets since coming to school and can be taken back when he comes home. This is done so that students can focus on participating in teaching and learning activities and carrying out other activities. Then in order not to limit the space for students' creativity in learning, the school also supervises learning that requires the internet by monitoring students' online activities on school computers.

The role of parents is an important support in implementing the efforts made by schools to overcome online game addiction. At the beginning of each semester, the school will hold a meeting for parents to inform the activities that will be carried out in that semester, one of which in the meeting is to remind parents to prevent violence so that students can limit the use of their gadgets.

Extracurricular activities are also improved, considering that schools implement *full-day*. That way, students can participate in extracurricular activities that attract interest and help students to engage in positive activities outside the classroom.

### **Supporting and Inhibiting Factors of Education in SMA Muhammadiyah 1 Bandung**

As well as the efforts made by the school in overcoming the addiction of students to play *online* games, of course, the school has factors that support the moral education applied at SMA Muhammadiyah 1 Bandung. The following are some of these factors:

a. Quality curriculum

SMA Muhammadiyah 1 Bandung has a good curriculum and is in accordance with national education standards, well structured, relevant, *upto-date* and pays attention to the development of student

competencies. The curriculum owned by the school will provide a strong foundation for students to be able to teach effectively.

b. Qualified teachers

One of the teachers, namely competent and experienced Moral Education teachers, has an important role in the education and teaching process at SMA Muhammadiyah 1 Bandung. They are able to provide effective teaching, understand the needs of students and provide support and motivation for students.

c. Adequate facilities and infrastructure

SMA Muhammadiyah 1 Bandung has a good learning environment such as comfortable classrooms, a complete library, scientific laboratories and sports facilities that can provide important physical support for education at SMA Muhammadiyah 1 Bandung.

d. Inclusive learning environment

A friendly, non-discriminatory, and collaborative environment at SMA Muhammadiyah 1 Bandung can create a sense of security and support personal growth and academic development.

e. Parent and community involvement

The support and involvement of parents and the community around SMA Muhammadiyah 1 Bandung is very important. Parents who are actively involved in their children's education, such as attending meetings with teachers or supporting school activities, can provide additional motivation and attention to students.

The factors supporting the success are inseparable from the obstacles in the implementation of teaching and education in the school environment of SMA Muhammadiyah 1 Bandung. There are several obstacles that affect the teaching and learning process and student academic achievement. The following are some of the factors that are considered.

**Table 1. Supporting Factors**

No	Information	Explanation
1	Student discipline issues	The rules that have been implemented by SMA Muhammadiyah 1 Bandung sometimes become obstacles in carrying out the learning process, such as there are still students who are late and do not follow morning habits, do not leave their gadgets to teachers and others.
2	Stress and Stress academy	The heavy academic load and pressure to achieve high results in exams and evaluations can hinder education. This stress can cause excessive stress in students, reduce their motivation, and can even negatively impact their mental well-being.

These inhibiting factors are important to overcome in order for education to operate properly and for students to reach their full potential. Collaborative

efforts from the government, schools, teachers, students, and the general public can help overcome these inhibiting factors and improve the quality of education at SMA Muhammadiyah 1 Bandung.

### **Implementation of Moral Education in Overcoming Online Game Addiction**

The implementation of moral education that has been carried out at SMA Muhammadiyah 1 Bandung as a habit is carried out every day to form the character of students so that they are disciplined in carrying out their obligations as Muslims so that they are not negligent, this habit can also increase emotional and spiritual intelligence.

Forming the character of Muslim students who are disciplined and responsible in carrying out their obligations is a noble goal in Islamic education. Here are some steps that can be taken to instill a strong understanding of religion. Teach students about the importance of discipline and responsibility in Islam. Explain how these two values are connected to faith and obedience to Allah SWT. Use the verses of the Qur'an and the hadith of the Prophet Muhammad PBUH as a foundation to emphasize the importance of discipline and responsibility.

Involve students in religious activities, such as congregational prayers, recitation of the Qur'an, and recitation. This can help them to better understand and appreciate Islamic values.

Giving a Good Example Teachers and parents should be role models for students in terms of discipline and responsibility. Show them how to carry out their duties in a timely and responsible manner. Create a conducive environment at school and at home that upholds the values of discipline and responsibility. Reward students who demonstrate disciplined and responsible behavior. This can motivate them to continue to behave well.

Build Positive Habits Help students to develop positive habits, such as waking up early, doing assignments on time, and maintaining cleanliness. Give them responsibilities that are appropriate for their age and ability. This can help them to learn independently and be disciplined. Encourage students to participate in positive extracurricular activities, such as scouting, rohis, or sports.

Provide Guidance and Support Provide guidance and support to students who have difficulty in implementing discipline and responsibility. Help them to understand the root of the problem and find the right solution. Establish open communication with students and parents to monitor the development of students' characters.

Work with Parents Work with parents to instill the values of discipline and responsibility in their children. Hold regular meetings with parents to discuss the development of students' character. Give tips and advice to parents on how to discipline their children in an Islamic way. Forming the character of Muslim students who are disciplined and responsible requires time, patience, and cooperation from all parties. By implementing the steps above, it is hoped that students can become individuals with noble character and be able to carry out their obligations well. As Schubert (Firdianti 2018) states that implementation is an engineering system, in this case the implementation is the process of implementing moral education which is used as a system in overcoming addiction to playing online games. And the implementation of moral education

according to (Khaidir et al. 2021) can be done in various ways such as: Instilling Moral Values From an Early Age. Instilling noble moral values such as honesty, responsibility, discipline, and patience from an early age. This can be done through education at home, school, and mosques. Use engaging and interactive learning methods, such as role-playing, storytelling, and discussion. Involve children in religious and social activities to help them understand and appreciate moral values.

**Strengthening Understanding of the Negative Impacts of Online Games** Provide education to children about the negative impacts of online game addiction, such as decreased learning achievement, physical and mental health disorders, and antisocial behavior. Use engaging media, such as videos, infographics, and testimonials, to convey this information more effectively. Involve children in discussions to help them understand and reflect on the negative impact of online gaming.

**Granting Online Gaming Time Limits** Set clear rules about online gaming time limits. Make sure this rule is appropriate for the child's age and condition. Use a parental control app to help monitor and limit your child's online gaming time. Provide alternative activities that are positive and beneficial for children, such as reading books, exercising, or participating in extracurricular activities.

**Improving the Role of Parents and Teachers** Parents and teachers must be role models for children in terms of wise use of technology. Have open and constructive communication with your child about online games. Provide support and motivation to children to reduce their time playing online games and focus on more useful activities.

**Utilization of Technology for Education and Prevention** Develop educational applications and educational games based on moral values. Create educational content about the dangers of online game addiction and how to overcome it that is interesting and easy for children to understand. Use social media to spread positive information about the importance of moral education and the wise use of technology.

The application of moral education as a system in overcoming addiction to playing online games requires commitment and cooperation from all parties. With synergy and continuous efforts, it is hoped that this problem can be overcome and the younger generation can grow into individuals with noble and responsible character. The implementation of moral education requires commitment and collaboration from various parties, including schools, educators, parents, and the community. With a comprehensive and consistent approach, we can help shape a generation that has moral values. This is in accordance with the statement (Sopuroh 2022) that habituation activities require supporting factors that can foster religious character, including; support from parents, commitment to school residents and adequate facilities.

In line with the results obtained, the researchers of SMA Muhammadiyah 1 Bandung have implemented moral education by familiarizing their students to carry out every worship activity at school, be it mandatory prayer or sunnah as well as reading the Qur'an well. Nowadays, many changes in the morals of school teenagers are triggered by the closest things that are not realized, such as gadgets

that can lead to addiction. According to (Yuwanto 2020) the word addiction is usually used more in clinical matters or excessive behavior. Addiction is also a chronic disorder and has a repetitive desire to perform certain activities. Addiction to online games is a type of addiction called *nonphysical* addiction or addiction that does not involve alcohol or cocaine that can provide physical disturbances or is called *physical addiction* (Dodes n.d.).

As the results of research at SMA Muhammadiyah 1 Bandung, some students have an addiction to the use of gadgets, they use gadgets to play games, one of which is triggered by the occurrence of COVID-19 where all activities are only carried out at home using gadgets. Starting from this, there are impacts that lead to the positive and negative directions that have been explained above. Significantly (Yuwanto 2020) explains the positive impact of online games on aspects of life, namely; Improves Cognitive Abilities: Trains strategy and problem-solving: Many online games challenge players to think critically, strategize, and solve problems. This can help improve cognitive abilities, such as problem-solving, decision-making, and memory. Improves learning ability: Some online educational games are designed to help players learn in a fun and interactive way. This game can help improve focus, concentration, and motivation to study. Improves multitasking ability: Some online games require players to perform multiple tasks simultaneously.

This can help improve multitasking and hand-eye coordination. Improves Social Skills: Builds community and social networks: Many online games allow players to connect with others from all over the world. This can help build community and social networks, as well as improve communication and cooperation skills. Promotes empathy and cooperation: Some online games encourage cooperation between players to achieve a common goal. This can help improve empathy, cooperation, and the ability to communicate with others. Boosts self-confidence: For people who are shy or have social anxiety, online gaming can be a safe platform to interact with others and boost their self-confidence. Improves Mental Health: Reduces stress and anxiety: Playing online games can be a fun way to unwind and reduce stress. Some games have also been shown to help reduce anxiety and depression. Improves mood and happiness: Playing online games can trigger the release of endorphins, which can improve mood and happiness. Improves sleep quality: Some relaxing and relaxing online games can help improve sleep quality. Improves Physical Ability: Increases physical activity: Some online games that involve physical movement, such as dance or fitness games, can help improve physical activity and fitness. Improves coordination and balance: Some online games that involve complex movements can help improve coordination and balance of the body. Improves reflexes and speed: Some online games that require players to react quickly can help improve hand-eye reflexes and speed.

Likewise (Saifudin 2023) stated the negative impact of the online game craze including; Physical health disorders: Lack of physical activity due to playing online games for too long can lead to obesity, eye disorders, and bone and muscle problems. Irregular sleep patterns are also common due to gaming addiction. Mental health disorders: Unstable emotions, such as irritability and

irritability, as well as difficulty controlling oneself are some of the mental effects of online gaming addiction. In fact, the WHO (World Health Organization) has included online gaming addiction as a mental disorder. Decreased academic achievement: For students, online game addiction can result in decreased study concentration, neglect of schoolwork, and ultimately lead to decreased achievement. Causes neglect of responsibility: Addiction to online games can make a person neglect their responsibilities, whether at school, home, or in society. This can have an impact on social relationships with family and friends. Aggressive behavior: Some online games have violent content that can affect the behavior of their players. In extreme cases, online gaming addiction can even be associated with aggressive behavior in the real world. Social isolation: Because one focuses too much on online games, one can stay away from social interaction with the surrounding environment. This can make them tend to withdraw and have difficulty socializing.

To overcome the addiction to online games, the school of SMA Muhammadiyah 1 Bandung implements moral education by getting used to reading the Quran and carrying out congregational prayers in the school environment. Based on the observations made by the researcher also to overcome the use of technology, the Muhammadiyah 1 Bandung High School implemented a regulation that every student is obliged to leave their cellphone since coming to school and can be taken back when it is time to go home. This is done as an effort so that students can focus on participating in teaching and learning activities and carrying out religious activities properly. Of course, the school's efforts will not succeed if the parties related to the students do not necessarily work together to support what has been sought. Therefore, parents who play an important role in the life and education of their children at home must always give directions and reminders so that students are not controlled by online games, meaning they do not waste their time. According to Prabawani in (Lilawati 2021) states that the role of parents is very important and influential on their children's education. They are fully responsible for the education, care, and guidance of their children so that they are ready to enter social life.

It is important to remember that overcoming online gaming addiction is a shared responsibility between schools, parents, and students. With collaboration and coordinated efforts, the problem of online gaming addiction can be effectively addressed and students can develop healthy patterns of behavior. Based on the description above, it can be concluded that overcoming online game addiction in students requires a holistic approach involving parents, schools, and students themselves. Through education, time restrictions, alternative activities, emotional support, and a healthy environment, we can help students manage their online gaming use wisely and reduce possible addictions.

## CONCLUSIONS AND SUGGESTIONS

Based on the results and discussions, it can be concluded that SMA Muhammadiyah 1 Bandung has made efforts to overcome students' addiction to online games. These efforts include: (1) Instilling moral education as a religious

reinforcement and self-mastery of discipline by making the habit of praying dhuha, circumcision, reading the Quran, asmaul husna in the morning, performing congregational prayers of dhuhr and asr. (2) Approaching students by involving parents and the school environment which is also a success factor in overcoming online game addiction. Through education, time restrictions, alternative activities, emotional support, and a healthy environment so that it can help students manage their use of online games wisely and reduce addiction that may occur.

This research is still limited and still needs input and advice, both in the implementation of moral education and overcoming online game addiction which is now constantly being sought for solutions. Suggestions for the author to further examine more deeply and comprehensively the implementation of moral education in overcoming online game addiction to students.

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