PERSPECTIVES OF HIGH SCHOOL STUDENTS IN DIY PROVINCE ON E-SPORT

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Abstract

This study aims to explore the perspectives of high school students in DIY towards e-sports. The research found that the majority of students had a positive view, recognizing it as a legitimate form of competition and a thriving industry. However, some students expressed concern about the negative effects of excessive gaming, such as addiction and social isolation.

This study uses exploratory research methods. Exploratory research explores new knowledge to try to discover existing or potential problems. The sample used was high school students in DIY, totaling 276 people with 188 male students and 88 female students. The research instrument used was a questionnaire distributed in the form of a Google form.

The results of this study showed that 68.1% were male and 31.9% female. Of the total number of students who actively played e-sports 48.9% and 51.1% did not actively play. esport can improve English proficiency with 68.1% disagreeing at 6.4%. The students also like watching matches through the livestream platform 51.1% and disagree 17%. E-sports can also be said to be a promising field of work by agreeing at 57.4%, on the other hand disagreeing at 4.3%. Students also like to play e-sports with an agree rate of 61.7%, although those who disagree are 6.4%. e-sports can be categorized as sports with the number agreeing at 61.7%, and those who disagree are 2.1%. The students also agreed with e-sports they got a lot of acquaintances with a rate of 59.6% and disagreed with 6.4%.

Keywords: e-sport, high school, communication, work.

INTRODUCTION

The development of today's era is increasingly rapid, from the emergence of virtual reality, augmented reality, metaverse, and others. One thing that has developed quite a bit in this era is e-sports, where this activity is greatly enjoyed by Indonesian youth, from children who are still in high school to college. Those who are still in high school where that period is the most beautiful time, they are mature enough in thinking and making decisions so that all experiences can be meaningful. The learning process is not as complicated as in college, where in college students have a lot of assignments and often go into the field so they have little time to have fun. In contrast to high school students where they can still express themselves freely and they have more free time than college students, so many of them spend their time playing online games such as Valorant, PUBG, Rainbow Six Siege, Mobile Legend, and others. They also play a lot of offline games, such as Red Dead Redemption 2, The Elder Scroll: Skyrim, Elden Ring, The Last of Us, and others.

According to (Bednárek et al., 2017) competition between people has become one of the hallmarks of all mankind. In the digital era, one of the fields where people express their competition is computer games. In fact, gaming competitions are much more than just a casual recreational activity, and professional gamers earn money by participating in

competitions on a par with professional athletes. A new industry has been built around gaming competition, often referred to as electronic sports (eSports) or professional gaming.

This e-sport game can be played on various platforms such as PCs, smartphones, consoles, portable consoles. High school students can be said to be people who are quite proficient in e-sport games, games that rely a lot on fine motor skills. One example we can take from the Fortnite e-sport entitled World Cup Solo was held at Arthur Ashe Stadium, New York, United States. In this match, a 16-year-old Kyle Giersdof whose nickname in Fortnite is "Bugha" won the World Cup Solo and brought home a total prize of US$3 million or equivalent to Rp.42 billion. From this, we can say that indeed e-sport can be said to have a fairly short peak performance. According to (Thiruchelvam & Bee Suan, 2022) defines amateurs and professionals in the esports environment. Unlike most traditional sports, age is not an issue when playing video games. The competitive structure of eSports is compared to the pro-am structure of various sports tournaments. When amateurs play professionals, young competitors can advance to the professional title at a young age. The third highest earning male athlete Sumail "SumaiL" Hassan was drafted into the team as a professional at the age of 15

Antisocial according (Berger, 2014) are attitudes and behaviors that do not consider the judgment and existence of other people or the general public around them.According to(Mark & David, 2006)Antisocial behavior is behavior that is characterized by a history of not wanting to comply with social norms. They perform actions that most people do not accept and tend to be irresponsible and liars. According to (Erickson et al., 2014) Antisocial behavior is a behavioral disorder characterized by irresponsible behavior and a lack of remorse for their mistakes. However, the expert's opinion is very far from what e-sport players or actors do. They communicate continuously in a game, so that students also interact or communicate with each other. Even in some games there are those that require strategy and improvisation to win a match. So that they are e-sport players cannot be said to be anti-social people.

Online game addiction is known as game addiction (Fitri et al., 2018). That is, the player acts as if all he has to do is play the game and as if the game is his life, and this has a negative impact on the player (Erickson et al., 2014). There are two types of people who are truly addicted to e-sports and who are professionally e-sports. Anna Surti Ariani explained topress conference for the launch of the 2018 High School League at the Century Park Athlete Hotel, Thursday, September 6 2018 "For eSports, the discipline is clear. For those who have gaming disorder, it actually depends on mood. If he's tired, then no. If for example he wants to play, he continued, "you can't if you want to excel in eSports. It can't depend on the mood." According to Ana, currently experts are proposing that certain mental disorders be included in the Diagnostic and Statistical Manual (DSM), a type of book used by psychologists and psychiatrists to provide a diagnosis when someone suffers from certain disorders. So we can see that actually people who pursue achievements in eSports can be said they are not addicted.

Mother in law (Hiew, 2012) Students spend 11-13 years (6 years in primary school, 5-7 years in secondary school) learning English, but some students still do not master the language after finishing secondary school. There are many factors that lead to this failure - including the learning method, motivation, perception, teacher's learning methods and/or methods, syllabus and lesson plans.

In e-sports, there are many advantages for high school students, especially online games. E-sport games really need good communication skills, because e-sport games have strategies and strategic improvisations on par with big ball games or other team sports.

Where they have to continue to communicate and remind each other of their team to make a win. These high school kids certainly play not only with high school students in their own country, of course they will meet high school students from abroad and that requires high school students in Indonesia to speak English, at least their basic English can be honed in the game. . Not only can speak English, but with them can communicate with each other,

The eSports games also provide a game mode called ranked, where those of us who are not professional eSports players can feel how competitive a match is like a real match. We need a good team in terms of skills, communication, and chemistry. So that not only professional players can be productive, but we ordinary players can also be productive when playing eSports. Even now, there is such a thing as a livestream, so that a player can get 2x the achievements achieved.

METHOD

The method used in this research is explorative research method. (Arikunto Suharsimi, 2013) argued that exploratory research is research that seeks to explore the causes of something happening. Exploratory research also seeks to explore new knowledge to find out a problem that is or can occur. In KBBI, explorative means exploratory, so exploratory research is research that aims to explore, deepen knowledge, seek new ideas, to formulate problems in more detail and then decide whether to do new research. Researchers will be forced to dig up further information through this research, with the nature of exploratory research which is creative, flexible, open, and all sources are considered important. Primary data analysis in this study is usually qualitative in nature, with a small or limited number of research samples.

Explorative Research aimsto look deeper into a problem, in order to have a better understanding of the problem at hand. It can be concluded that this exploratory research is research that encourages researchers to conduct research creatively, flexibly, openly so that further and more information can be obtained.

FINDINGS

This research was conducted in the Special Region of Yogyakarta. This research was conducted over a period of 4 months which was carried out from November 2021 to March 2022. The instrument used in this study was a questionnaire and packaged in the form of a Google form. The questionnaire was carried out by distributing questionnaires made via the goggle form. The sample in this study amounted to 276 people.

From the results we can see that in terms of gender, the number of people who filled out this questionnaire is as follows:

Figure 9. The Gender of Participants
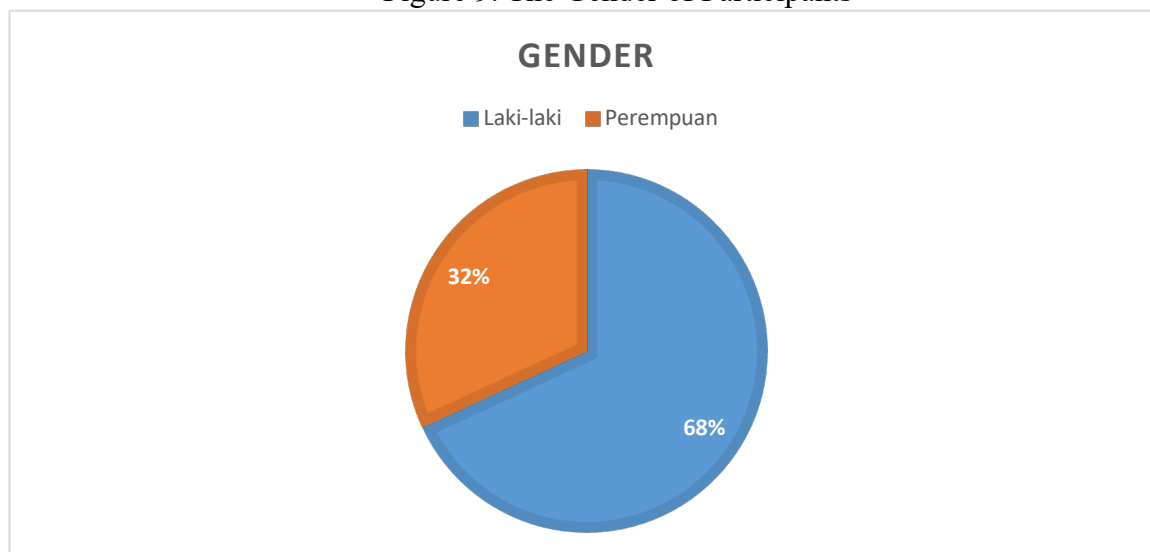
we get the number of males at 68% or as many as 188 are male and female at 32% or as many as 88 are female who filled out the questionnaire we have given them.

According to(Yuracko, 2002)For the context of college athletics is having women and men compete directly against each other for equal spots on same-sex integrated teams. Women and men will be measured by the same unified metric and positions on the varsity track and field team will be awarded based on their performance.

From these results we get answers from anyone who actively plays e-sports as follows:

Figure 10. Resulf of Active on ESPORTS
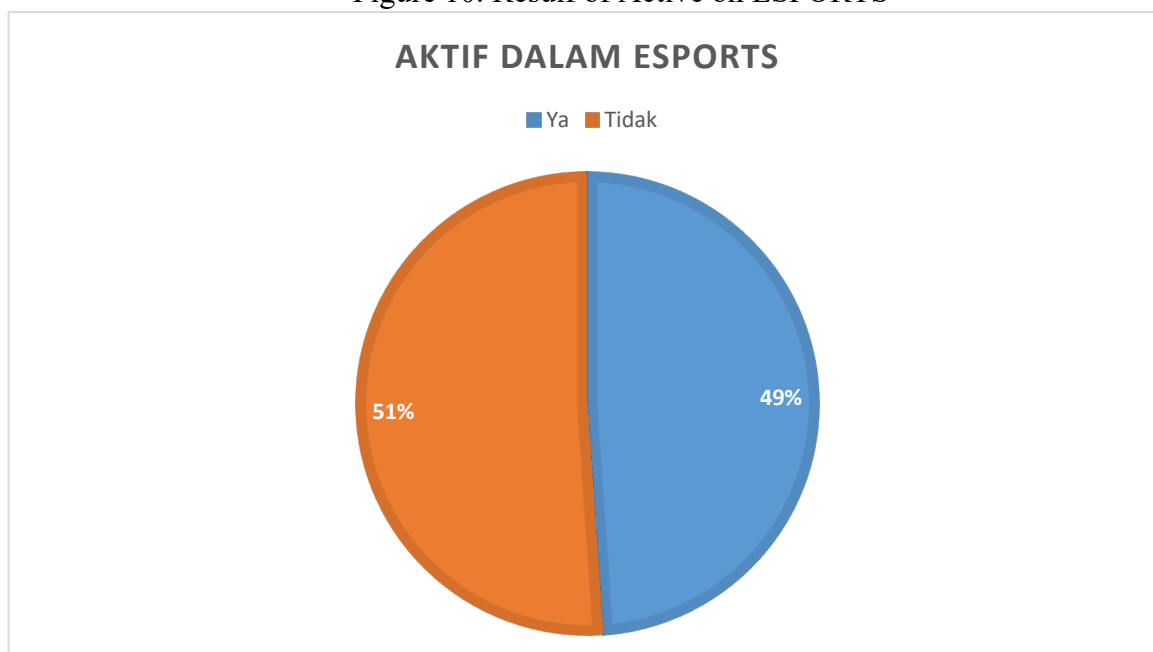
From the results of 276 people, 51% or 141 people were not actively playing e-sports and 49% or 135 people were actively playing e-sports.

WeIt has been found that from the results of the two graphs that filled out this questionnaire, many of them were men. Maybe in this questionnaire, men were more

interested in filling out forms regarding e-sport, while women were less interested. Of these, we also get that almost half of the total sample does not play e-sports but is interested in answering this questionnaire. As in the introduction it was said that this e-sport can improve English proficiency and the following are the results of our respondents' answers:

Figure 11. Increasing English Language Skill
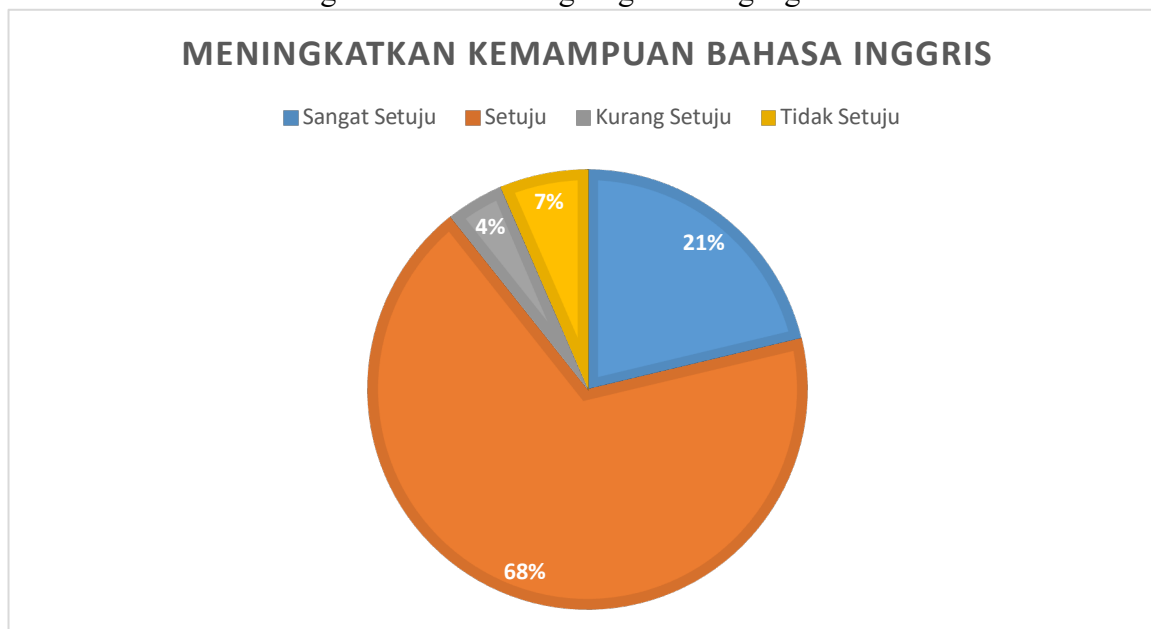
The graph shows the numbers strongly agree at 21% or as many as 58 people, agree 68% or as many as 188 people, disagree 4% or as many as 11 people, and disagree 7% or as many as 19 people. We get a number of respondents who disagree and disagree about e-sports which can improve English skills. This can be shown from the e-sport server which has now been divided by region, there are Asia, Australia, America, Europe and Africa, so that it can allow us to compete and play with people from our own country. Several game developers have now also split their servers again, for example there is Asia Pacific (AP), which includes Singapore, Hong Kong, Sydney, Tokyo, Mumbai.

In this graph, the respondents who agree and strongly agree that e-sports can improve our English skills have very high numbers. It can be seen that many game developers now use the default English language, English itself is an international language so that their e-sport market can be reached in all countries. From this, e-sport players will also get used to speaking English and in the game they will also meet and communicate with people outside their country, so that their speaking skills in English will also improve and be honed properly. The drawback of this e-sport in improving English is in the grammar section, where when communicating with outsiders more often use English slang.

According to(Rankin et al., 2006)Using experiential and motivational cognitive factors from 3D games, we conducted a pilot study using Ever Quest 2 as a teaching and learning tool for English as a Second Language (ESL) students. We combine the power of massively multiplayer online role-playing games (MMORPG) and second language approaches to create a digital learning environment for second language acquisition (SLA). Instead of using traditional computer-assisted language learning (CALL) software, we explore Ever Quest 2's immersive virtual environment as ESL participants adopt virtual identities and engage in social interactions within the game world.

As with any use of technology for educational purposes, video games can be both a blessing and a curse. Rather than blindly assuming that the benefits of games will transfer to learning in any domain for students of various backgrounds, both educators and instructional technology designers must develop appropriate methodologies for evaluating games as learning artefacts.

Usually we watch a sports match in a sports hall and pay for it, therefore e-sport can also be shown and the way to watch it is also more accessible and watched by all ages. One platform that is often used for broadcasting e-sport matches is YouTube and TikTok. We made a questionnaire about whether these high school students enjoy watching e-sports from Youtube or other platforms? And here are their answers:

Figure 12. The student's Happy to Watch E-Sport (Youtube/Other Platform)
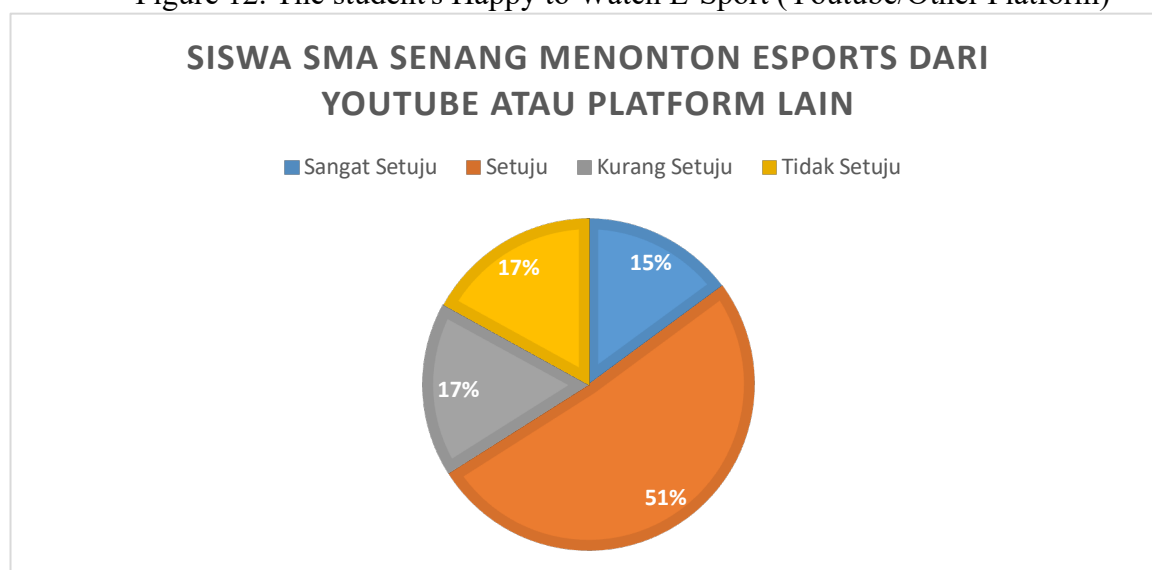
Can be seen, from the 276 respondents they chose to strongly agree at 15% or as many as 41 people, agree to be at 51% or as many as 141 people, and disagree and disagree have the same number of 17% or disagree as much as 47 people and disagree as many as 47 people too. Indeed, watching on streaming platforms is not fun because the atmosphere is not felt and they don't get many benefits such as being able to meet the athlete, get souvenirs, and so on. However, many respondents agreed that they only watched from the live stream platform. When watching, we support the team and we also add commentators who sometimes like to make jokes so that the audience doesn't get bored with high-intensity matches.

The most medium easy to reach to start an e-sport game, namely in today's era, namely smartphones. Smartphones are almost on par with personal computers (PCs) or laptops. The specs given from a smartphone can also be said to be no joke so that games that are used as e-sport can be played on the smartphone. We ask questions about whether you (high school students) understand how to play e-sport through gadgets? And the result is as follows:

Figure 13. The Student Knowing Well How To Playing E-Sport Through The Gadget
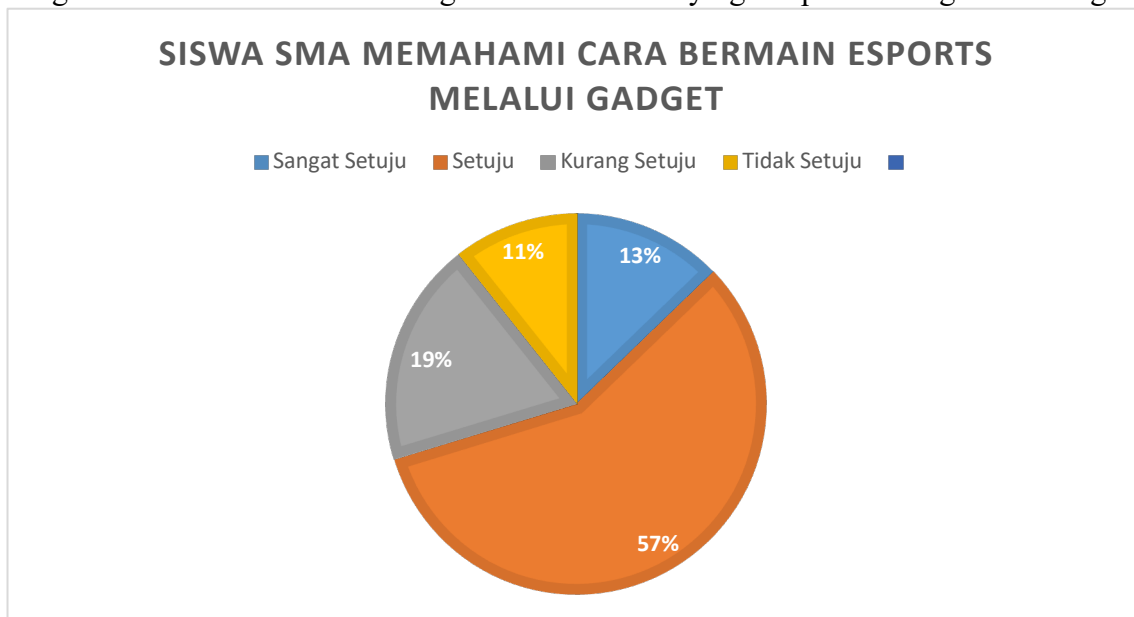
Of the 276 respondents, they answered strongly agree at 13% or as many as 35 people, agreed at 57% or as many as 158 people, disagreed at 19% or as many as 53 people, and disagreed at 11% or as many as 30 people. There are many ways to learn from an e-sport mechanism, but to learn an e-sport doesn't have to be from a gadget, they can learn through a story of experience from an e-sport but the drawback of this is what is called e-sport we have to touch and feel how to control an e-sport game. Therefore, many respondents who strongly agree because it helps in learning to play e-sport through these gadgets, can be from smartphones, laptops, PCs, consoles, and others.

As e-sport athletes, they must also be paid for, they have taken their time to train and sacrificed their money in order to get the maximum device and be able to support the games of these athletes. Respondents also answered whether e-sports could be a promising field of work? The results obtained are as follows:

Figure 14. Are the E-Sport Can Be a Promise Job

The graph shows strongly agree at 15% or as many as 41 people, agree at 57% or as many as 158 people, disagree at 24% or as many as 65 people, and disagree at 4% or as

many as 12 people. Respondents who answered disagree were quite a lot because indeed in this world of athletes, this job has a very low age gap, so it is not long-term in nature. Any athlete must have an age limit and many athletes now open a foundation, business, sports store, sports contract with a brand, and so on. The scope of work in e-sports is not only as an athlete, but there are also many aspects that can be used as promising jobs in this e-sport. E-sport matches also have high income and also quite high prizes. So that makes e-sport a promising job.

According to(Yuslianson, 2020)Indonesia is the 17th largest mobile game user in the world, spending IDR 8.7 trillion on mobile games in 2019. Not only that, the development of the eSports sector has brought many benefits to many people, including the creation of new jobs in creative fields. sector. In addition to the income of a sports athlete, players who lack playing skills but still have passion in this field can also have careers.

This e-sport game is definitely played on electronic devices or commonly called gadgets. Everyone has their own comfort in using gadgets to play e-sport and here is the hobby of high school students in DIY in playing e-sport games on a gadget or console:

Figure 15. The DIY's Senior High Scool Student Like to play E-Sport based Gadet or Console
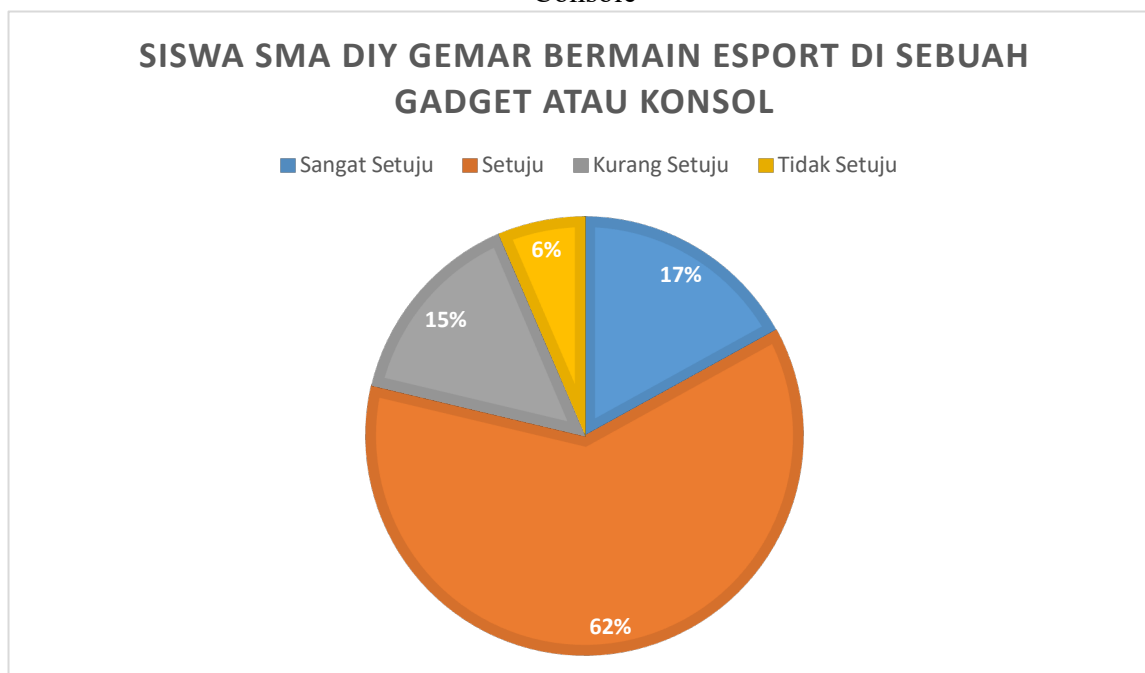

some 276 respondents agreed with 62% or as many as 170 people, strongly agreed with 17% or as many as 47 people, disagreed with 15% or as many as 41 people, and respondents who disagreed with 6% or as many as 18 people . Not all respondents like playing e-sports on gadgets or consoles, there are also many platforms that play games without having to use consoles and gadgets, for example in arcade games where there are Tekken, Street Fighter, Pac-Man, and other games that are arcade games. But today's high school students prefer playing e-sports on a gadget platform and a console, because games can be installed in large numbers and have a large capacity on a console or gadget.

Ine-sport games involve a lot of fine motor skills, such as finger muscles and eye muscles. These movements are movements that involve small muscles so that eye and hand

coordination occurs when playing games in e-sports such as playing FPS games, MOBA, and the like. Therefore, can e-sport be categorized as a sport? The following are the answers from the respondents:

Figure 16. ESPORT Diagram Categorized as a Sport
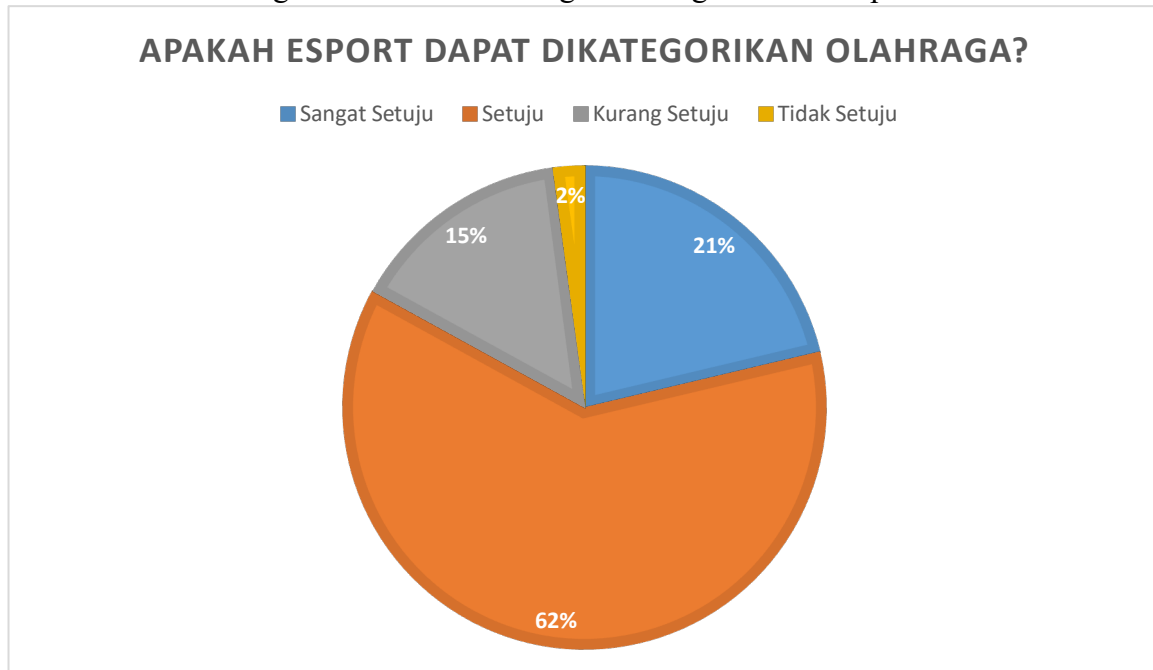
We can read in the graph that respondents who agree that e-sport is a sport are found at 62% or as many as 170, strongly agree at 21% or as many as 59 people, disagree at 15% or as much as 41, disagree with numbers 2% or as many as 6 people.

Marcus (Witkowski et al., 2013) Explore the new life of esports through the lens of esports in EVE Online, an MMO where espionage, theft, betrayal and other nefarious activities are commonplace. In these structured tournaments, which regularly attract 10,000 live spectators, EVE Online's widespread sanctions for foul play manifest themselves in cases of bribery, espionage, and common match-fixing. (Witkowski et al., 2013) Place eSports in the history of modern sports and the symbiotic relationship between sport and media that developed since the 19th century. In this trajectory, esports is a prime example of a new phenomenon, namely sport as a medium. He believed that while e-sports reproduced some of the characteristics of modern sports, it also lacked the space and routine that allowed the main characteristics of ceremonial and myth-making sports to emerge.

According to (Fahmi, 2022) stated that eSports or electronic sports is a field of sports that uses games as the main competitive field. (Achmad Ali Fikri, Syamsul Arifin, 2022) states that Electronic sports (also known as competitive gaming, pro gaming, ESports, E-Sports, electronic sports, or pro gaming in South Korea) is a term for multi-player video game competitions, generally between professional players. e-sports is a competitive online sports game that is usually played by several players, and e-sports is said to be a sport because it already has athletes, coaches, strategies, body fitness, body coordination and also arenas or stadiums where matches are held by thousands of spectators.

Some people think that exercise must be tiring, sweating, have a good body and so on. That's a pretty true thing, but when we get to the nature of the sport that isan educational process that utilizes physical activity to produce holistic changes in individual quality, both

physically, mentally and emotionally. It includes mental and emotional so that playing e-sport really requires mental and emotional as well as physical use but in the fine motor part.

Fromthe results of all of the above, that e-sport is a sport that requires quite a high level of socialization in terms of how to communicate, watch a match, understand the mechanics of e-sport, and so on. From this, of course they also make many friends, we also ask whether playing e-sport is easy for us to make friends? Here are the graphic results:

Figure 17. ESPORT Diagram Can Make Many Friends
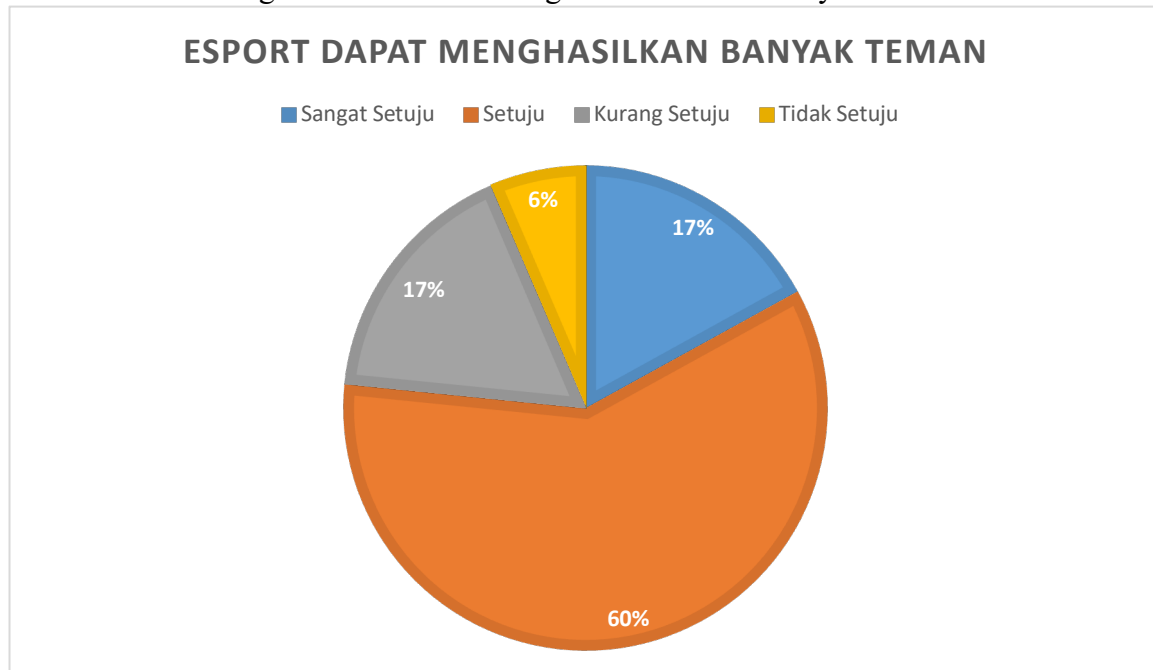
Of the 276 respondents they answered strongly agree at 17% or as many as 47 people, and this got the same number, namely 17% in answers that also disagreed as many as 47 people, agreeing was at 60% or as many as 164 people, and those who did not agreed to be at 6% or as many as 18 people. Some respondents disagreed and disagreed that e-sports can make friends. In fact, it's like we meet in a virtual world, we don't know if it's a woman or a man, it could be a man but we use a woman's voice, and we don't meet face to face. so that introductions don't happen like we're acquaintances with direct people. But from acquaintances in e-sport we can make friends and we invite meetings and acquaintances on the spot,

DISCUSSION

In the world of e-sports, we can see that many high school students agree that e-sports can improve their English skills and make more friends. This is indeed very related to good communication, so we will also make many friends, even from abroad. High school students also have quite a high interest in this e-sport where they really like to watch it via YouTube livestream or similar platforms. Apart from watching, they also understand and like playing e-sport through the gadgets they use, such as laptops, consoles, PCs, and smartphones, most of them prefer to play e-sport on smartphone gadgets, because the devices are very cheap and can feel the game. like a real e-sport.

The fillers in this questionnaire were mostly male students because in terms of playing games there were very many male students. According to Newzoo's report titled Global Esports & Live Streaming Market Report, the majority of eSports fans are dominated

by men with a percentage of 66%. Only 49% of the students who filled out this questionnaire were active in eSports. Active eSports means those who like to play eSports games such as Valorant, Dota 2, Mobile Legend, and others.

Inimprovement in English proficiency, many of them agree with this with a figure of 68% and strongly agree with 21%. It is undeniable that eSports can indeed improve English skills, by setting basic English and communicating in English when in-game. A match must be broadcast and every broadcast has a caster or commonly called a commentator. They comment in English and the audience must also listen to at least be able to understand some of the English vocabulary in the commentator.

There are also many high school students who like to watch matches via YouTube and livestream, with the number agreeing at 51% and strongly agreeing at 15%. Watching via YouTube or livestream is very easy to get and watch, but the atmosphere of the game doesn't feel so pleasant, there are some students who disagree with watching the match livestream with 17% of people and 17% don't agree either. An article from GGWP.id written by Belliandry in 2017 said that watching esport directly will get the sensation of comfort, fully enjoying the event, the hype, and the souvenirs you get.

EraThis is an all-digital era and there are too many students who learn something on their own. Many of them also learn to play eSport through their respective gadgets, 57% agree with this and 13% strongly agree with this. Playing eSports is very easy, but achieving a spectacular team is quite difficult. There were 19% and 11% of students who disagreed with this, because indeed eSports requires good motor skills and it is difficult for them to carry out the mechanics of an eSports.

Because eSports is an easy thing to learn, from there the possibility of opening up jobs in eSports is very possible. Many of our respondents, namely high school students in Yogyakarta, answered that they agreed and strongly agreed, the numbers were at 57% and 15%. Indeed eSports can be a promising job, but not always this can be a promising job. There are 24% of respondents who disagree with this because if one day the internet and electricity go out, eSports will be overwhelmed in its development. Apart from that, becoming an eSports athlete is also not easy, so there are still many pros and cons that eSports can be a promising job. According to (Chang, 2019) as a new and exciting industry, esports has a lot of potential for further exploration and discovery. This is also a new research area. Many things about esports are not well understood, such as: B. Esports Fan Culture and Professional Gamers' Physical and Mental Health. This survey answers questions about consumer motivation for esports. The use and gratification approach has proven to be a great way to gain insight into esports consumers, and users often take advantage of new media to consume and communicate within their fandom.

Lotsfrom DIY high school students who like to play eSports on gadgets or consoles. There are 62% of respondents who agree and 17% of respondents who strongly agree that they like to play eSports games on the available gadgets or consoles, because it is a device that can be used easily and practically to play eSports. Esports can also be categorized as a sport and the students answered with 62% agreeing and 21% strongly agreeing that eSports can be categorized as a sport. Secretary General of the Central KONI, Ade Lukman, said that KONI fully supports the development of Esports in Indonesia. It turns out that Esports has been recognized as a sport since 2014. KORMI or the Indonesian Recreational Sports Federation-Society acknowledges that Esports is a sport. The whole world would agree that Esports has become a sport.Chief Executive OfficerIndonesian Esports (PB ESI), Bambang Sunarwibowo, has given several reasons why Esports is becoming a sport. According to

him, Esports deserves to be a sport because it uses human power in the form of speed, agility, and strategy like sports in general.

Fromall of these components, in terms of communication, how to speak English, chemistry, and others, eSports games allow a player to make friends whether it's from his own country or outside his country. There are 60% of respondents who agree with this because when they play they get lots of friends from eSports. There are many incidents where when they play and they win a match after that they continue to play with the same people so they keep communicating until they can meet offline. However, there is also a dangerous side if you meet other people online, you don't know what their background is, what kind of person they are, and what their nature is. Many were deceived by this so that some students answered that they did not agree with making friends from eSports,

Many aresay that e-sport can cause addiction (gaming disorder) and anti-social effects, but this still cannot be said to be valid because of the meaning of anti-social itself from experts, namely from (Berger, 2014) are attitudes and behaviors that do not take into account the judgment and existence of other people or the general public around them. Meanwhile, eSports players really care about the people around them, even in the game they communicate with their own team. According to (Bresseert, 2017), the characteristics of antisocial behavior can be seen from actions such as failure to conform to norms, disobedience, impulsiveness, aggressiveness, disregard for one's own safety, consistent irresponsibility, and lack of remorse.

Addiction to eSports is also a matter that is much discussed, parents do not want their children to be too addicted to eSports, that is a very good thing because according to (Capehart, 2001) In explaining sports development materials at this age, it is necessary to pay attention to: (a) the percentage between the development of movement specialization and the development of multilaral movements, and (b) in starting the development of sports achievements must be adjusted between how old and what sports can be developed. Children are required to keep moving so that their physical development is good. If we talk about adolescence or adulthood, maybe gaming disorder can be said to invite many pros and cons. Where eSports can be used as a field of work that guarantees it will produce achievements and decent jobs. The eSports ingame training is also only 4-6 hours,

A student who plays eSports can be said to have a gaming disorder, that is, when he only plays games for a long time without thinking about achievement, it can be said that he is addicted to playing games.Anna Surti Ariani said"For eSports, the discipline is clear. For those who have gaming disorder, it actually depends on mood. If he's tired, then no. If for example he wants to play, he continued, "you can't if you want to excel in eSports. It can't depend on the mood." So if you say this addiction is something that can still be considered an addicted student and indeed he is pursuing achievements, but we can see from the time management of a player, if he drags on playing it means he is one of those who are already addicted, while those who In pursuit of achievements, he knows when to rest, when to practice, and when to do physical activity.

CONCLUSION

E-Sport still triggers pros and cons when we discuss this with sportsmen. Due to several things such as physical activities, skills, gross motor skills, and others. However, from e-sport we can conclude or draw a meaning like this e-sport also has physical activity even though it is fine motoric but it is a physical activity that at least requires good muscle memory. In addition, e-sports has a positive impact, which is quite a lot, we have many friends from foreign countries, learn English easily, create jobs, and so on.

The results of this study showed that 68.1% were male and 31.9% female. Of the total number of students who actively played e-sports 48.9% and 51.1% did not actively play. esport can improve English proficiency with 68.1% disagreeing at 6.4%. The students also like watching matches through the livestream platform 51.1% and disagree 17%. E-sports can also be said to be a promising field of work by agreeing at 57.4%, on the other hand disagreeing at 4.3%. Students also like to play e-sports with an agree rate of 61.7%, although those who disagree are 6.4%. Many agree that e-sports can be categorized as sports with the number agreeing at 61.7%, and those who disagree are 2.1%. The students also agreed with e-sports they got a lot of acquaintances with a rate of 59.6% and disagreed with 6.4%.

High school students throughout DIY also like to watch e-sports via livestream from the various platforms provided. Even though they don't play, they are very enthusiastic about the e-sport, they also learn a lot about e-sport through the gadgets they have and learn it too to play the e-sport.

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