

The Effects of the Addictive Effects of Online Games Among US in terms of Computer-Mediated Communication (CMC) in the Young Generation

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Abstract. One of the trends of today's young generation is playing together through online games, one of which is Among Us by gamers. This game has become the object of research because it provides CMC (Computer-mediated Communication) features, namely via Chat and Voice Chat privately or in groups that are played in multiplayer. This game has received reviews from 5,260,338 players. Through the Voice Chat feature of online games, CMC communication takes place in the form of voice chat and text chat to provide a sensation of presence to players that trigger the pleasure of playing games. The purpose of this research is to describe things that affect online game addiction by CMC communication on online game features. The research design method is the Abductive approach, by describing and combining quantitative research containing content that makes the game addictive and qualitative in the form of questions containing player reviews totaling 60 players. From the results of this study, it turns out that in Among US games, there is a Computer-mediated Communication CMC that makes gamers addicted, namely the presence factor in the form of the presence of other players, group communication, there is a map space (location) that gathers virtually, there is communication in gameplay Game features voice chat, good communication in playing the role of the game, the privacy of player identity is maintained, and there is anonymous communication.

Keywords: Addictive game, CMC, voice chat, gaming experience.

1 Introduction

Humans are social creatures who need communication with each other, along with the times, communication has spread to digital media in the form of games with chat features, namely messages in the form of writing and voice chat in the form of voice messages directly, both between players and groups. Humans also like to be the center of attention and also like a mystery. Among Us managed to combine several CMC concepts well, play as a group, and one of them will be the "main character" as the bearer of terror in it.

One of the trends of today's young generation is "MaBar" which is playing together through an online game, namely Among Us gamers [5]. This game is the object of research because it provides CMC features, namely via Chat and Voice Chat privately or in groups that are played in multiplayer for up to 10 players and get 5,260,338 player reviews. Solving mysteries together is a fun thing that no other game has ever managed to present. This can be done because of the lightness of this game, and all players can be gathered easily. Essentially the fun part of this game is solving the problem together and building communication. We can be worse people than impostors by slandering other players or being impostors who love friends and are out of the game [9].

2 Purpose

The purpose of this research is to describe the addictive effect of online games by CMC communication on online game features. The research design method will be an abductive approach by combining quantitative research containing content that makes the game addictive and qualitative in the form of questions containing player reviews totaling 60 players among our games. The importance of this research is that we can find out what makes us addicted to playing games through CMC communication to the younger generation aged 10-24 years and as a reference or learning to Indonesian game developers regarding interesting CMC content in online games.

3 The Participants

The respondent in this research is a student who has an interest in playing games and has more experience in playing games. Sampling was done randomly on 60 people, including 21 men and 39 women aged 14-25 years.

4 Research Method

The abductive research method is a combination of quantitative and qualitative research. To obtain primary data, a quantitative study was carried out containing mathematical data collection through 60 samples of Among Us game players from the Google form and qualitative research, namely by interviewing Among Us players through WhatsApp media and providing a comment column on the Google form regarding their opinions regarding interesting things from CMC games. Secondary data is collected through E-books on Google Books, related journals, as well as mass media, namely online news. The results of the data collection will be described descriptively.

5 Result and Discussion

5.1 Human and Computer Communication

Communication is a relationship between two or more objects that influence each other. This communication will not work well if one of the communicating objects experiences obstacles. Human and computer communication is two-way communication between the user and the system. Computers support each other to achieve a certain goal [1].

5.2 Forms and Results of CMC

The results of the first CMC are text, such as email or chat; the second is Audio in the form of internet telephone, such as Skype, the Third is Video, namely video conferencing, which is currently trending, such as Zoom, Ms Teams and Google Meets, the fourth is Robot-mediated Communication that can include video and graphic forms, for example, Chat Bot and fifth, namely Graphics, both statically such as drawings or photographs and dynamically such as animated gifs [4].

Nowadays, CMC communication patterns are now diverse, such as the first, namely asynchronous communication in the form of chat and instant messaging, and the second, namely virtual simulation such as online seminars, virtual field trips, and virtual experiments.

Based on the research needs, especially on online games, namely Among Us, the form of CMC results used is text in the form of a chat feature in the game that functions to communicate through writing. Second, using audio in-game features such as Voice Chat, namely communication using voice, both interpersonal and group. Besides that, game sounds are also the object of research

5.3 Addictive Effect Online game

From previous research, it was revealed that online games give students an addiction effect that they take up a lot of time [3], increase emotions, and often say rude things in playing games. The effect of online games on children can change their character, give children the effect of being addicted to playing every day and give children an introverted effect [2].

5.4 Discussion

The topic that becomes the problem and the object of research is the Computer-Mediated Communication (CMC) media in-game features that make players addicted to playing online games.



Fig. 1. Game Among Us
(Source: www.androidcentral.com)

The game medium under study is Among Us, a game published by inner slot 2018 with 4-10 gameplay trying to prepare the spaceship for departure, but be wary because one of the cheaters will tend to kill everyone called Impostor [9]. This game contains CMC in the form of communication via chat and voice chat to two people or groups of up to 10 people.

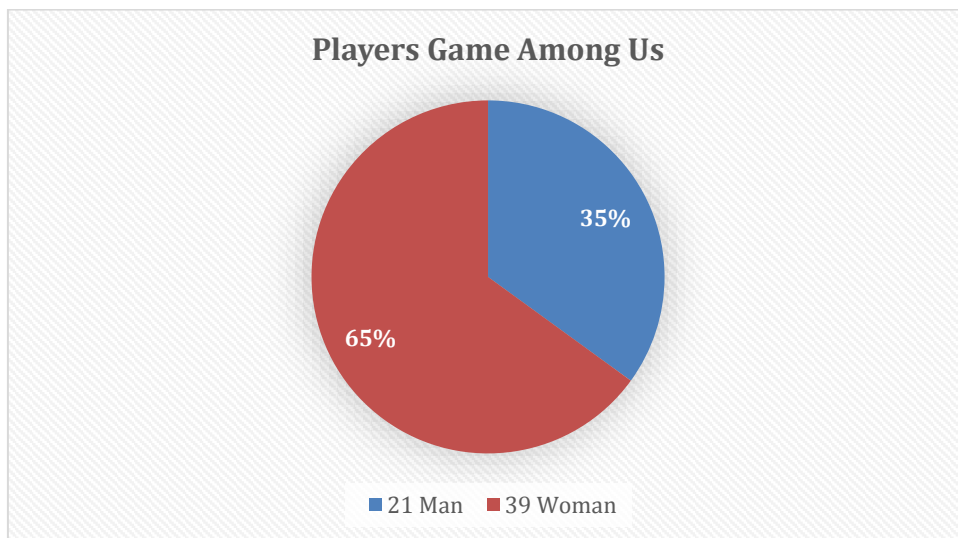


Fig. 2. Among Us. Player Survey Results
(Source: Personal via G-form)

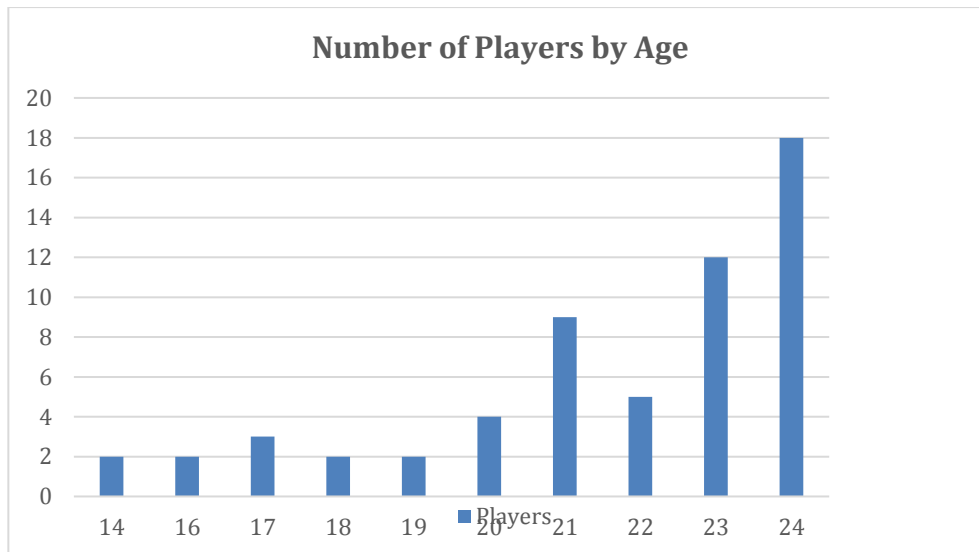


Fig. 3. Results of the Among Us *Game Player Age Survey*
(Source: Personal via G-form)

The next object is the young generation according to the World Health Organization (WHO) defines, youth is someone between the ages of 10 to 24 years. This age is a potential target in this study. Currently, As of October 2020, this game has 100,000,000+ downloads and 5,276,246 player reviews [9]. For this reason, the researcher took the initiative to analyze the content of CMC communications that made the younger generation of players addicted to playing this game. The number of player samples that were successfully obtained was 60 people, consisting of 39 women and 21 men, with an age range of 14-24 years.

6 Research Result

The first stage was to collect content related to CMC and interesting things from the Among Us game through a group of gamers containing game players to provide the following results as shown in table 1:

Table 1. Player Questionnaire results in Addictive Factors from experience Games Among Us

No	12 Questions and Number of Answers (60 People)	Yes	No	Neutral
1	Are you addicted to communication via chat communication?	3	18	39
2	Voice communication Chat (Live Chat)?	26	6	28
3	Addicted to the Presence of Other Players?	33	5	22
4	Addicted to Group Communications (Much)?	32	6	22
5	Addicted to communication between two players (You and Him)?	18	18	24
6	Addicted because there is a relationship/relationship between Players?	13	14	23
7	Addicted to map space (Location) and Virtual Gatherings?	22	13	25
8	Addicted because Player identity privacy is maintained?	19	16	25
9	Addicted to Anonymous Communication (Not Real Name)?	18	15	27
10	Are you Addicted to Game Sounds?	5	28	27
11	Addicted to Communication (Slandering/Accusing Other Players)	26	13	21
12	Addicted to Good at Communication, i.e. nagging or lying.	25	14	21

From the results of the initial survey related to interesting things from the Among game, there are 14 points, namely (1) chat, which is a feature for in-game communication in the form of writing. (2) Voice chat is a communication feature in the form of voice. (3) The presence of players is the term MaBar (playing together) or playing with known players. (4) The ability to accuse is a unique game of communication, justifying a player as a murderer. (5) Drool is communication that tries to avoid accusations or hide the identity as a killer. (6) Group communication is a chat that is carried out even up to 10 people. (7) Looking for relationships, namely the existence of communication that makes players recognize each other. (8) Reading skills, namely reading atmosphere and guessing between normal players or killers in the game. (9) Carrying out tasks that are the core of this game, preparing a spaceship to fly. (10) Reading a map that is trying to identify virtual locations or maps in the game. (11) virtual communication via chat. (12) in-game voice, and several other playing experience components from Among Us, Impostor's shrewdness in denying all accusations, successfully ejecting crewmates and finally winning, Anonymity, which is fun communicating with unknown people, or confidence because their identity is unknown.

From the survey table, it can be concluded that the main things that create addiction in playing Among US games in terms of CMC are: (1) The presence factor is the presence of other players or playing together, this is evidenced because more than half of the respondents, namely 55% agree, 8.3% disagree and 36.7% choose neutral. (2) The existence of group communication is evidenced by 53% of respondents agreeing, 11.6% disagreeing, and 36.7% choosing neutral. (3) Addicted because there is a map space (location) and virtual gathering, this is Whatsapp so that it gives results, namely: proven, 44% of respondents agree, 20% disagree, and 36, 67% choose neutral. (4) There is communication in the game (slandering/accusing other players), this is proven, 43.3% of respondents agree, 21.7% disagree, and 35% choose neutral. (5) In Voice Communication chat, there are 43.3% of

respondents agree, 7.7% disagree, and 46.7% choose neutral. (6) Good at Communication that is acting or lying, this is proven, 41.7% of respondents agree, 23.3% disagree, and 35% choose neutral. (7) Addiction because the privacy of players' identities is maintained, this is proven, 31.67% of respondents agree, 26.67% disagree, and 41.67% choose neutral. (8) Addiction due to anonymous communication is proven, 30% of respondents agree, 25% disagree, and 45% choose neutral.

Meanwhile, the CMC media from the Among Us game that does not affect the addiction of gamers are (1) Addiction due to communication through chat in the form of text, this is evident from the responses of respondents whom 30% disagree, only 5% agree and 65% choose neutral. (2) Addicted to in-game votes, 46% disagreed, only 8.3% agreed, and 45% voted neutral. (3) Addiction because there is a relationship between game players, there are 23.3% disagree, only 21.7% agree, and 38.3% choose neutral. (4) Addicted to communication between two game players, there are 30% disagree, only 30% agree, and 40% vote neutral. In addition to the qualitative aspect based on game player reviews, other things in terms of CMC that make addicted to playing games are: (1) Can argue through games with evidence in the form of opinions or gameplay content provided by Among US, Communication that tends to be humorous and funny, (2) increase language skills and intonation in speaking online, (3) Provide space to play well together online or in direct situations or called MaBar, (4) express themselves without being embarrassed or awkward with other people's responses, (5) The ability to choose the right words to dodge when accused, (5) meet virtually with different characters, (6) improve English vocabulary skills.

7 Conclusion

It turns out that in Among US games, there is Computer-mediated Communication CMC that makes game players addicted is the presence factor in the form of the presence of other players, group communication, there is a map space (location) that gathers virtually, there is communication in gameplay (slandering/accusing other players), the game features voice chat, namely communication by voice, good at communication and playing a role in the game, the privacy of player identity is maintained, and there is anonymous communication.

In addition, some things are not addictive or neutral, namely communication through the chat feature in the game containing text sounds from the Among Us game, Relationships or relationships between players, and communication between two game players.

7.1 Suggestion

In the future, to research games, the recommended ideal age ranges from 10-24 years, and the age playing games range from 20-24 years because, from the results of this study, there were 95 respondents. However, respondents under the age of 10 years had the least number and did not provide satisfactory answers or did not complete the survey, and those aged 25 years and over had few respondents and did not give much time in terms of the frequency of playing games. The recommended location for the survey is a digital group through Discord and WhatsApp media because that's where the gamers gather and share experiences.

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Author's Contributions

Amirul Muminin is the first researcher to design research as a Master of Design student at Institut Teknologi Bandung majoring in design projects with a game thesis and currently focusing as a lecturer in Informatics Engineering, Animation Study Program at Politeknik Negeri Batam. Apart from being a researcher, he is also the designer of the Heroic game and all of its gamified content.

Anis Rahmi as an editor and language improvement as well as content discussion process and article discussion as a researcher working in the world of Informatics Engineering and animation study program.

The third author, Intan Rizki Mutiaz, was a supervisor for the development of heroic games as the master of design at the Institut Teknologi Bandung. Assisting in the writing process, improving and guiding the research process and the creative process so that an experimental study of making heroic games is made.

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