The Weakness of Family Education in Online Domino Game Addicts in West Pasaman District

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Abstract

Introduction to The Problem: Family is the first educational institution that children go through, and the mother becomes the first madrasah for children, determining the continuation of the next educational process. High domino online game addicts are widely spread in West Pasaman Regency. Addicts consist of teenagers and parents. The family education process for online game addicts is often constrained. **Purpose:** This study aims to examine the dynamics of family education in high domino online game addicts in West Pasaman Regency. **Design/methods/approach:** This study uses a qualitative method with a case study approach. Data sources are taken through individual and group interviews with seven informants selected using purposive sampling techniques. The informants in question are the head of the family, wife, and children. **Findings:** The results of the study indicate that related to the disorientation of family education of high-level online domino game addicts in West Pasaman Regency, namely: i) High-level online domino game addicts spend their nights playing games and ignore their children's education patterns at home. ii) The emotional condition of high-level online domino game addicts is unstable; when they win, they feel happy, and when they lose, they often say dirty words, which are likely to be imitated by children at home. iii) Money from the game is often used for family needs. **Originality/value:** Based on this study, serious efforts are needed from the authorities to eradicate online gambling.

Keywords: Online Gambling, Family Education, Informal Education

Introduction

The family is the first educational institution that a child goes through, and the mother becomes the first madrasah for the child and becomes the determining educational institution for the continuation of the next educational process. In the concept of educational environment, the family is the first educational environment that a child goes through (Besari, 2022). Parents as educators in the family need to know and apply educational values for their children. So that it will produce a strong and characterful generation. Guidance and direction of parents in forming children's character as capital in the future. Parents need to prepare everything a family needs, where guidance, invitation, giving examples, sometimes sanctions that are typical in a family, both in the form of household chores, religious or other social obligations, which are borne by all members of the family community, or individually, are common ways of interacting in education within the family.

The strong character of the nation's children begins with families who hold tightly to character values and are responsible for the education process for their children (Amnda et al., 2020). The development of the era is a challenge in the process of family education. In the goals of Islamic education, the goal of family education is to protect the family from the fires of hell and worship Allah SWT. Thus, family education must instill the values of faith and piety for its family members from the beginning. The existence of generations whose characters are lame is certainly caused by the poor management of the education process in the family. This is also to support that the function of the family is the formation of an individual's personality. The functions of the family are the function of affection, economic function, socialization and education function, protection function and recreation function. The learning process that individuals go through in the family is a function of socialization and education applied by parents to children (Yusnita & Octafiona, 2021).

One of the challenges for parents today is the advancement of information technology. The sophistication of Android is a challenge for parents in carrying out their duties as educators in the household. The development of online games has become a "modern epidemic" in the educational process in the family. Online games are becoming a trend and their development has touched various levels of society in Indonesia. This may be influenced by the addition of e-sports as one of the sports that are competed in. Data from katadata.co.id in January 2022, Indonesia is the third country as a country that uses video games. Meanwhile, according to the Digital 2022 April Global Statshot Report released by Hootsuite together with We Are Social, Indonesia is ranked second out of 44 countries that are included in the internet users who play the most video games (Efni et al., 2023). This development is one of the fruits of technological development, thus creating various changes in society.

The development of technology is an inevitability that will be faced by various levels of society, including parents and children. Including one of them is the lack of social interaction between parents and children, because each is busy with their own devices. In fact, social interaction is something important because it is something that is done by someone to express their identity to others and receive recognition of that identity, so that differences in identity are formed between one person and another (Sumiyati, 2016).

One of the popular games in society is the High Domino Online Game. The high domino online game is an online game in the high domino application with various forms of games, namely Qiu Qiu, Remi, Poker Slot Duofu Duocai, King of Olympus, Fafafa, Jinji Baoxi, Cat Cafe, 5Dragons, Eyes of Fortunes and other games. The High Domino application has been on the Play Store since 2018 and has more than 50 million downloads, and is the top application in the card category (Nugroho, 2023). Thus, it is not difficult to find online high domino game players in public spaces, in stalls, at home or in entertainment venues from cities to villages. The number of online high domino game users is influenced by the lure of profits obtained if they win. Although indeed many also experience defeat.

This is also in accordance with data from research results from Muhammad Saiful Arifin that the most played games in Indonesia are; (1) Mobile Legend is played by an average of 8,691,000 Indonesians per day with the most relevant review data of 13,153 reviews. (2) Clash Of Clans is played by an average of 2,666,469 Indonesians per day with the most relevant review data of 14,944 reviews. (3) Stumble Guys is played by an average of 2,590,404 Indonesians per day with the most relevant review data of 23,487 reviews. (4) Higgs Domino Island is played by an average of 1,834,954 Indonesians per day with the most relevant review data of 13,884 reviews. (5) Roblox is

played by an average of 1,240,875 Indonesians per day with the most relevant review data of 14,928 reviews (Muhammad Saiful Arifin, 2023). Of the five types of games, only the High Domino Online Game is played without dexterity, but only relies on luck and is the same as online gambling practices. Because of the lack of dexterity, this is the reason that the high domino online game is not included in one of the e-sports branches that are competed.

The discussion about the online game higgs domino is an interesting study, because it is currently trending in all circles. Even at the working meeting of Committee I of the Regional Representative Council (DPD) of the Republic of Indonesia with the Minister of Communication and Informatics which discussed the development of information technology and the internet in the regions, Fachrul Razi (Chairman of Committee I DPD RI) proposed to the Minister of Communication and Informatics to immediately block the online game application higgs domino because it was considered very disturbing to the public.

The online game high domino is an online gambling and has received a fatwa from the MUI. As reported by Infopublik.id on November 3, 2021, the Indonesian Ulema Council of Bengkulu Province has expected the online game high domino. Even though it is forbidden, this online game is like "thrown away dearly" by its addicts. According to the author's interview with several online high domino game addicts, the reason they still play this game is that this game can bring profit if they win (PS, 2023). Next, when asked whether he had ever experienced defeat, the person concerned answered: that he often lost more than he won (PS, 2023). Based on the author's observations in several places in Simpang Empat, the capital of West Pasaman Regency, many teenagers and fathers were found playing this game in stalls, entertainment venues and on the terraces of houses. Putra Sihombing (initials PS) is a father of two children who are still in elementary school. He is an active game player with his wife. By having 100 high domino game accounts, every time he comes home from work he always plays this game with his wife. Often the process of this game uses harsh words to his child, if his child "disturbs" him while he is playing. From the results of this game he often uses it to support his family. Furthermore, Jaka is an officer who actively plays the online high domino game every time he comes home from work. When he gets home, his activities are playing on his cellphone, without caring about the activities of his children, and seems to ignore the educational process in the family.

Even according to the author's observation at Simpang Empat, the Capital of West Pasaman Regency, many players of this game hang out at the credit seller counters while playing this game. The selection of this location is to facilitate access to purchase chips, if the chips played have run out or lost. Thus, the rupiah turnover in this game is also very large, because of the many active users who play this game.

The dangers of online high domino games are also apparent in the emergence of a new culture, namely a culture of being lazy to work and expecting too much uncertainty, because playing high dominoes is promised promising results, but all of that is just a fantasy. This is even more tragic when parents are very ignorant of the education process in their families. Children who are the hope of the family, society and nation are not prepared and equipped with strong family education. This is what makes the author worried about the condition of generations in the future, especially in 2045 Indonesia which will face the Golden Indonesia era. Of course, it is necessary to prepare strong generations who are ready to face that era. The author assumes that family education needs to be prepared by parents and needs to get the attention of stakeholders. So that the family education process becomes a shared responsibility and creates families that are worthy of being an educational institution for children. In this regard, the author is very interested in further

researching the The Weakness of Family Education in Online Domino Game Addicts in West Pasaman District.

Literature Review

Parent

In the big Indonesian dictionary (Kebudayaan, 1990) explained that, "Parents are biological father and mother". Furthermore, A. H. Hasanuddin (Hasanuddin, 1984) states that, "Parents are the mother and father who are known from the first moment by their sons and daughters." Meanwhile, H.M Arifin (Arifin, 1987) also stated that "Parents become the head of the family". Thus, parents are leaders and managers in the family and parents or mothers and fathers play an important role and are very influential in the education of their children. Parental education for their children is education that is based on a sense of affection for children, and which is received by nature.

Parents are true educators, educators by nature. Therefore, the affection of parents towards their children should be true affection as well. In most families, it is the mother who plays the most important role towards her children. Since the child was born, the mother is always by his side. The mother is the one who feeds and drinks, cares for him, and always mixes with the children. That is why most children love their mothers more than other family members.

A mother's education for her child is basic education that cannot be ignored at all. Therefore, a mother should be wise and clever at educating her children. Some people say that mothers are the nation's educators. It is clear how difficult a mother's job is as an educator and household organizer. The good and bad of a mother's education for her child will have a big influence on her child's development and character in the future.

The influence of a father is no less great in the eyes of his child. A father is the main helper for his child if he wants to approach and understand his child. He is the highest and most respected person among the people known in the eyes of his child. The figure of a parent in educating their child cannot be replaced by anything. So it can be understood that parents are fathers and mothers who are responsible for the education of children and all aspects of their lives since the child is small until they are adults. In addition, the home is also the first school for a child before entering formal school.

Family Education

The term education comes from the Greek, Paedagogy, which means a child who goes to and from school accompanied by a servant. In Roman, education is termed educate which means to bring out something that is inside. In English, education means to bring out something that is inside. In English, education is termed to educate which means to improve morals and train intellectuals (Suwarno, 2009).

In Law No. 20/2003 concerning the National Education System, education is defined as a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential so that they have spiritual religious strength, self-control, personality, intelligence, noble morals, and skills needed by themselves, society, nation and state. So, education is a way for humans to improve themselves to be better to develop their potential. Thus, the potential that exists within them can develop and be more focused.

According to Djamarah (2014:18), family is an institution formed by the bonds of marriage with a determination and ideals to form a happy and prosperous family physically and mentally. So it can be concluded, family is a group of people or an environment where some people still

have blood relations. Family as a social group consisting of a number of individuals, has relationships between individuals, there are bonds, obligations, responsibilities between individuals who provide direction or guidance and advice and opinions in every behavior, attitude and others related to parenting patterns towards the family.

Family is the first and foremost educator. Family involvement in children's education is a necessity, family involvement in education can improve children's discipline and learning achievement, not only achievement but also character development that requires the role of the family, in order to create a character or personality of a child who has a good character in a child.

Educational Environment

The environment is a part of human life that cannot be separated, where in the environment humans live and interact with each other. Literally, the environment can be interpreted as everything that surrounds life, both physical such as the universe and its contents, or non-physical such as the atmosphere of religious life, values, customs that apply in society, science and culture that develop. According to Sartain, as stated by M. Ngalim Purwanto, the environment includes all conditions of the world that in certain ways affect human behavior, growth, development or life processes (Purwanto, 2000). Thus, the environment is everything that stimulates individuals, so that it is involved in influencing children's development and has an impact on the development of children's educational processes.

From the definition above, the environment is something that cannot be separated from human life forever, where the environment will shape and influence the character of a person himself, both directly and indirectly, from the environment will influence positive or negative attitudes that will appear in a person depending on how a person is able to control the development of his environment.

While education comes from the word educate, which means the process of changing attitudes in an effort to mature humans through teaching and training efforts. While the meaning of educating is maintaining and providing training regarding morals and intelligence of the mind. (Yadianto, 1996). The term education is a translation of the Greek paedagigie which means education and pedagogia which means association with children. While humans have the task of guiding and educating called paedagogos this word comes from paedos which means child and agoge which means guidance or dreaming.

From the terms above, it can be concluded that education is an effort by adults in their interactions with children to guide or lead their physical and spiritual development towards maturity, or education is a deliberate effort made by humans to guide and educate children so that they are useful for themselves and society.

From the several definitions above, the educational environment can be interpreted as everything that includes climate, geography, customs, environment and others that can influence the behavior, development, growth of children to become better human beings, so the better the educational environment, the greater the opportunity for children to become good characters.

Methods

Research Approach

This research is a qualitative research because it attempts to examine and find phenomena that occur related to disorientation of educational goals for families addicted to online games high domino. Thus this research attempts to examine and explain contextual symptoms naturally that occur in the field. In this case the author explains, describes and analyzes more with an inductive

approach. So that the research prioritizes the process and meaning based on the point of view or assessment from the subject's side.

This study uses an ethnographic approach because it studies more on the crocodile field that occurs in the field, while consistently paying attention to naturalistic values in the implementation of the study. Furthermore, the author also uses a phenomenological approach, which attempts to see and hear more closely and in detail about the phenomena that occur in the family of online game addicts high domino. In this activity, the author does; (1) Searching deeper for values in the experience of the family of online game addicts high domino in providing guidance to their children. (2) Research focuses on one goal and the whole. (3) The purpose of the study is to find the meaning and essence of the experiences experienced by informants, not just looking for explanations or looking for measures of reality. (4) Obtaining a picture of life from a first-person perspective. (5) The data obtained in descriptive form and the explanation is the basis for scientific knowledge to understand human behavior. (6) The questions made reflect the interests in the involvement and commitment of the researcher. (7) The existence of experience and behavior as an inseparable unity, both the unity between subject and object, and between parts of the whole. Furthermore, the author also examines the phenomena, experiences experienced by the head of the family who is addicted to the online game high domino, including the author's experience when interacting during data collection. Furthermore, in carrying out the research, the author also tries to explore the research subjects, by trying to make in-depth observations.

This research was conducted in West Pasaman Regency which focused on studying in depth the addicts of online game high domino. In this case, determining the subject of the study, the author used snowball sampling or serial referral sampling which is a non-probability sampling technique. Furthermore, the author used Exponential Non-Discriminatory Snowball Sampling: In this type, the first subject is recruited and then he provides many references. Each new reference then provides more data for the reference and so on, until there are enough subjects for the sample. While the object of this research is how the culture that develops for online game addicts high domino and how their role in managing education in their families. Thus, the object of research that will be observed and studied is focused on the activities of online game addicts and the educational process carried out in their respective families.

The types and resources are primary and secondary. The primary data sources in this study are; Head of the family of high domino online game addicts, Children of the family of high domino online game addicts. The secondary data sources in this study are as follows; Neighbors of the family of high domino online game addicts, Community leaders, Security forces, and Government officials.

The stages of the research are Pre-Implementation, implementation and post-implementation. The stages passed in pre-implementation are as follows; (1) Conducting initial observations and interviews on families of high domino online game addicts and Conducting observations on high domino online game addicts. (2) Determining the problem, objectives and limitations of the research problem. (3) Conducting discussions with colleagues related to the research to be conducted. (4) Compiling a complete research proposal. The stages in implementation are carried out in several ways, namely; (1) Collecting data through in-depth observation and interviews. (2) Analyzing the data that has been collected. (3) Validating the data that has been collected. (4) Conducting observations and re-interviews in an effort to validate the data that has been collected. While the post-implementation activities are (1) Compiling a complete research report. (2) Reporting research results. (3) Publication of research results in accredited journals.

Data collection techniques are carried out by means of Observation, interviews and documentation studies. Observations are carried out on families of online game addicts high domino which include their activities in the family, their activities in providing guidance to their children, and their activities in playing online games high domino. Observations are carried out in depth, so that the problems studied can be found. Interview. Interviews were conducted with families of high domino online game addicts covering their activities in the family, their activities in coaching their children, and their activities in playing high domino online games. Interviews were conducted in depth, so that the problems being studied could be found. Documentation. Documentation is supporting documents in the implementation of research.

In ensuring the validity of the data, the author uses the following data validity techniques; (1) Conducting in-depth observation, to ensure that the data results found in the field can be measured for their validity. (2) Conducting in-depth interviews, to ensure that the data results found in the field can be measured for their validity. (3) Conducting member checks on the results of interviews that have been conducted, and interviews are conducted repeatedly. With the aim that the interview results can be recognized for their validity. Meanwhile, data analysis techniques are carried out by (1) Data reduction. In this section, the researcher collects the results of observations and interviews and documents and then archives and records them. Furthermore, it is classified according to the problem limitations that have been set. (2) Data Display. In this stage, the author presents the results of data reduction that are adjusted to the problem limitations. In this case, the author presents data in the form of narratives and descriptions of the data obtained. (3) Drawing Conclusions. After presenting the data, the next thing to do is draw conclusions from the analysis of the research data that has been conducted. Drawing conclusions is a further analysis and is part of data reduction, and data display so that researchers can conclude according to the data or facts found in the research process. The existence of conclusions is a reference that the analysis carried out has been verified because it has obtained findings and produced conclusions from the research. In drawing conclusions, it is not only done quickly and will cause inaccuracy but it is necessary to re-test the validity of the data analyzed, by reconsidering through exchanging ideas and discussions with other parties, by implementing the triangulation process so that scientific truth will be achieved. After the process is carried out, the researcher will find conclusions from the results of the analysis carried out in several stages. The conclusion is drawn in the form of a descriptive narrative as a description and research report.

Result
The Impact of High Domino Online Game Addiction on Family Education

High Domino online game addiction has a major impact on family education, both in terms of academics and character. Some of the impacts found include: Neglect of Educational Responsibilities: Many parents are addicted to this game so that they lose focus in educating their children. Some parents spend hours playing games, which reduces the time to help children with learning activities and moral education.

Disruption of Family Harmony: Online game addiction causes divisions in family relationships, because communication between family members is disrupted. Children feel they are not getting enough attention and affection from parents who are more busy with games. Decrease in Children's Academic Achievement: Children who have parents who are addicted to online games show a decline in academic achievement, because they do not get adequate guidance to study or do schoolwork.

Factors Causing Educational Disorientation in the Family

Factors that cause educational disorientation in families of online game addicts High Domino in West Pasaman Regency include: (1) Dependence on Online Games: Excessive use of games and addiction to prizes or benefits that can be obtained in games causes family members to lose focus on their obligations as parents and educators. (2) Lack of Parental Understanding of the Impact of Online Games: Some parents do not fully understand the negative impacts of online games on children's education and development. This causes them to be less supervising of their children's use of technology. (3) Supportive Social Environment: In some cases, the existing social community supports game addiction by providing space or opportunities to continue playing without any clear time limits.

Efforts to Overcome Educational Disorientation

Some steps that can be taken to overcome educational disorientation due to online game addiction are: (1) Increasing Education for Parents: It is important to provide parents with an understanding of the impact of online game addiction, as well as ways to manage healthy game playing time. (2) Establishing Support Groups: Establishing support groups for families involved in online game addiction to share experiences and solutions in overcoming the problem. (3) Increasing School Involvement: Schools can play a more active role in educating students and parents about the importance of balanced education with the use of technology.

Conclusion

This study shows that addiction to the High Domino online game in West Pasaman Regency has a significant impact on family education. The disorientation of education that occurs among families of game addicts is caused by dependence on the game, lack of understanding of its impact, and lack of supervision from parents. Therefore, more serious efforts are needed from various parties, including the government, schools, and the community, to deal with this phenomenon and reduce its negative impact on family education. The findings of the study indicate that related to the disorientation of education in families of high domino online game addicts in West Pasaman Regency, there are i) high domino online game addicts spend time at night playing games and are negligent in their children's education patterns at home, ii) the emotional condition of high domino online game addicts is unstable, when they win they feel happy and when they lose they often say dirty words, and are likely to be imitated by their children at home, iii) money from the game is often used for family needs. Based on this study, serious efforts are needed from the authorities to eradicate online gambling.

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