

The Influence of Peer Support and Self-Efficacy Against Academic Procrastination on Teenagers' Online Game Addiction

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Abstract: Games that were originally created as a means to deal with stress can also make players more friendly. The purpose of this study was to determine the effect of peers friends and self-efficacy on academic protectionism on adolescents online game addiction. This study uses adolescent online game addiction in Surabaya. This research is a quantitative research consisting of two research variables with correlational research design of independent variables and dependent variables. The results of this study are that there is a relationship between making friends and online games.

Keywords: Addiction, protection, efficacy, peer support

Introduction

According to research conducted by Yee (2006) the factors that influence online game addiction include attraction and motivation factors. Attraction factors cause individuals to become addicted because of something interesting from the game motivational factors are real world conditions that suppress so encourage to play game. Chen & Chang's (2008) study states that gender is one of the factors of online game addiction, where boys are easier to get addicted to games and spend a lot of time playing games and social support which are direct and indirect protective factors for addiction to online game.

Motivation to play online games will cause addictive effects, where each person has different motivations and reasons to play online games. Encouragement and different reasons will cause motivation to play online games (Yee, 2006). Teenagers who are motivated to play online games will continue to play online games that will affect adolescent brain activity, namely brain damage in the prefrontal cortex (PFC) so that teenagers will be unable to concentrate on various things, weighing right or wrong, decreasing decision-making ability (Grant and Potenza, 2006)

Organization can be a factor in the formation of self-efficacy. How is academic procrastination in adolescents related to online game addiction? How is academic procrastination in adolescents online game addiction influenced by peers? How is academic procrastination in adolescents online game addiction affected by self-efficacy? to determine procrastination in to find out the description of the behavior of academic procrastination on students to find out the description of the behavior of academic procrastination on students affected by self-efficacy.

Benefits of this study: This research can provide benefits, including:

Theoretical Benefits- Through this research, it is expected to provide alternative new teaching materials in the provision of guidance services to students. Practical benefits- For Teachers, it will provide input to the teacher

about the application of the tutoring module to reduce the behavior of academic procrastination. For students- Provide input to students in order to reduce the behavior of academic procrastination. For the Principal- Giving input to the school about the need to reduce the behavior of students' academic procrastination for the realization of the vision and mission of Muhammadiyah 18 Surabaya Middle School. For the next researcher- The results of this study can be used as a reference in conducting similar research.

Literature Review

Academic Protection

Academic achievement is an indicator of success of students in studying especially in school. Students or students who have academic achievement are defined in the status of knowledge, understanding, and subject matter skills acquired at school (Rubin, 2011) and get grades from the school, the scores of the tests and teacher ratings (Pinxenten et al., 2010)

Academic procrastination behavior is quite common among the world of education, especially for students who work on the tasks given by the teacher. Students fail to show real performance due to procrastination. Students who experience academic protection when dealing with a set time limit that can affect academic progress. According to Ferrari, Johnson and McCwon (1995), the behavior of academic procrastination is to delay academic work.

Influence of Peer Friends on Academic Protection

Peers who are in school have an important influence on students, among others, according to (www.kompasiana.com): Imitation factor, which is an urge to imitate others, for example in terms of behavior, how to dress. Factors of suggestion, namely psychic influences, whether they come from themselves or from others and can be received without criticism from others. Factor of sympathy, which is a feeling of attraction to others.

Academic achievement is also influenced by the social environment of adolescents, namely peers. The results showed that the actions of peers and peers' roles have a positive impact on the improvement of teenagers' academic performance. Michael and Teresha (2008) explain that the role of friends will have a positive effect on the achievements of adolescents. Sears, Freedman, & Peplau (2000) also explained that positive members actions such as feeling valued and accepted by friends will make a teenager's confidence better, more emotionally stable so that they can solve all problems including in terms of lessons so that learning outcomes get even better (Ernawati, Sadia, & Putu, 2014).

Method

This research is a quantitative research consisting of two research variables with correlational research design of independent variables and dependent variables.

This study uses teenagers online game addiction. This subject retrieval technique uses purposive sampling technique in which the research subject is taken according to the criteria and the amount determined by the researcher. These criteria are adolescents with ages who have domiciles in the city of Surabaya. The purposive sampling technique is data retrieval technique by focusing the researchers' assessment on the subject of the research, the meaning is that the researcher takes the subject in accordance with the conditions that have been determined by not ignoring the relevant theory, namely adolescents. This technique is used to facilitate researchers to conduct research with a population that has not been counted in the hope that the subject criteria determined by the researcher can represent the number of adolescent populations in Surabaya.

The instrument of this study: We use two instruments, namely instruments to measure the influence of peer support and self-efficacy. The instrument of peer support influence is adapted by researchers with the number of items as many as 10 items. The second instrument is 10 item self-efficacy. Items on each instrument are valid items that are the result of the try out process and have been analyzed using SPSS for Windows version 21.

There are three stages used in conducting this research, namely: Finding or making instruments that will be used to find data from variables to be studied, conducting a trial of research instruments to test the validity and reliability of research instruments in order to know whether or not these instruments are useful for determination of research location and selection of respondents in accordance with the research theme raised.

From this determination, a sample of the population will be made, then the data will be collected using instruments that have been compiled by the researcher by distributing research instruments given to subjects who have been selected according to the criteria determined by the researchers themselves. The respondents are between the ages of 15-18 years and as many as 37

people. The third stage is to analyze the data using the regression method.

Result

Variable self efficacy of mean 17,97 and variable effect of peer support 18,49. Variable of deviation to self efficacy is 4,676 and variable effect of peer support is 4,676 (N) for these 37 students. This study aims to determine the procrastination influenced by the relationship of self-efficacy and the influence of peer support in adolescents online game addiction. Based on the results of hypothesis testing or relationship test it is known that procrastination is influenced by the effect of self-efficacy relationships and the influence of peer support on adolescents online game addiction.

Based on the results of the study it is known that the hypothesis is accepted, this means there is a very significant relationship. As expressed by Hilman (2002) which explains that, social support from peers makes adolescents feel that they have friends, friends to share the same interests, can carry out creative activities, reinforce that they can change in a better direction and allows teenagers to get a sense of comfort, safety and sense of belonging.

One of the external factors that affect success in terms of academic achievement is peer behavior. According to David et al (2012), peer groups play an important role in the lives and development of adolescents. Adolescence is a period of self-search. Teens tend to look for identification figures through their social environment, especially peers (Ernawati, Sadia, & Putu, 2014). Interaction with peers is one of the external factors that can affect teenagers' academic achievement, having a classmate in a class that has a higher quality has the potential to be able to distribute academic abilities (Burke, 2008).

Discussion

Bandura (1997) states that personal factors such as self-efficacy have a reciprocal relationship with adolescent social environmental factors, namely peer and academic procrastination behavior. The reciprocal relationship of these three factors will affect one's academic achievement (Bandura, 1997). This statement is in accordance with the results of research from Jackson (2012) which states that the behavior of academic procrastination that is possessed by students is usually characterized by low self-efficacy and then combined with a supportive environment resulting in a decrease in academic achievement. Several studies have found that students who have high self-efficacy will have higher grades than students with low self-efficacy (Bong, 2001; Caprara et al., 2010).

In addition to being associated with a decrease in procrastination, one's self-confidence is related to peer behavior in teenage life. This is in accordance with the results of the study found that the role of peers can make a person believe in his ability to do something. Endres et

al. (2007) stated that the role of friends in social networks and one's life is very significant.

Conclusions

From the results of the above discussion and the research we have done in Surabaya we can conclude that there are some students who are indicated to conduct academic procrastination behavior and there are various forms of academic procrastination behavior. One of them is influenced by self-efficacy and peer influence.

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- As for suggestions as a summary of the closing of this mini research: Firstly, school parties should have an even stronger coordination between BK teachers, class trustees, teachers of the subject, students and principals, this step is taken as a form of effective problem solving. Secondly, for students who have academic procrastination behavior, they should try to reduce the behavior as much as possible, by utilizing learning guidance and counseling services at school.
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