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**INDO PENTA KILL GAMERS COMMUNITY MEMBERS' MOTIVATION UPON ONLINE GAMES**

Oleh

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**Abstract**

This study aims to provide an overview of the motivations that encourage members of the Indo Penta Kill Gamer Community to play online games. This research is qualitative in nature where its main function is to explain the phenomena that occur and develop in society. The sample in this study is determined using random sampling in which the total population was 65 gamers while the total random sample is 7 (10% of the total population) - based on the sampling technique proposed by Arikunto (2010) that number could represent the voice of the entire population if taking data using the interview method) gamers where the gamers are incorporated in the WhatsApp chat group. The data collection method used is an online interview using Google Form.

**Keywords: Online Game & Motivation**

**INTRODUCTION**

The term *video game* has evolved over the decades from a purely technical definition to a general concept defining a new class of interactive entertainment. Technically, for a product to be a video game, there must be a video signal transmitted to a [cathode ray tube](#) (CRT) that creates a rasterized image on a screen. This definition precluded early computer games that outputted results to a printer or [teletype](#) rather than a display, any game rendered on a [vector-scan](#) monitor, any game played on a modern high definition display, and most handheld game systems (Wolf, 2007).

Video games were born for the first time in the early 1950s when academic computer scientists began designing simple games and simulations as part of their research, where their initial purpose was for fun and fun. Video games then became famous and developed rapidly around the 1970s and 1980s since arcade video games and game consoles using joysticks, buttons, and other controls, along with images on computer screens and computer games at home were introduced to the general public. Since the 1980s, video games have become a popular form of entertainment and have become part of modern popular culture in most parts of the world. Had

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experienced ups and downs, video games survived in the form of personal computers and consoles where the two media to run the video game program no longer needed a large room, became smaller, more compact, lighter, and cheaper compared to arcade games like the big Pong which was big, heavy, and won't run without coins. This is where the beginning of video games developed rapidly until now, where in the digital and online era it is now known as the 8th generation of video games marked by the development of console games such as *PlayStation Vita*, *Nintendo 3DS*, *PlayStation 4*, *Nintendo Switch*, etc. (Wikipedia, 2020).

The above game consoles carry online gaming features on their respective systems. Where the players can be connected to internet networks around the world and can play or "online" simultaneously. Compared to the past, now online games are more popular than offline games.

The development of communication and information technology is experiencing rapid progress. One such development is the invention of the internet. This development also triggered the development of new games using the internet, called online games. According to Freeman in Hardanti *et al* (2013) states that four out of ten

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internet users (40%) or around 510 million of 1.3 billion people play online games.

In Indonesia, the phenomenon of the rise of online games and the development of internet cafes that provide online gaming services are growing very rapidly. According to Muliawati in *Republika* (2011), the growth of the online game market in Indonesia in 2011 experienced an increase in the number of users which reached 6.5 million or an increase of 500 thousand people from 2010 which only reached around six million people (*Republika*, 2011).

In line with the rapid development of internet technology has also triggered the development of new game technologies that use the internet, known as online games. Online games are very popular with all people. One study in America also revealed that 2/3 of all households that have school-age children (6-18 years) have computers in their homes and around 59% of them use to play online games (Freeman in Hardanti *et al.*, 2013).

Online games are games that can be played by thousands or even hundreds of people through internet services at the same time (Kim, Park, & Kim, 2002). Online games have a difference with other games, which can be played by more than one player (multiplayer) simultaneously, where and whenever using a computer or gadget that is supported by an internet connection.

The desire to play online games will always be in the minds of gamers who have their own motivation to play their favorite games or the games they are most familiar with, whether for fun, fun, throwing fatigue, and so on.

Motivation comes from the Latin "*movere*", which means to move. According to Weiner (1990) motivation is defined as an internal condition that awakens us to act, drives us to achieve certain goals, and keeps us interested in certain activities. According to Uno (2007), motivation can be interpreted as internal and external impulses in a person that is indicated by the existence of desires and interests, encouragement and needs, hopes and ideals, appreciation, and respect. While Imron (1995)

explains that motivation comes from English "motivation" which means encouragement or reasoning to carry out an activity until it reaches its destination. According to Azwar (2009) motivation is stimulation, encouragement or power generation owned by a person or a group of people who are willing to act and cooperate optimally in carrying out something that has been planned to achieve the goals set. According to Sardiman (2007), the motive can be interpreted as an effort to encourage someone to do something. Motives can be said as a driving force from within and within the subject to carry out certain activities in order to achieve a goal. Even the motive can be said as an internal condition (preparedness). Setiawan (2014) states that motivation is an impulse in us that makes us act. Motivation is a process that gets us started, and motivation guides us to do things that are in accordance with certain goals, and keep them going until they are reached. According to Mc. Donald (in Sardiman, 2007) states that motivation as a change in energy in a person is characterized by the emergence of "feeling" and preceded by a response to the existence of goals. From the understanding of Mc. Donald contains three important elements, namely: That motivation initiates changes in energy in every individual human (although motivation arises from within humans), the appearance will involve human physical activity, motivation is marked by the emergence, sense / "feeling" that is relevant with psychological problems, effectiveness and emotions and can determine human behavior, motivation will be stimulated because of the goals and objectives will be related to needs.

According to some experts, motivation is driven by 2 factors, namely; internal factors and external factors. Internal factors are factors that originate from within the individual, consisting of: 1) the individual's perception of oneself; someone motivated or not to do something much depends on the cognitive process of perception. A person's perception of himself will encourage and direct one's behavior to act. 2) Self-esteem and achievement; this factor encourages or directs the individual (motivates) to strive to



become an independent, strong person, and obtain freedom and obtain a certain status in the community; and can encourage individuals to excel. 3) Expectations; there are hopes for the future. This expectation is objective information from the environment that influences one's attitudes and subjective feelings. Hope is the goal of behavior. 4) Job satisfaction; more an affective urge that arises in individuals to achieve the desired goal or goal of a behavior. 5) Needs; humans are motivated by the need to make themselves fully functional, so that they are able to reach their full potential. The need to encourage and direct someone to seek or avoid, direct and respond to the pressure they experienced.

While external factors are factors originating from outside the individual, consisting of: 1) Type and nature of work; encouragement to work on certain types and nature of work in accordance with available work objects will lead individuals to determine the attitude or choice of work to be occupied. This condition can also be affected by the extent of the value of rewards held by the said work object. 2) Work groups where individuals join; work groups or organizations where individuals join can encourage or direct individual behavior in achieving certain behavioral goals; the role of groups or organizations can help individuals get the need for the values of truth, honesty, virtue and can provide meaning for individuals in connection with their work in social life. 3) The general environmental situation; each individual is compelled to relate to a sense of effective interaction with their environment. 4) Reward system received; reward is a characteristic or quality of the satisfying object needed by someone that can affect motivation or can change the direction of behavior from one object to another object that has a greater reward value. Reward system can encourage individuals to behave in achieving goals; behavior is seen as a goal, so when the goal is achieved there will be rewards.

Many reasons and motivations encourage people to play online games. Some reasons or

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motivations of people to play online games based on Kompasiana (2016) include; playing online games is useful for refreshing or relieving boredom due to daily routine activities, and freeing up spare time. But not everyone or online game players have the same motivation as Kompasiana described above. Therefore it takes empirical and substantive steps to dig deeper information related to the motivation of the players to play online games.

To limit this research from being out of the original goal, it was determined that the population and sample of the study were only members of the Indo Penta Kill Gamer Community who were members of the WhatsApp chat group. Therefore there are only 3 research questions that must be answered, namely; 1) What motivations encourage Indo Penta Kill members to play online games? 2) What internal factors encourage Indo Penta Kill members to play online? 3) What external factors encourage Indo Penta Kill members to play online games?

## **METHOD**

This research is a qualitative research in which the main objective is to reveal and explain phenomena that occur in the community in more detail. Qualitative research is research that is descriptive and tends to use analysis. The process and meaning (subject perspective) is more highlighted in qualitative research. The theoretical foundation is used as a guide so that the focus of research is in accordance with the facts in the field. Besides this theoretical foundation is also useful to provide a general description of the research background and as a material discussion of research results. There is a fundamental difference between the role of the theoretical foundation in quantitative research with qualitative research. In quantitative research, research departs from theory to data, and ends in acceptance or rejection of the theory used; whereas in qualitative research the researcher departs from the data, utilizes existing theories as explanatory material, and ends with a "theory" (Wikipedia, 2020).



Kriyantono (2006) states that qualitative research aims to explain phenomena profusely through deep data collection. Qualitative research emphasizes the depth of data obtained by researchers. The deeper and detailed the data obtained, the better the quality of this qualitative research. In contrast to quantitative, the objects in qualitative research are generally limited in number. In this study, researchers participated in the events / conditions that are being studied. For this reason, the results of this study require a depth of analysis from the researcher. In addition, the results of this study are subjective so they cannot be generalized. In general, qualitative research is conducted by interview and observation methods.

According to Danim (in Sukmadinata, 2005) the basis of qualitative research is constructivism which assumes that reality is plural, interactive and an exchange of social experiences interpreted by each individual. Qualitative researchers believe that truth is dynamic and can be found only through a study of people through their interaction with their social situation.

In line with Kriyantono, Sugiyono (2005) states that qualitative research examines participant perspectives with strategies that are interactive and flexible. Qualitative research is aimed at understanding social phenomena from the point of view of participants. Thus the meaning or understanding of qualitative research is research used to examine the condition of natural objects where the researcher is a key instrument.

To determine the sample, researchers used a simple random sampling technique. Where the sample is determined randomly and is considered equal position in the population so that each individual has the same opportunity to be selected as a research sample (Sugiyono, 2003).

Data collection applied in this research is interview technique. This technique is used for the purpose of shortening data collection time, to gain depth of information and data, and for

narrower generalization of data (Kriyantono, 2006).

## FINDINGS AND DISCUSSION

IPK or Indo Penta Kill is a native Indonesian gamer community where members come from almost all regions of the Republic of Indonesia. The Indo Penta Kill gamers community was first formed in 2018 by a female gamer named Aclimah from Manado. IPK has a total of 65 gamers who are members of the WhatsApp chat group, with permanent members of between 20-28 gamers, while the rest are new members.

From a total population of 65 gamers, a sample of 7 gamers was obtained using a simple random sampling technique. Data collection methods using interview techniques is the most logical way that can be used to collect data quickly and accurately. Plus the distance between researchers and samples is very far away.

From the result of interview with all 7 samples showed a variety of motivations that are influenced by the presence of internal and external factors that are different from each sample for playing online games. The result can be described as follows. From 4 (57.1% of total sample) the research sample states that they play online games aimed at seeking pleasure and relieving fatigue, 3 (42.8% of total sample) gamers among them state playing online games because they are encouraged by the hobby of playing games, then 2 ( 28.5%) other samples state that their motivation to play online games is to treat their curiosity about the latest online games and to add network of friendship, 1 (14.2%) of the sample states his motivation for playing online games is to seek more income, 1 (14.2 %) sample states that his motivation to play online games is to find a partner / girlfriend, then 2 (28.5%) other samples state that their motivation to play online games is due to friend requests, and 3 (42.8%) samples answer playing online games because they want to try other online games or newly released.

Then the internal factors that influence the motivation of the samples in playing online



games based on the analysis of the interview with all samples such as; 1) There is encouragement to be noticed by other community members by means of spam chat to the WhatSapp community group. For example, posting the results of each game in the form of screenshot images, hoping that other members will give attention and comments. 2) The desire to be the best among other community members is evidenced by the frequent exchanging information and tricks among members of the community (e.i. the right tricks to win the game), there are also members who put more hours to play to improve skills. 3) The urge to want to achieve the best performance, for example by playing longer to improve skills and then reach the target to become a top global player. Entering the ranks of the top global players is something to be proud of for most online game players. For those who have a high rank in Top Global will automatically get more respect than any other players. 4) There is encouragement to build social relationships among fellow online game players. This is evidenced by the result of interview in which 2 of 7 samples are motivated to find new friends. 5) There is a need for encouragement. Here what is meant by needs is not material needs but spiritual needs. Players will really feel fulfilled their inner needs when they can play their favorite online games and vice versa; if they cannot play for a day they will feel something is lacking, they feel confused, out of focus, and even causes unstable emotion.

While external factors that have been analyzed such as; 1) There is encouragement from friends. Friends here are as initiators and motivators who encourage their fellows which are the samples to try to play online games that they recommend. 2) Because of environmental factors. The environment here can be described as the social environment of the sample, from which the environment arises the urge to the sample to play online games. Examples are the home, office, school, campus, etc. Where in that environment there are many people who like to play online games so that some samples are encouraged to have the same hobby. 3) The desire

to earn more. An example is one of the samples who IGN PK\_Kabilasa deliberately created a YouTube channel with content focused on match reviews to attract a lot of viewers and subscriber so that they were expected to earn more.

## CONCLUSION AND SUGGESTION

Based on the result of interview with the sample, data obtained and conclusions can be described as follows. The motivations of the Indo Penta Kill Gamer Community members to play online games include; 1) to look for fun and drive out fatigue, 2) play online games because it is driven by the hobby of playing games, 3) to treat their curiosity about the latest online games, 4) want to add to the network of friends, 5) to get more income, 6) to find couples / girlfriends, 7) because they are invited by friends to play online games together, and 8) to answer the curiosity of wanting to try other or recently released online games.

The internal and external factors that influence the motivation of the Indo Penta Kill Gamer Community members include the following: Internal factors; 1) There is encouragement to be noticed by other community members. 2) A desire to be the best among other community members. 3) There is encouragement to want to excel. 4) There is encouragement to build social relationships among fellow online game players. 5) There is encouragement to fulfill spiritual needs. Then the external factors include; 1) There is encouragement from friends. 2) Because of the social environmental factors of the sample, from which the environment arises the urge to the sample to play online games. 3) The desire to earn more.

Suggestions for similar research or research with the same variables should use a larger research sample so that the data and analysis obtained later will be better and more accurate. If possible, research variables should also be added so that they can answer broader research questions.






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