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State Protection Against the Negative Impact of Online Games in Modern Globalization

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Abstract

Globalization was born as a strong current that flows the transfer of cultural values, products, lifestyles, communication, and technology. In this era, the ecosystem of world life has relied on cellphones, computers, and the internet to interact. Online games as a result of advances in science and technology have begun to show a new impact or it can be said that the impact is unpredictable in Indonesia. Some of the impacts of online games are far from positive because they weaken the development of the younger generation, including: 1) Relationships with friends and family are tenuous, distant, disharmonious, 2) Decreased physical activity that leads to health / fitness / long-term threats. This research method is library research, so the role of the researcher is dominant to ensure the quality of the research. Researchers strengthen their role by exploring secondary data, so that data analysis is more credible. The results show that the negative impact of online games is already at a critical level, some cases are (1) murder, (2) health problems, (3) changes in social behavior. In Indonesia, state protection has not yet emerged in anticipating the negative impact of online games. In fact, the state seems to be blundering because it gives legitimacy to the E-Sports ecosystem through the formation of a management institution.

Keywords: *Protection, Country, Globalization, Online Games*

A. Introduction

The introduction should be clear and provide the legal issue to be discussed in the manuscript. Before the objective, author should provide an adequate background, and very short literature survey in order to record existing solutions, to show in which is the best of previous researchers, to show what do you hope to achieve (to show the limitation), and to show the scientific merit or novelties of the manuscript.(Saputra et al., 2023) At the end, you should explain the urgency and clearly state aims of your study. At the end, you should explain the urgency and clearly state aims of your study and mention problem of the research in this section.(Rosas, 2010)

The phenomenon of modern globalization is a form of information technology openness that is broad for the lives of the world community. Globalization provides opportunities for the actualization of values for many countries to be introduced to the world through access to global interconnection (internet). Global dynamics evolve to create digital space integration for international relations. Access to digital space interconnection applies to both developed and developing countries, because it does not require complicated prerequisites. Cross-country relations are more practical to reach without requiring physical proximity because they are interconnected in digital interconnections. Digital (virtual) interconnections cut space and time, triggering a rapid exchange of values and cultures (Silitonga, 2020).

The opportunity for countries to show the existence of values and culture is contained in digital connectivity, although it is not easy to influence each other. All countries have barriers (ideological foundations) in selecting the noise of global influences. The challenge for many

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countries is to ensure that people's lives are under normal control. Negative risks that threaten internal stability, especially changes in people's behavior patterns, will appear in the trend of digital interaction. The development of science and technology does not deny the existence of negative influences, then the impact depends on the response of each community in a country. The state is required to be sensitive to observe various sensitive aspects that unpredictable globalization does not recede (Silitonga, 2020).

The advancement of science and technology underpins the activities of the global community in demonstrating other expressions, skills, abilities, inventions and values of excellence. Each country has a heterogeneous adaptation style in acculturation of foreign values and cultures. But in the hegemony of the current system, the country cannot just let go. Because interaction over a long period of time can create a bias to provide positive opportunities or even threaten stability.

Indonesia is a developing country in the era of the onslaught of science and technology, one of the indicators is found in lifestyle changes in the younger generation. These lifestyle changes indirectly contradict the effectiveness of the national education system. The younger generation is identical to the process of sowing identity, so ideally it should not hinder the construction of the country to grow and develop. The parameter of the country's progress lies in the regeneration of civilization with character through optimized education. The substance of civilization regeneration has strong implications for the effectiveness of education, so that national identity can be formed (Saodah et al., 2020).

The urgency of globalization triggers the transfer of values and culture in society to form new patterns of life. The sophistication of technology such as cellphones and internet networks affects the growth and development of society in the formation of daily living habits. It cannot be denied that in matters of science and technology, foreign countries have more advanced civilizations when compared to Indonesia. Lack of science and technology makes a country try to The explanation above at least provides an overview to measure the extent of the Indonesian government's deft response to global adaptation. Scathing criticism of globalization emerged from Nelson in Hisyam & Pamungkas (2016:1), that developing countries find it difficult to grow under the shadow, distraction and pressure to develop. Underdevelopment makes developing countries vulnerable to negative influences such as agendas from developed countries.

Online games as a result of advances in science and technology have begun to show new unpredictable impacts. According to psychologist Margaretha Soleman in Arsana (2016), some of the impacts are far from positive because they weaken the developmental period of children, including: 1) Relationships with friends and family are tenuous, distant, disharmonious, 2) Decreased physical activity that leads to health/fitness conditions, 3) Sociability and communication are limited only to online game material so that it is anti-social, 4) Work skills are not honed, because daily time is dominantly used to study online games, 5) Sensitive and aggressive behavior because it is influenced by the inspiration of online games from the audio-visual side.

Based on the explanation above, it can be seen that the negative phenomenon of online games in Indonesia is more or less due to the modern globalization space. Modernity in the form of advances in science and technology does not always encourage the creation of human civilization for the better. Although the positive impact of globalization has succeeded in cutting the connectivity of space and time between countries, the negative impact is no less serious.

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Therefore, the state's protection of society needs to be reviewed scientifically with the strengthening of relevant theories. State protection becomes a basic aspect if it is associated with the negative impact of globalization that is deeply rooted in influencing changes in people's lifestyles (characteristics, actions, traits, mindsets).

The purpose of this study is to determine and analyze the role of government agencies in realizing the negative impact of online games. However, awareness alone is not strong enough to minimize the negative impact of online gaming on the younger generation. The life of the younger generation with the habitat of playing online games creates extra responsibility for the government. Optimizing state protection can ideally be realized through the realization of legislation and policies to limit online gaming activities. This research will be supported by reinforcing data such as: (1) concept, (2) policy, or (3) government response in order to combat the negative impact of online gaming.

B.   Research Methods

This research has a strong variable that can influence or change the results of the research, which variable is state protection. State protection must be critically scrutinized based on supporting facts and literacy. State protection can be measured through several operational definitions, including:
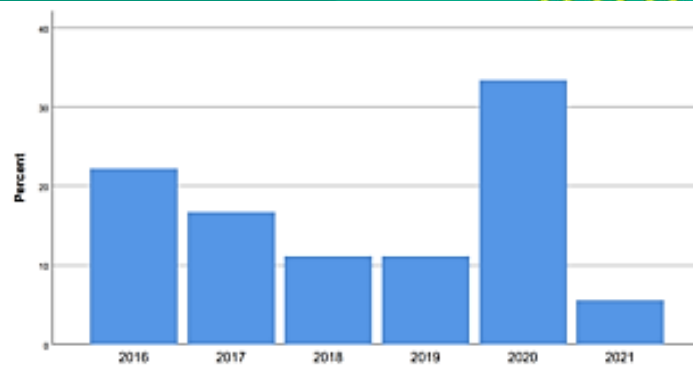
1. State awareness of the negative impact of online gaming,
2. How the state provides strong control and fosters awareness of society amid the negative impacts of multi-sector globalization.
3. The extent to which the role of the Indonesian government is aware of and responds to globalization in the context of online gaming. The majority of online gaming activities are played by the younger generation so it needs monitoring. The habit of playing online games is not only individual, but has formed a large ecosystem.

The subject matter of this study is specialized and relies on the researcher's interpretation to interpret the findings in the field. In order to analyze, peer theories were used as elements of comparison with the research findings. The acquisition method used is library research (literature study), so the role is very dominant. Researchers strengthen the role of research by digging deeply into secondary data. The purpose of strengthening the role of research is to make the data analysis sharper and the quality more credible. Analysis of data findings was carried out critically and based on theoretical literature during the research process.

C.   Results and Discussion
1.   Analysis of the Negative Impact of Online Games Based on Scientific Facts

Habibi's research (2022) found a number of facts related to the negative impact of online games that occur in Indonesia. The researcher accumulated all related articles from Google Scholar by entering keywords such as: "the impact of online games, the effects of online games, the influence of online games". The results found a total of 18 scientific articles relevant to the theme and topic of online games.

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Picture 1. Frequency of Publishing Articles Relevant to Online Games (Source: Habibi, 2022)

The years 2016-2021 were used as a special sample to formulate the influence of online games in the modern era, so valid data was found as in the figure above. If described in the form of an explanation, then all scientific articles in Indonesia that have the object of study of the impact of online gaming mostly occur among adolescents. The average research on the impact of online games in 2016 was 4 (22.2%), in 2017 there were 3 (16.7% of articles), in 2018 there were (11.1%), in 2020 (33.3%), and in 2021 (5.6%).

Habibi's research (2022) brings up classification data about the influence of online games from various sides, there is also a description of the data and analysis, namely:

Table 1. Classification of Negative Impacts of Online Games

Kes (1), Psi (2), Akad (3), Sos (4), Uang (5)

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	1	1	5.6	5.6	5.6
	2	6	33.3	33.3	38.9
	3	4	22.2	22.2	61.1
	4	5	27.8	27.8	88.9
	5	2	11.1	11.1	100.0
	Total	18	100.0	100.0	

Source: Habibi (2022)

The most dominance of scientific articles with a focus on the impact of online gaming occurred in 2021. Referring to the data above, it can be analyzed that 2021 brings up facts related to the high activity of playing online games. In 2021, teenagers' online gaming activities tend to increase compared to previous years. It should be noted that 2021 is the year when the symptoms of COVID-19 hit international activities. Including the education sector which is affected in terms of the implementation mechanism. The implementation of education is carried out by an online system, or distance learning (PJJ) by relying on the internet network. This fact has strong implications for school children's free time at home which is used to play online games excessively. Some other common impacts that have been found in recent years are:

a) Health Impact

Interaction in cyberspace tends to be greater than outdoor physical activities such as sports. Online games are games that require full concentration in front of a device (gadget, cellphone, tablet, computer) so that the user does not move much. In playing online games, only brain work is needed to skillfully control a game (Akbar, 2020).

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The above facts are reinforced by research conducted by Harvard University (2020) entitled "The Health Effects of Too Much Gaming". Mental health or boils down to stressful behavior is very high because it is triggered by circumstances in online games that do not match expectations. Physical health is shown by injuries to the arms, thumbs, nerve inflammation, wrists, and trigger fingers. Vision problems are a common complaint due to hours of eye strain, often leading to headaches (dizziness) and decreased ability to train focus or concentration if left unchecked for long periods of time.

b) Social Psychological Impact

The phenomenon of online games in the midst of global modernization really poses a serious threat to the development of adolescents who should be filled with directed positive activities. Negative impacts that were not previously a concern have begun to emerge gradually along with the dynamics in the field. Research from the American Journal of Psychiatry found that around 1% of gamers tend to need special treatment to cure addiction. The dominant addiction requires an emotional approach and support from many parties to be effective. Psychologically, online game addicts tend to be aloof and distant from real-world interactions. Difficulty socializing and communication stuttering are not uncommon. Sensitivity is heightened, anxiety is exaggerated, emotions are easily ignited, and it leads to violent acts (Ko et al., 2020).

c) Academic Impact

Some research from Ariantoro (2016), Ismi & Akmal (2020), Nisrinafatin (2020), and Johan (2019) found a number of negative impacts of online gaming in affecting the academic conditions of school adolescents. An outline of their research explains that the average learning achievement of teenagers is not outstanding, their daily activities are far from textbooks either at home or at school. The level of discipline of school adolescents becomes more difficult to regulate because they focus on practicing to achieve the best achievements in the online gaming world. In the end, school adolescents become apathetic to the surrounding environment because they spend a lot of time playing online games. Students' motivation to learn does not increase, so that school gradually becomes a regular stopover place to just fulfill the daily routine. Learning routines at school are increasingly far from effective because students are more interested in learning the knowledge in online games.

2. Online Game Threats in the Context of Human security and SDGs

Human Security & SDGS is a unity that has a strong urgency to describe the facts about Online Games in the field, whether viewed from a past perspective or a new perspective. In short, Human Security talks about human security, society, communities, groups, and individuals. SDGs (Sustainable Development Goals) are basically a follow-up to the global goals as adopted by the UN in 2015. By global follow-up, we mean a set of broad and sustainable goals to address the future challenges of poverty alleviation, security, climate change, environmental degradation, quality education, global peace, and social injustice (Crabtree, 2020).

The concept of Andrew Crabtree as explained above, contained in his book entitled "Capabilities and Human Security" has the subject matter of substance to improve capabilities, especially state protection in ensuring national security to create international peace. Ensuring security in society is not an easy matter, especially entering the era of advanced globalization (the complexity of the problem is increasing).

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Online games in this time should not be considered as trivial games, fatigue relief, or entertainment in the realm of people's individual rights. The negative impacts triggered by online games, such as murder, are part of a new chapter in the era of advanced globalization. Many people did not think before that a game could take human lives as happened in Indonesia and other countries.

State protection is needed to monitor the community, online game developers, online game influencers, or everything about the lifestyle in the online gaming environment to be tightened, especially in terms of policy, age restrictions, access restrictions, education and socialization regarding the negative impact of online games. When associated with SDGS (Sustainable Development Goals) which is a development agreement from 193 heads of state in the world including Indonesia, around 17 goals and 169 development targets have been set for developing countries around the world starting from 2015-2030.

Some of the targets of the SDGS are very relevant when it comes to the phenomenon or negative impact of online gaming, considering that the community of online gaming continues to grow day by day in all parts of the world. Quality Education (4), Sustainable Cities and Communities (11), Peace, Justice and Strong Institutions (16), Partnerships for the Goals (17) are a series of targets that can be developed by the government to overcome the negative threats caused by online gaming. This means that state protection must be raised as soon as possible, if necessary to collect data in the field to support state control over people's behavior in online games.

Picture 2. SDGS Targets 2015-2030 (Source: Exposure of Commission IX DPR RI, 2017)

Table 2. Online Game Users as of January 2022

No.	Country	Age Category (Percentage)	Description
1	Filipina	16-64 years (96.4%)	The majority of users, 68.1%, use smartphones, while the other
2	Thailand	16-64 years (94.7%)	

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3	Indonesia	16-64 years (94.5%)	83.6% use any type of device including computers, tablets, consoles.
4	Vietnam	16-64 years (93.4%)	
5	India	16-64 years (92.0%)	
6	Taiwan	16-64 years old (91.6%)	

Source: Katadata Media *Network* (2022)

The fact above is the most recent data from Katadata (2022). The most loved type of game is mobile games, or games using cellphones, tablets, and consoles. Indonesia is the third country in the world with the highest number of users, or with a percentage of 94.5% of online game players in the age range of 16-64 years.

3. State Protection of society in the Perspective of Role

In the previous sub-chapter, we learned that the impact of online gaming threatens young people in the midst of their developmental age in the formal education environment at school. In retrospect, we can question the role of the government in protecting society, especially in preventing strong influences coming from outside. A concrete example is of course online gaming.

According to Nurdin (2017: 11) the government has an ethical domain to think about how regulations, guidelines, and the application of ethical values in order to form the character of the nation. The discipline of government requires government institutions to have an ethical attitude to scrutinize public affairs. Government ethics are ideally carried out by government authorities by studying many sectors of public life. State protection can be realized through the fulfillment of basic rights to education, health, employment, security, morals, foreign cultural infiltration, etc.

a) Free Access Online Games Without Restrictions

The openness of globalization affects changes in all sectors of life of the world community across generations, especially the younger generation. Governments in various countries may respond and take different anticipatory steps to control the changing dynamics of their society. The purpose of state control is so that people's behavior does not exceed reasonable limits in the rules of values and norms.

With a cellphone and an internet connection, people have no limit on access to all kinds of online games. The Indonesian government so far does not have special rules for the community, especially school children, regarding online games, even though the negative impact is dangerous. If associated with the theory of government ethics by Nurdin (2017:12), Therefore, government administration must not ignore the rights and responsibilities of people as social beings. Social beings need to maintain morality in front of values and norms, including getting along with other people in the order of the community environment.

The freedom to access online games for a long time has the potential to undermine the value of togetherness and mutual cooperation. Online games will take up most of the time for addicts, and more or less time for normal players. Such analysis will gradually form habits, comfort, and then life patterns.

b) Online Games Trigger Loss of Human Lives

The implication of weak state control over the negative impact of online gaming has eventually led to chronic problems. Several examples of problems among teenagers that, if examined closely, will threaten the loss of character, morals and ethics of the younger

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generation have occurred in Indonesia. The negative impact of online gaming has not been studied scientifically, even though its actions can be categorized as a crime (criminal) because it threatens someone's life. The explanation is as follows:

Picture 3. Release of Murderers Triggered by Online Games (Source: Kompas.com)

Quoted from Kompas (2020), the motive for the perpetrator with the initials MI (18) to kill his coworker RD (22) was hurt because he was often insulted and ridiculed when he lost playing online games. The two of them live together and often play together, with domiciles in Malang City.

"*Mutual swearing and reproach for not being compact and skillful in playing the game became the main trigger, the perpetrator has admitted*" said Chief of Police of Malang City, September 9, 2020.

The above facts are not a single case, but there are several other murder cases where the trigger was online gaming. Researchers do not present a comprehensive series of data, but the substance of several cases found has similar causal factors. The factor that researchers are referring to is online gaming as a strong trigger for cases of taking the lives of others (murder). The weak protection of the Indonesian government in the era of the onslaught of online games should also be re-evaluated. The fact table below is strong enough to represent the weakness of state protection. These findings can at least be used as material for government evaluation in order to find alternative solutions in the future.

Table 3. Murder Case Due to Online Games

No	Source/Year	Description
1	Kompas.com (2022)	Online game addiction made Wahyudi (18) kill his younger cousin because his cellphone was broken, so he took the victim's cellphone by force. The murder was committed by strangling and tearing with a machete.
2	TangerangNews (2021)	Youth in South Korea killed a family because of online games, the trigger was an argument in strategizing the game "League Of Legends". The perpetrator who felt annoyed because after the game was over, the victims

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		blocked the perpetrator's online game contacts and accounts so that the perpetrator felt ignored because he could no longer play together.
3	Liputan6.com (2015)	9 cases of murder triggered by online games can be found in the data summarized by Liputan6.com because they occur in various regions and countries, of course with the main trigger due to online games.

Source: Secondary Research Data (2023)

4. State Protection is not Strong at the Operational Level

There is absolutely no literature on google scholar that studies and focuses on the negative impact of online gaming. Researchers looked at relevant references about the negative impact of online gaming, but the average is general. There is no difference between one study and another, the impact found is only about general symptoms such as: (1) lazy learning, (2) dirty talk, (3) anti-social, (3) decreased achievement, (4) wasteful, (4) skipping school, (5) wasteful.

The negative impact of online gaming is not as simple as what most people have researched, therefore in this research it is examined about new facts. Online gaming activities in Indonesia are not specifically regulated, because according to researchers online gaming is still considered to be in the realm of mere hobbies. Online games have not been professionally managed by the government, even though negative cases caused by online games such as murder are included as violations of the law.

State protection actually has a broad meaning when associated with a constitutional perspective, where the state is obliged to organize and anticipate divisions in society. The constitutional perspective of Prof. Dr. Jimly Asshiddiqie, S.H as Chairman of the Constitutional Court 2003-2008 through his book entitled "Constitution & Constitutionalism INDONESIA" (2021) provides a view that practices in state and legal affairs must follow the development (dynamics) of social-society, including in the era of global modernization (globalization).

The authority of the state as an institution for the protection of society should reflect the principles of progress, in order to overcome external threats. The basic mandate of the constitution requires the state to be present to direct the realization of national peace, common interests in the orientation of a good life.

The state's authority in overcoming internal problems is unlimited because the state has the principle of "power". In addition, the state has a source of funding to form a prototype of ideal life at the level of community life. Through the formation of strong laws and regulations that contain socialization and restrictions, protection will be established. In a constitutional perspective, the state must be the pioneer to ensure the creation of protection. The state is a dynamic legal subject, so it should have visionary thinking.

The issue of the negative impact of online gaming cannot be separated from the role and position of the state as the highest subject of regulating people's lives. The Constitutional Court through its article entitled "The Power to Regulate the State" published in (2021) has strong ideas related to the context of multi-aspect state protection. The state is a subject in the means of realizing: 1) order, justice, welfare, and happiness of the people. Blunders should not be made by the state, especially when facing global challenges.

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a) Constitutional Mandate to Protect the Public

UUD 1945 allenia 4 gives a basic mandate that reads:

> "*to form an Indonesian state government, which protects the entire Indonesian nation, and the entire Indonesian blood spill. And to promote the general welfare, educate the nation's life and participate in implementing a world order based on independence, lasting peace and social justice…*"

From the mandate of the UUD 1945, it is closely related to the phenomenon of globalization in the context of online games. Online gaming as an innovation from outside does not escape its influence on Indonesia's young generation in terms of negative impacts. Efforts to educate the nation's life must be hampered when the negative impact of online games continues. Millions of young Indonesians are long-term assets, so they need to be prepared early on. Intelligence and freedom should go hand in hand with the government's role in overcoming obstacles.

The law number 12/2006 on Citizenship also mandates the state to ensure the protection of citizens' rights. The fulfillment of protection does not only apply domestically, but also abroad. The Citizenship Law is one of the constitutional aspects in order to deal with the problem of online gaming. The negative behavior of the community triggered by online games certainly hampers the country's development process.

The law Child Protection emphasizes that in addition to the government, the family and community environment should not be indifferent. The obligations of the family and the immediate environment are not as strong as the government, but they can carry out approach efforts. Approaching children at the age of growth and development is more qualified if done by the closest person, by observing the physical, mental and social aspects of the child. When the state is supported by a law-aware society, then controlling the negative impact of online gaming is possible.

The state has legal instruments spread across various regions that can be activated to protect the community. At the Asian level, Indonesia can reflect on the protection patterns of neighboring countries to adapt to the strong influence of globalization. The Constitution provides capital for the state to solve all problems that occur in society. The power to observe the dynamics of negative problems caused by online games requires the right concept. The principle of responsiveness is needed by the government to be commensurate with the impacts that arise.

b) Operational Perspective

The Indonesian government does not yet have strategic operational steps in offsetting the dynamics of the negative influence of online gaming. When the constitution has mandated, and legal instruments already exist, then the main key lies with the state. The operational concept so that the negative impact of online gaming does not expand is certainly by imposing restrictions.

The impacts that arise due to the absence of operational restrictions on the online gaming ecosystem include:

1) Impressive Blunder

The online gaming ecosystem is mushrooming, and is starting to be recognized with the term E-Sports. Indonesia is one of the countries that actively participates in the national and international E-Sports scene. It is a dilemma when the state supports online gaming

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activities because on the one hand there are many negative impacts.

The inauguration of E-Sports as a sport was carried out on August 25-27, 2020 by the government through KONI (Indonesian National Sports Committee) and Kemenpora. The decision was issued in a virtual meeting, which outlines a planned, tiered and sustainable development agenda. In the virtual meeting, it was also decided that PB ESI (Pengurus Besar E-Sports Indonesia) would become the sole institution that supports the E-Sports ecosystem in Indonesia (Rizki, 2020).

Blunders can occur when the E-Sports ecosystem has not run optimally from upstream to downstream. The level of the E-Sports ecosystem in Indonesia is still unclear and massively directed in all regions. Currently, only a handful of individuals/groups stand out and have the potential to be directed to become professional players. It is worth raising critical questions, (1) How to view the tens of millions of online game players in Indonesia? (2) Is online gaming worth pursuing on the grounds that it guarantees the future of the players, especially the younger generation? (3) Are E-Sports athletes already firmly called a profession of earning work? These three questions are important in the context of counteracting the negative impact of online gaming on Indonesia's young generation.

2) Need for More Specific Arrangement

It is not impossible that when E-Sports is considered a common ecosystem, there will be high ambitions of the younger generation, especially school-age children. So which one should be prioritized? Because between getting an education at school and loving the hobby of online gaming, it is very contradictory. Currently, there is no specific legality in the management of the E-Sports ecosystem, so the impression of a blunder can be pinned.

The negative potential of online gaming in eliminating human lives must be separated from other negative potentials and positive potentials. Structuring the online gaming ecosystem in Indonesia requires organized concepts, strategies and management. Without the right arrangement, online games still have the potential to threaten the fading of civilization in the younger generation. The decline of civilization is marked by many things as explained in the introduction. Starting from the loss of identity, loss of social care, loss of self-control (easily angry /vengeful), etc.

D. Conclusion

State protection against the negative impact of online games in Indonesia is still weak, where in fact the government seems to be blundering. The government has not conducted an in-depth study and formed a special institution to monitor the online gaming ecosystem. Online games form wild patterns and chronic problems, as evidenced by many scientific studies. Health, psychological, social impacts, even taking human lives are concrete examples in Indonesia. The phenomenon of murder due to online gaming should make the government take anticipatory steps. At least these measures are far more effective than giving prison sentences. State protection still seems like a blunder because on the one hand the online gaming ecosystem has been given legality, as evidenced by the establishment of PB ESI in 2020.

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