

Aggressive Behavior in the Perspective of Extroverted and Introverted Personality Types of Online Game Users

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Abstract

This study aimed to investigate the relationship between extroverted and introverted personality types and aggressive behaviour in online game users. The research focuses on teenagers who are avid players of the popular online game Player Unknown's Battlegrounds (PUBG). This research method uses a quantitative-descriptive approach with 127 adolescents aged 12-16 years who have played or are playing online games. We took samples based on incidental sampling techniques found in game centers. The results showed that extroverted and introverted personality types contributed to aggressive behaviour in adolescent online game users both partially and simultaneously.

Keywords *Aggressive Behavior, Extroverted Personality, Introverted Personality*

INTRODUCTION

In this era of globalization, technological development is very quickly felt from day to day, both directly and indirectly. One effect of technological progress is the internet, characterized by the dissemination of internet networks covering almost the entire Indonesian archipelago and social strata. Users can freely access various information through the internet, and it also presents various entertainment facilities. One of them is online games; nowadays, it is not the same as when online games were first introduced.

Electronic games, or what is often referred to as online games, have developed significantly in the last ten years. This trend is commonly observed in big cities, and small towns are no exception. Enthusiasts of this online game are not only children and teenagers but also adults because someone no longer plays alone but is allowed to play with hundreds of people at once from sharing places and regions. In Indonesia, the biggest users of online games are teenagers who are still in school.

Based on the Figure 1, most online game users have a long-playing duration. This can be seen from the Internet Service Providers Association (APJII) report. While online games themselves can have a positive or negative impact. Some people use online games as entertainment, to make friends, to improve their mindsets faster, to improve their foreign language skills, to reduce stress, and to train in dexterity and patience. In terms of the negative, online games can make people antisocial, less willing to associate with the environment, addiction, laziness, lack of sleep, financial frustration, and radiation, making the eyes less healthy and lazy to do activities such as bathing and eating.

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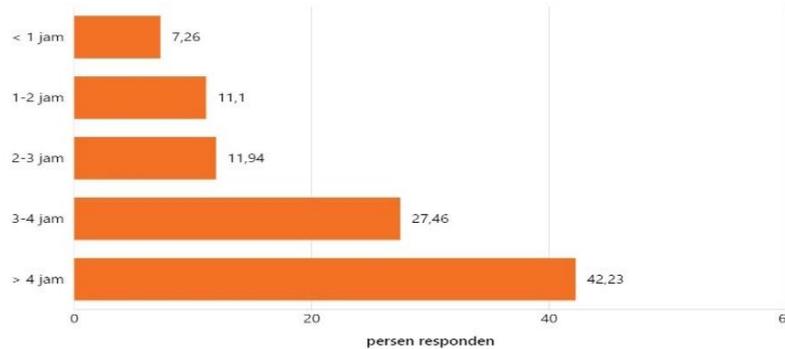


Figure 1. Average Time Online Game Users Spend a Day

Source: [Databoks \(2023\)](#)

According to psychologist Suci Ardianita Karina (December 28, 2016), online games have two different points of view. Namely, there are advantages and disadvantages. Online games can be profitable when used as a stress reliever, but if you worship excessively, it must be addictive and affect psychologically, especially adolescents and even not infrequently, the treatments played in cyberspace carried over to the real world. Games that feature brutal, bloody, sadistic, torture, murder and other fight scenes, where these types of games are very popular and enjoyed repeatedly. Therefore, consciously or unconsciously, aggressive behaviour will gradually be recorded in the subconscious memory of the adolescent. As a result, adolescents become accustomed to witnessing violent scenes, as exemplified in online game scenes, so aggressive attitudes in adolescents are easily formed.

In connection with the above, this study intends to determine the aggressive behaviour of adolescent users of Player Unknown's Battlegrounds (PUBG) online games with extroverted and introverted personalities. This research was conducted because more and more adolescents are carrying out aggression activities both with their friends in the school environment and outside the school and even in the inter-school environment. Based on the phenomena stated above, henceforth, the problems raised are as follows:

1. Is there a relationship between extroverted personality type and aggressive behavior in adolescent users of the online game player's unknown's battlegrounds (PUBG)?
2. Is there a relationship between introverted personality type and aggressive behavior in adolescent users of the player's unknown's battlegrounds (PUBG) online game?
3. Is there a relationship between extroverted and introverted personality types and aggressive behavior in adolescent users of the online game player's unknown's battlegrounds (PUBG)?

Furthermore, to answer this problem, follow-up is needed, namely by obtaining data and analyzing carefully through research that is under its purpose.

LITERATURE REVIEW

The meaning of aggression behavior is a behavior that intentionally intends to hurt or hurt others either physically or verbally. In line, [Berkowitz \(2003\)](#) defines aggression as any form of behaviour intended to hurt a person both physically and mentally. When playing with friends at school, the addict will fantasize about being a hero in online games. They will beat the opponent until battered, who is his playing partner. The teenagers will also create chaos. When he follows the role of a monster, this has a powerful impact on the game. In addition, the impact of online games will endanger the safety and perspective of children.

Symptoms of adolescent aggressiveness have recently increased, both in terms of quantity and quality. This aggressive behaviour is considered very concerning because it can bring harmful consequences and harm others. In addition, these negative behaviours tend to be imitated by other adolescents because one of the common traits of adolescents is conformist. Conformists arise when individuals imitate the attitudes or behaviours of others because of real or imagined pressures. The pressure to follow peers becomes especially strong in adolescence. Conformity to peer pressure in adolescence can be positive or negative. Adolescents engage with behaviour because of negative conformity, such as using perfunctory language, stealing, crossing out, and playing tricks on parents and teachers (Santrock, 2003).

Personality is a person's characteristic that causes consistency of feelings, thoughts, and behaviours. According to Allport, reported by Friedman and Schustack (2008), personality is defined as the dynamic organization of the psychophysical system of the individual that determines his adjustment to the environment. The classification of extrovert-introvert personality types is based on differences in responses, habits, and traits displayed by individuals in interpersonal relationships. Besides that, personality types also explain the position of individual tendencies related to their reactions or behaviour (Suryabrata, 2003). The classification of extroverted and introverted personality types can describe each individual's pattern of communication and social interaction.

Carl Gustav Jung (1875) divided it into three parts: the conscious ego, the personal unconscious, and the collective unconscious. The conscious ego is a manifestation of the conscious mind using the ratio function. The persona unconscious is a subjective experience with repressive efforts aimed at restoring balance to disturbed or unimportant thoughts and impulses at the moment. The collective unconscious is shaped by very powerful emotional symbols referred to as archetypes or cultural consciousness, values that settle in the mind.

A unique point was put forward by Eysenck (1975), who was quoted by Alwisol (2004), distinguishing personality into two types of introverts and extroverts to express differences in reactions to the social environment and in social behaviour. An introverted personality type is someone who is more concerned with the internal world of their thoughts, feelings, fantasies, and dreams. Here, the introvert personality type can be interpreted as a tendency to focus on thoughts, feelings, and moods within oneself.

The extroverted personality type is more concerned with the external world, which consists of all objects, other people, and external activities. Furthermore, extroverted personality types have nine traits, namely: pro-social, lively, active, assertive, sensation-seeking, cheerfully dominant, passionate, and courageous. While introverts are the opposite of extroverted traits, namely antisocial, quiet, passive, doubtful, thinking a lot, sad, obedient, pessimistic and timid.

The lives of teenagers who gather more together to play online games and, in this gathering, often occur aggression. Usually, when playing with teenagers, they show their aggression by saying dirty, hitting their friends, kicking, hitting the table and until someone slams the gadget or hits the computer he is using. Outside of playing together, teenagers like to repeat events seen from the game and practice it on friends, relatives, or people outside their school, causing conflicts between school and peers. Based on this phenomenon, this research explains aggressive behaviour through extroverted and introverted personality types.

Based on the above exposure, aggressive behaviour is behaviour that injures or harms others, physically or verbally, with or without the intention of hurting. According to Krahé (2015), eight aggressive behaviours are operationalized through a scale consisting of eight aspects: response modality, response quality, immediacy, visibility, incitement, target direction, duration of effect, and the social units involved.

An introverted personality is a closed personality, more self-oriented and difficult to

contact with others. Like extroverts, Jung also combined the four aspects of attitude function into four aspects: mind, feeling, sensing, and intuition. The extroverted personality is an open personality found in people who are oriented outward and in the environment of others. Such people are sociable, friendly, and easily understand the feelings of others. Jung's theory of extroverted personality combines attitude function into four aspects, namely mind, feeling, sensing and intuition.

In this research, aggressive behaviour can be interpreted as behaviour that hurts or harms others either physically or verbally, with or without the intention of hurting. Measure aggressive behaviour is used through eight aspects, namely response modality, response quality, immediacy, visibility, incitement, target direction, duration of effect, and social units involved (Krahé, 2015).

RESEARCH METHOD

The research population is not limited, so the sample is used for convenience by meeting teenagers who are playing games in online game centers in Jakarta and its surroundings. The number of samples meets the requirements and can be used as a sample of 127 participants with special criteria such as being in a gaming center location, aged between 12-16 years, playing more than 3 hours per day and still active in school. Data collection techniques use questionnaires based on conformity with research objectives referring to the Likert scale. As for data analysis, correlation methods with bivariate correlation techniques for partial and multivariate correlation for regression and stepwise methods are used to determine the contribution of each independent variable. To see the flow of research can be seen in the picture of the frame of mind as follows:

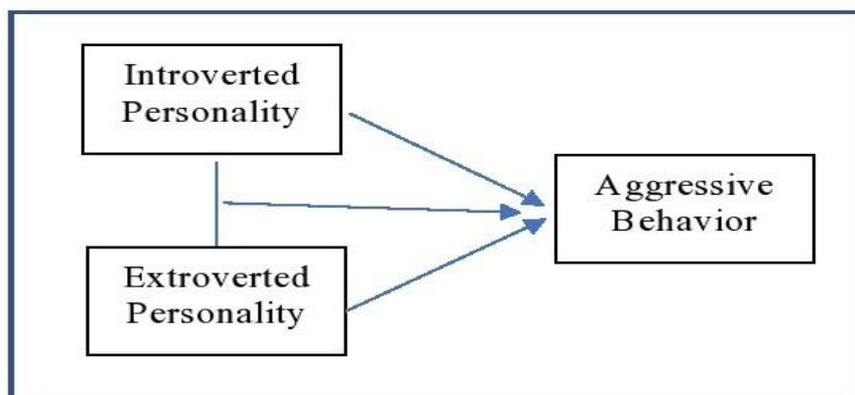


Figure 2. Flow of Thinking Framework

Based on the Figure of the frame of mind, the following research hypotheses can be proposed:

H1: There is a relationship between introvert personality type and aggressive behaviour in adolescent users of the online game player's unknown's battlegrounds (PUBG) by bivariate correlations

H2: There is a relationship between extroverted personality type and aggressive behaviour in adolescent users of the online game player's unknown's battlegrounds (PUBG) by bivariate correlations

H3: There is a relationship between extroverted and introverted personality types with aggressive behaviour in adolescent users of the online game player unknown's battlegrounds (PUBG) multivariate correlation

Because a hypothesis is only a temporary conjecture, proof is needed on the object determined to obtain data and then analyzed under the intended research objectives.

FINDINGS AND DISCUSSION

The results of data analysis of introverted personality types can explain the aggressive behaviour of adolescent online game users, where when viewed from the bivariate correlation coefficient, the results found values of $r = (-) 0.260$ and $p < 0.05$ which showed a negative relationship. Here, H1, which states that there is a relationship between extroverted personality types and aggressive behaviour in adolescent users of online game players, unknown's Battlegrounds (PUBG) is proven. This means that the extroverted personality type can explain aggressive behaviour with a contribution of 26%; the negative meaning in this study shows that the weaker the introverted personality, the higher the aggressive behaviour. Conversely, the stronger the introvert's personality, the lower the aggressive behaviour.

The results of data analysis of extroverted personality types can explain the aggressive behaviour of adolescent online game users, where judging from the bivariate correlation coefficient, the results found values of $r = 0.450$ and $p < 0.05$. There is a strong and significant positive relationship, in this case, H2, which states a relationship between introverted personality type and aggressive behaviour in adolescent users of the Player Unknown's Battlegrounds (PUBG) online game. This means that extroverted personality types can explain aggressive behaviour with a contribution of 45%. Thus, the positive meaning can be assumed that the stronger the extroverted personality, the higher the aggressive behaviour. Conversely, the weaker the extrovert's personality, the lower his aggressive behaviour.

The study's results to test the multivariate correlation hypothesis, namely introverted and extroverted personalities with aggressive behaviour in adolescents, obtained an R-value of 0.412 and $R^2 = 0.458$ with $p < 0.05$. In this case, H3, which states that there is a relationship between extroverted and introverted personality types with aggressive behaviour in adolescent users of the player unknown's Battlegrounds (PUBG) online game, proved to be a significant relationship. This research states that there is a relationship between introvert and extrovert personalities with aggressive behaviour in adolescent users of the online game player Unknown's Battlegrounds (PUBG), with a contribution of 45.8% and limitations in this research reached 54.2%, which were not included in this study. The results showed that the dominant, aggressive behaviour to be high is the extroverted personality.

CONCLUSIONS

The introverted personality type in the aggressive behaviour of teenagers who play online games is at a low level. Extroverted personality in aggressive behaviour in adolescents is in the high category. The results of the study stated that the weaker the introverted personality, the higher the aggressive behaviour. Conversely, the stronger the introvert's personality, the lower the aggressive behaviour. The results stated that the introverted personality type in adolescent aggressive behaviour was in the high category, and the extroverted personality in adolescent aggressive behaviour was in the low category. This indicates that the higher the extroverted personality of adolescents, the higher their aggressive behavior, and vice versa. If the person has a low extroverted personality, then his aggressive behaviour decreases.

Recommendations

According to the results of the study, it is undeniable that playing online games can cause aggressive behaviour in adolescents, even more severe, such as physical aggression that can hurt themselves and others. It can actually be prevented from causing aggressive behaviour. Parents need to control their teenage children. Do not be too free for children to play online games. In addition, parents should take time to gather with their children. Parents must also pay more attention to children's development at school and recognize their friends.

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