"HIGGS DOMINO ISLAND" GAME ADDICTION AMONG TEENAGERS IN SURABAYA

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Abstract

The aims of this study were: 1.) to identified forms of addiction, 2.) intensity of addiction, and 3.) factors of games which are sources of addiction. This research uses qualitative and the method used is the case study method. The subjects of this study were teenagers who played the game "Higgs Domino Island" in Surabaya. Data collection using in-depth interviews. The data were then analyzed using a qualitative descriptive analysis. The results of this study indicate that the forms of addiction in adolescents who play the game "Higgs Domino Island" are ambitions that are high enough to win big enough in the internet game Higgs Domino Island and the desire to earn money instantly through playing games. Then the intensity of addiction to playing games ranges from 1 to 3 hours a day. The source of addiction to the Higgs Domino Island game is lack of self-control from teenagers and also the environment or friends that influence today's youth to join in playing the Higgs Domino Island game. Suggestions for further research are that teenagers who play the game "Higgs Domino Island" should be given an intervention in order to reduce or stop the effects of addiction to playing games experienced by teenagers today.

Keywords : *Higgs Domino Island, Game Addiction, Teenagers.*

Abstrak

Tujuan dari penelitian ini adalah: 1.) untuk mengidentifikasi bentuk-bentuk kecanduan, 2.) intensitas kecanduan, dan 3.) faktor-faktor permainan yang merupakan sumber kecanduan. Penelitian ini menggunakan kualitatif dan metode yang digunakan adalah metode studi kasus. Subjek penelitian ini adalah remaja yang memainkan permainan "Higgs Domino Island" di Surabaya. Pengumpulan data menggunakan wawancara mendalam. Data kemudian dianalisis menggunakan analisis deskriptif kualitatif. Hasil penelitian ini menunjukkan bahwa bentuk-bentuk kecanduan pada remaja yang memainkan permainan "Higgs Domino Island" adalah ambisi yang cukup tinggi untuk menang cukup besar dalam permainan internet Higgs Domino Island dan keinginan untuk mendapatkan uang secara instan melalui

bermain game. Kemudian intensitas kecanduan bermain game berkisar antara 1 hingga 3 jam sehari. Sumber kecanduan permainan Higgs Domino Island adalah kurangnya kontrol diri dari remaja dan juga lingkungan atau teman-teman yang mempengaruhi pemuda masa kini untuk bergabung dalam memainkan permainan Higgs Domino Island. Saran untuk penelitian lebih lanjut adalah bahwa remaja yang memainkan game "Higgs Domino Island" harus diberikan intervensi agar dapat mengurangi atau menghentikan efek kecanduan bermain game yang dialami oleh remaja saat ini.

Kata Kunci : *Higgs Domino Island, Kecanduan Game, Remaja.*

A. Introduction

Advances in science and innovation seem to continue to produce countless innovations. There are various types of technology now and again to solve human problems for teaching, science, welfare, or even entertainment. One type of technology that is always popular among young people today is the web, which can also be called online media. as an innovation item that has certain entertainment benefits only. (Littlejohn, 2011)

The internet also makes games very exciting and can also communicate with all players around the world. The internet provides more facilities to someone who loves the world of games. In this game world, players can include their ideas and skills in playing games and can express the emotions that are in their minds. Games on the internet are usually called online games. These online games are in great demand by teenagers today. Data obtained from KOMINFO (Ministry of Communication and Informatics of the Republic of Indonesia) stated that web usage in Indonesia increased by 11% from the previous year, namely 175.4 million to 202.6 million web users in Indonesia, this continues to grow along with the development of a good digital space, said the Director General of Aptika, Samuel A. Pangerapan in the Cybercreating Webinar of Increasingly Digitally Capable Students (10/09/2021).

In this era of increasingly sophisticated technology, online games are much liked by people of all ages, regardless of young children, teenagers, even adults who play them. Online game is a digital game that is connected to the internet with tens of people at once. Many children are willing to stay awake at night to play online games because they are already addicted to the games they play. Online games can also make children have high emotions because these children cannot control their high emotional levels when playing these online games. Addiction to online games is a problem experienced in the era of the industrial revolution 4.0.

Along with the development of the times, online games are also developing rapidly. There are various kinds of online game products produced by online game companies out there. Online games create various kinds of space variants in their games, the spaces that can be accessed in internet games are activity games, arcade games, engineering games, sports games, vehicle recreation, development and reenactment games (CMS), experience games, and puzzle games. (Creswell, 2015)

This study discusses the addictive behavior of playing internet games Higgs Domino Island, which means that addictive behavior is behavior that requires a person to take an action to satisfy that desire. According to Sugiyono (2015), having an assessment that addiction is a dependent behavior on something that is enjoyed. The impact of Addictive Behavior is decreased enthusiasm for learning, loss of culture of social interaction, destructive actions, forgetting time, minimal interaction in the real world. According to observations made by researchers, most of the teenagers in Mojo Village play the internet game Higgs Domino Island almost every day in a coffee shop with their friends and if they don't play the internet game Higgs Domino Island for just one day, they will feel anxious and something is not right. everyday. This was as stated by one of the informants, namely the informant Kevin when he was interviewed on 23 October 2022 who explained that he was not comfortable if he did not play the internet game Higgs Domino Island for one day. According to data taken from Kelurahan Mojo, Kelurahan Mojo has 535 teenagers aged 12-21 years consisting of 293 boys and 242 girls. Phenomena like this arise because of the environmental conditions where the teenagers of Kelurahan Mojo all gather to play the internet game Higgs Domino Island, which causes teenagers in Kelurahan Mojo to accidentally enter the world of internet games, which can cause problems in the lives of teenagers in Mojo Village.

In the Higgs Domino online game, there are various rooms (rooms for playing games), namely regular rooms, betting rooms, relaxed, rummy, qiuqiu, texas, QQ bookie, devil cards, gin rummy, 41 cards, capsa stacking, rooms 5 cards, hoes, sangong, and slot rooms. Higgs Domino was created and has a developer, namely Higg Games. In its performance, this game uses an algorithm system in each room which makes players smart in choosing a room to play and this game can be downloaded directly on the Playstore for free.

Picture 1 Higgs Domino Island online game view



The Higgs Domino Island online game group usually plays the game in warkop or coffee shops that have free wifi facilities or at homes where their cellphone devices have an internet quota. In fact, usually the teenagers of Kelurahan Mojo always have their favorite coffee shop subscriptions which they like to play the online game Higgs Domino Island together. This action has been investigated by previous research conducted by Setiawati (2019) entitled "Consumptive Behavior in Adolescents Who Play Online Games (Psychological Study Program, Faculty of Psychology, University of Muhammadiyah Surakarta)" which states that consumptive behavior in internet games is influenced by internal and external elements. The inner element includes the desire to fulfill oneself. Meanwhile, the external element is generated by the presence of an enticing game, or simply spending time with friends in a general atmosphere. This unnatural behavior can lead to different consequences, more specifically, there are positive and negative consequences from consumptive actions in playing internet games. The good effect of extravagant behavior is that it kills the feeling of nervousness. While the bad consequences are an inefficient way of life, lying, and not having investment funds for the future. This has been discussed in a similar study conducted by Meidy & Jenny (2018) entitled "The Influence of Online Game Addiction on Adolescent Behavior at Game Center Headquarters Jalan Hr. Subrantas, Tampan District, Pekanbaru." With the results of the review showing that the impact of the influence of internet games has a connection value of 0.198 with an importance level of 0.000

or a positive or large impact. This is supported by the consequence of testing the theory with a value of t count t table, or 23,472 0.196, then at that time Ho was rejected and Ha was recognized, which implies that there is a critical influence between web-based game addiction (X) on young adult behavior (Y).

Phenomena like this arise due to culture and curiosity about the game and the influence of friends around who play the game Higgs Domino Island. This is dominant with research conducted by Yogi & Kartika (2018) explaining that the habit of playing the game Mobile Legend: Bang-Bang complexly affects children's strength, by investigating information it can be seen that the higher the level of dependence of children on internet games, the higher the level of violence from the child. To be able to play the Higgs Domino Island game, players are advised to buy in-game currency or what is commonly called a Chip, because the Chip is used as a betting material in the Higgs Domino Island game process and the size of the luck or win you get depends on the luck of the account and the Bet (amount bet) is used. Each room has different game patterns, teenagers usually use slot rooms which also have several types of games, including DuoFu DuoCai, FaFaFa, Panda, Windfall, 5 Dragon, Duofu DuoCai 4 Player Room. Higgs Domino Island is also equipped with a chip sending feature so Higgs Domino Island chip coins can be sent to fellow game users by simply writing the user ID that we will give the chip coins to. These Chips coins can also be traded with a market price range of IDR 60,000 for every 1 billion.

Picture 2 Higgs Domino Island slot room view



Playing the Higgs Domino Island online game every day can lead to objectionable addictive behavior so that when playing the Higgs Domino Island online game it makes the emotional level very high and sometimes difficult to control. Incidents like this continue to take place along with the development of the online game Higgs Domino Island. Aditya (2021) has explained relevant research entitled "Coping in Adolescents Addicted to Playing Online Games" which suggests that the problems experienced by adolescents who are dependent on web-based games can be summarized into 4 main problems, namely problems with themselves, problems with guardians, problems with lovers, and problems with friends. Adaptations made by teenagers who become gamers can be divided into two, namely being able to be specific and not specific. Also explained by Mimi (2017) entitled "The Impact of Online Games: Study of the Phenomenon of Trash-Talk Behavior in Adolescents" explaining that there are 12 factors that cause young people to act nonsense in the MLBB web-based game. By limiting these twelve variables, adolescents can distance themselves from the bad consequences of trash-talking behavior and form positive people. This is in accordance with the attribution theory put forward by Khabibur (2020), namely that there are several casual attributions that everyone can make, all of these include situational causes (influenced by the environment), personal influence (influenced personally), effort (trying to do something), involvement (agreeing with something), obligation (feeling obliged). One illustration of the dependence on web-based games in Gianyar is a young man being kicked out by his work environment for skipping work so he can choose to play internet games on the grounds that there is a tournament in the game he is playing (Sugiyono, 2015). Mimi (2017) said that someone who is dependent on web-based games usually spends more than 2-10 hours each week playing internet games. In contrast to Ulfa (2017) which states that someone who is addicted to web-based games can spend around 39 hours each week playing internet games.

B. Research Methods

The game Higgs Domino Island is a sort of generic card game. In Indonesia, it is usually in the form of a small card measuring 3x4 cm, with a yellow base color with endols that function as a substitute for numbers.

There are millions of games in the virtual world today. Starting from very simple games to complex, complicated and even risking money or chips. One of the most popular games today is Haiggs Domino. Higgs Domino is an Android-based game in which there are sites or applications that provide various games, ranging

from dominoes, cards, puzle, checkers, and slots which are a means of collecting lots of chips to get from wins.

Popular Higgs Domino games are slots, starting from DuoFu Duo Cai, Windfall, 5 DRAGONS, and FaFaFa. The Higgs Domino game is even more interesting because the Higgs Domino Game provides top up (refill), alms, and Chip sending (gold coins) features. The alms chip feature that is given is limited. Within a day, players can get three times the chip alms, each of 2 billion. If the alms chip is not enough, players can take advantage of the Top Up feature. In this feature, chip purchases are made through the provider by exchanging pulses.

Domino is played using a small rectangular urbin that is used as a domino card, which is a dot divided into two upper and lower parts bounded by a line in the middle of the card. basics in this online domino game. This Higgs Domino Island game is played by 2-4 people in each round. Each player will be dealt seven cards which must be combined into 2 (two) pairs of values. The player who spends the first card with the opposite sex or with the lowest combination value will be the winner.

The value of this card is seen from the sum of 2 (two) by taking the last number only. Each player will be given seven cards if played by 4 (four) people. During the game, players bet coins with each other, if one player cannot issue a card to play against another player, then the player's coin will be deducted by 150k coins to be given to the opposing player with the coins provided by the Higgs Domino Island game application. Furthermore, from this Higgs domino game, we can get credit by exchanging RP (coupon) for winning games playing Higgs Domino Island. Coins in the game can be obtained from two types of 2 (two) different coins, the first coin to play, if you run out you can buy it with a top up or you can get it every day when you log in. Coins can be obtained by installing the application, you will get a free initial coin of 1M (1 million) coins.

This credit is only obtained one per account. In order to get credit from the game, you have to collect more than 25,000-27,000 coupons (Rp). New coupons can be exchanged for credit vouchers of Rp. 10,000; Each credit exchange at Game Higgs Domino Island can only be done once every 1 (one) event or once every week during the event period.

This study uses a qualitative method. The reason for using qualitative research is that this approach is based on every human view and assumption of real phenomena that are obtained from observations. To achieve the research objectives, the theoretical basis used is a phenomenological approach. Phenomenological studies are studies that try to find the "essence" of meaning from a phenomenon experienced by several individuals (Malahayati, 2020). The reason for using

qualitative research is that this approach is based on every human view and assumption of real phenomena that are obtained from observations. To achieve the research objectives, the theoretical basis used is a phenomenological approach. Where the phenomenological approach describes a meaning of every event or phenomenon that actually occurs by applying transcendental phenomenological research (where researchers try to examine a phenomenon by setting aside prejudice about the phenomenon).

Techniques for determining informants. Determining informants as sources of information from this review depends on the things that are the cause of the problem, have information, and will provide completeness of data that really actually happens to the object of the problem. Informants who are willing to provide this information must meet the criteria because they will become resource persons in this qualitative research. This study used purposive sampling as a technique for determining the informants, where in this study the teenagers from Mojo Village who felt something was missing if they did not play the internet game Higgs Domino Island.

Type of data, in this study is to use qualitative data. Qualitative data is a data in the form of descriptive writing. Where qualitative data contains a description of an object of research that really happened. In this study, researchers wanted to describe a picture of addictive behavior towards the online game Higgs Domino Island in adolescents in Mojo Village, Surabaya.

Data sources. In collecting data sources, researchers collect data sources that fall into the categories of primary data sources and secondary data sources. Primary data sources are one type of research data sources obtained through direct observation from the first source. In this study, researchers collected primary data using qualitative methods with a phenomenological approach. Primary data from this study were obtained directly from Mojo Sub-District youth users of the online game Higgs Domino Island who provided good and clear information to researchers. As well as secondary data, namely providing data indirectly but by means of other people or obtained from other sources. This data was obtained by researchers from several teenagers from the Mojo Village who installed the Higgs Domino Island game application on their mobile phones.

As well as data collection techniques in the form of in this study there are two, namely interviews conducted with online game players Higgs Domino Island with the aim of obtaining information through a question and answer process. And observation sees directly the phenomena or events that are the object of research.

Data analysis is the method used by the author to sort out information and describe it in terms of class examples. This is important in the process of collecting

data in the form of documents, reports, field notes, results of interviews and observations, and audio recordings. This data grouping has the goal of determining a subject from a research center. The data that has been collected will be summarized clearly and neatly. In processing this data, the authors describe the research description clearly and in detail based on the research topic, so as to get a research picture of the problem that can be solved properly and correctly. According to Abdi (2020) there are 3 components of data analysis techniques in qualitative research, namely data reduction, data presentation, and conclusion drawing or verification:

These data were obtained from the results of conducting interviews and direct observations of the objects of research. The researchers conducted interviews and direct observations of adolescents in the Mojo Village who used the internet game Higgs Domino Island from October to December for approximately 3 months. The data obtained were in the form of transcripts of informant interviews as well as the results of direct observations of Mojo Village youth users of the Higgs Domino Island internet game.

Furthermore, only the data from the results of interviews and observations conducted by researchers will be sorted and arranged systematically according to the answers sought by researchers.

1. Data reduction, from here the results obtained from interviews and further observations. Then next summarizes the data, selects the main data, and focuses on important data that is in accordance with the intent of the research. These data were obtained from the results of conducting interviews and direct observations of the objects of research. The researchers conducted interviews and direct observations of adolescents in the Mojo Village who used the internet game Higgs Domino Island from October to December for approximately 3 months. The data obtained were in the form of transcripts of informant interviews as well as the results of direct observations of adolescents in Mojo Village who use the internet game Higgs Domino Island.
2. Presentation of data, after being reduced, the next step is to display the data and arrange it systematically and present it in the form of descriptive writing. Furthermore, only the data from the results of interviews and observations conducted by researchers will be sorted and arranged systematically according to the answers sought by researchers.

Conclition drawing or verification, a process to find answers so that the problems studied, so that they can answer a problem formulation formulated since the beginning of the research. This is the last stage of a data analysis, all the answers sought by the researcher have been resolved. Researchers have found answers to

the research they are looking for, related to the addictive behavior of Mojo Village users of internet games Higgs Domino Island. The researcher found that most of the teenagers in Mojo Village played the internet game Higgs Domino Island almost every day in a coffee shop with their friends and if they didn't play the internet game Higgs Domino Island for just one day, they would feel anxious and something was not right in their daily lives.

C. Results and Discussion

Since one month ago, Kevin's informant has been playing the internet game Higgs Domino Island. Currently, Kevin's informant is 15 years old and is in 3rd grade of junior high school. With the development of the digital age, Kevin's informant continues to follow developments in the digital age by always updating internet games which are currently trending among teenagers.

At first Kevin's informant knew the internet game Higgs Domino Island and was told by his playmate who also drank coffee at the coffee shop. Kevin's informant at first did not know about the existence of the internet game, now he knows and downloads it on the PlayStore application. As time went on, Kevin's informant became interested in the Higgs Domino Island internet game, which at first never thought of playing the Higgs Domino Island internet game. After downloading it and playing the Higgs Domino Island internet game, and having understood and understood how to play it, Kevin's informant felt that something had started to arise in his mind to play the Higgs Domino Island internet game and wanted to win a landslide/jackpot. (Salence Sign)

Not only that, the intensity of time playing the internet game Higgs Domino Island is increasing day by day. Kevin's informant said that he could not estimate the number of hours he spent playing this internet game, he only said that if the chips he had run out, the game was over and if the chips he had were still there, he would continue to play them. (Tolerance Mark)

Meanwhile, Kevin's informants often lost. In his heart, he felt bored with the internet game Higgs Domino Island. However, when Kevin's informant was given free chips by a friend who had experienced victory, Kevin's informant automatically opened and played the internet game Higgs Domino Island again. In the end he was active again playing the internet game Higgs Domino Island. (Sign of Recurrence)

After Kevin's informant returned to play, he began to feel that he had high ambitions within himself, where he had the desire to experience absolute victory because Higgs Domino Island chips could be sold. He also began to feel addicted to it and inside himself it appeared that if he didn't play the internet game Higgs Domino Island even for a day, he would not be calm inside. (Withdrawal Sign)

Not only that, his great desire to win has made Kevin's informant become an emotional person, he will attack physically and psychologically those who try to block his great desire to win. He once felt very angry and wanted to hit the head of his friend who did not give alms chips to him when his friend experienced an absolute victory, so that eventually there was a social conflict between Kevin's informant and his friend. (sign of conflict)

Furthermore, little by little problems in the life of Kevin's informants began to emerge. The internet game Higgs Domino Island makes him forget his responsibilities so that the problems he faces arise. It's like the money to buy feed for the chickens which is used to buy chips so the chickens can't eat, and if they don't have money they are so determined to steal goods from their own neighbors because in just one week he has spent around IDR 200,000. (Sign of Trouble)

Unlike the previous informant, informant Budi has been playing the internet game Higgs Domino Island since 5 months ago. Currently he is 20 years old and his daily activity is drinking coffee. He is the same as the previous informant who is always updated on developments in the digital age to play internet games which are currently trending. At first Budi's informant did not know what the Higgs Domino Island internet game was, he knew this internet game from a public application, namely Facebook. After finding out from Facebook, he immediately downloaded it and played the internet game. However, he didn't think too much about the Internet game.

Along with the development of the digital era, Budi's informant plays the internet game Higgs Domino Island with an uncertain intensity of time. According to him, he plays the internet game if the chips are still there then he will continue to play and if the chips are used up then he will stop playing it, because playing the internet game Higgs Domino Island cannot be measured by time. (Tolerance Mark)

Meanwhile, when Budi's informant experienced too many defeats while playing the internet game Higgs Domino Island, he began to feel bored inside. When boredom arises, he prefers other activities by playing other internet games, namely Mobile Legends and leaving the internet game Higgs Domino Island. However, one day he was given free chips by a friend, he felt homesick and reopened the Higgs Domino Island internet game application and played it again. In the end he began to be active again in playing the internet game Higgs Domino Island. (Sign of Recurrence)

After being active again in playing the internet game Higgs Domino Island, he began to have a great desire to win absolutely. When he experiences a big win and doesn't play the Higgs Domino Island internet game for a day, he feels something is

missing in his life and from within he always feels confused himself. (Withdrawal Sign)

By complying with all of these big wishes, little by little problems began to appear in Budi's informant's life. When he didn't have the money to buy chips he chose the way out by going into debt to Shopee Paylater. According to him, Shopee makes it easy for debtors to pay in installments next month. Informant Budi, when buying Higgs Domino Island chips, he can spend around 500,000 in one week. (Sign of Trouble)

Informant Gandi has been playing the internet game Higgs Domino Island for less than a year, in the sense that he is a new player who is currently struggling in the sloter world. Currently he is 20 years old and his daily life is as a worker. He first recognized this internet game as being told by a friend, then he downloaded it on the playstore and tried to play it. Gandi's informant played the internet game Higgs Domino Island usually at a coffee shop or at his own house.

Informant Gandi initially played the internet game Higgs Domino Island and could spend less than 1 hour a day. Over time, as time went on, the intensity of Gandi's informants began to increase. For now he can't say how much time spent playing the internet game Higgs Domino Island. According to Gandi's informant, if it is calculated that in 1 week he can spend approximately 7 hours playing the internet game Higgs Domino Island, therefore a conclusion can be drawn that the intensity of playing internet games by Gandi's informant is increasing day by day. (Tolerance Mark)

Gandi's informants sometimes have a feeling of boredom too when playing the internet game Higgs Domino Island. He said that he felt annoyed when he suffered a crushing defeat and tried to stop playing the internet game by playing another game, namely Mobile Legends. When he is not playing the Higgs Domino Island internet game and a friend gives him free chips, he automatically receives the chips and returns to playing the Higgs Domino Island internet game after not playing it before. After being active again in playing the Higgs Domino Island internet game, he also has the desire or ambition to become a Higgs Domino Island internet game player who has a high win rate. (Sign of Recurrence).

After actively playing the internet game Higgs Domino Island again and in order to achieve his ambition to become a player who won a landslide victory, in the life of Gandi's informant, little by little a problem began to emerge. If he doesn't have the money to buy chips to play the internet game. He was determined to owe chips to his friend, a debt, but when Gandi's informant wanted to pay the debt, most of his friends wanted to be paid in cash. According to an informant, Gandi spent a week

ranging from 500,000 – 600,000 to buy chips for the internet game Higgs Domino Island. (Sign of Trouble)

The next informant was named Awang. Initially, Awang's informant got to know the internet game Higgs Domino Island from a friend. Currently he is 20 years old and his daily activities are as a worker. He downloaded the game from playstore or google. Then Farid's informant played the internet game usually in a coffee shop with his playmates. He played the internet game Higgs Domino Island because he was interested when he saw his friends playing it in a coffee shop during coffee gathering moments. And when the atmosphere at work is loose or free, he sometimes contemplates or thinks about the Higgs Domino Island internet game. This is what motivated Awang's informants to play the internet game Higgs Domino Island. (Salence Sign)

Informant Awang initially played the internet game Higgs Domino island spending around 2-3 hours a day. However, over time, if one week is calculated, he can spend around 21 hours. This means that Awang's informants in playing the Higgs Domino Internet game are increasingly playing the intensity day by day and this has happened to this day. (Tolerance Mark)

After that, over time, Awang's informant used the internet game Higgs Domino Island as an outlet for the problems he was facing. Where he never had a love problem with his girlfriend in his life. This made him stressed and then took out the problem on the internet game Higgs Domino Island, arguing that he didn't want to be bothered and think about the problem. (Signs of Mood Swing)

Meanwhile, when Awang's informant often suffered big defeats, a feeling of boredom began to arise in his heart. He has a desire to quit the internet game Higgs Domino because he has experienced a big loss. After stopping playing the internet game Higgs Domino Island, to fill his free time he plays other internet games, for example the internet game Mobile Legends. After a long time of not playing the internet game Higgs Domino Island and a friend gave him free chips. Without closing the possibility he happily accepted it and returned to being active again playing the internet game Higgs Domino Island. (Sign of Recurrence)

After actively playing the internet game Higgs Domino Island again, he also has the desire or ambition of how to win absolutely. And when Awang's informant experienced absolute victory, he was eager to experience victory again. And if you don't play the Higgs Domino Island internet game in one day, you feel something is missing in your life because you have the desire to keep winning. (Withdrawal Sign)

Not only that, his desire or ambition to win continues to make him a sensitive person. If his friend has a lot of chips and he is not given alms of chips, he will feel great emotion and have thoughts of acting anarchically like hitting or inviting his

friends to fight. This made Awang's informant fight with his friend, causing a social conflict between users of the Higgs Domino island internet game. (Sign of Conflict)

Furthermore, little by little problems began to appear in his life after he showed his addictive behavior towards the internet game Higgs Domino Island. It's like he ran out of money because the money bought chips so he couldn't buy new clothes on Hari Raya. The next problem is that if he doesn't have the money to buy chips to play the internet game Higgs Domino Island, he has a way out by choosing to owe money to a shopping application, namely Shopee. He chose this way out because he could pay in installments every month or be paid the next month again. According to him, he can spend half of the total limit given by Shopee Paylater, which is 1,200,000. If he buys chips from his own friends in a day, he can spend around 100,000 in a day. If it is calculated that within a week Awang's informants can spend as much as 700,000 to buy chips from his friends. This is still experienced by informant Awang to this day. (Sign of Trouble)

Table 1 *The process of addictive behavior in informants*

Higgs Domino Island Game Addiction Behavior in Kevin Informant	Higgs Domino Island Game Addiction Behavior in Budi Informant	Higgs Domino Island Game Addiction Behavior in Gandi Informant	Higgs Domino Island Game Addiction Behavior in Awang Informant
Silence sign	Tolerance sign	Tolerance sign	Silence sign
Tolerance sign	Signs of Recurrence	Signs of Recurrence	Tolerance sign
Signs of Recurrence	Withdrawal sign	Sign of Conflict	Signs of Recurrence
Withdrawal sign	Sign of Conflict		Withdrawal sign
Sign of Conflict			Mood Swing Stage
Trouble sign			Sign of Conflict
			Trouble sign

The addictive behavior process of the four informants had similarities and differences, and even one of the informants did not have one of the signs of the addictive behavior. In addition, the process engendered by the informants started from the intensity of playing time, the internet game Higgs Domino Island was a basic need, to continuing to play the internet game Higgs Domino Island even though it was detrimental to him.

These results are in accordance with the results of previous research conducted by Lebho (2020) regarding the addictive behavior of adolescents. It turns out that it is true that internet games can have a negative impact both socially, psychologically, and physically. Teenagers who play online games, socially the relationship with family and friends is reduced, because the association of teenagers is limited to online games only. Psychologically, teenagers who are addicted will continue to think about the games they often play, have difficulty concentrating on studying or working, do anything to be able to play games again, and being physically exposed to continuous computer radiation can damage the optic nerve and brain.

Most of the informants have several factors that influence their addictive behavior towards the internet game Higgs Domino Island. Where these factors appear naturally in the life of every informant and these factors include internal factors and external factors. These factors are the same as the causes of addiction to internet games put forward by Hardiyansyah (2016), some of these internal factors include a strong desire on the part of adolescents to obtain high scores in internet games and a lack of self-control in adolescents.

Where every informant, both Kevin, Budi, and Awang, has ambitions high enough to win big enough in the internet game Higgs Domino Island. Because chips from playing internet games can be traded to meet their needs (Kevin & Budi informants). As well as being able to reverse capital or pay debts that have been incurred while playing the internet game Higgs Domino Island (informants Awang & Gandi).

Each informant also cannot control or limit himself in playing the internet game Higgs Domino Island. They cannot control themselves from being curious about the internet game, so when they have experienced a victory, their ambition is to want to play continuously (Kevin & Budi informants). As well as not ruling out the possibility of playing internet games again if they get alms chips from a friend (Gandi's informant). They also cannot control themselves in managing the intensity of time when playing the internet game, so they can spend hours a week to fulfill their desire to play the internet game Higgs Domino Island (Awang's informant).

The next factor is the external factor that causes internet game addiction behavior that is naturally experienced by each informant. External factors experienced by each informant are in line with the opinion put forward by Smart, namely factors that can make a person addicted to online games, including lack of attention from those closest to them, depression, lack of parental control, lack of activity, environment, and parenting style.

Where each informant experienced some of these factors in accordance with the opinion of Hardiyansyah (2016) including the environment, where each informant has a friend to play around his home environment who is a Higgs Domino Island internet game player, so that in the end they get carried away playing the internet game. Furthermore, the second factor is the lack of control from parents, where their parents do not supervise or control their children's activities both inside and outside the home. So that their parents don't know that they often play these internet games and spend a lot of money, they can even be said to have an addiction to the internet game Higgs Domino island.

1. Suggestion

Parents are expected to frequently supervise and pay attention to their children's activities, so that their child's addiction to playing the Higgs Domino Island internet game can be prevented or reduced. Then teenagers who are playing the Higgs Domino Island game are expected to be able to limit themselves to playing the game. It is highly recommended for teenagers to find fun activities or entertainment such as playing soccer, reading books, or gathering with their peers to study together instead of playing the Higgs Domino Island game. Suggestions for further research are to provide interventions to teenagers who are addicted to playing the Higgs Domino Island game, this is so that teenagers who are addicted to the game can become more aware and understand the bad things about playing the Higgs Domino Island game.

D. Conclusion

Based on the analysis and descriptions that have been put forward by researchers related to addictive behavior in playing the internet game Higgs Domino Island, the researcher can draw the conclusion that teenagers who have addictive behavior on the internet game Higgs Domino Island keep thinking about the internet game they are playing and are willing to do anything to be able to play the game. the internet again, this can be seen from the results of the research and discussion of this study. Each informant also cannot control or limit himself in playing the internet game Higgs Domino Island. They cannot control themselves from being curious about these internet games, and addictive behavior in adolescents is influenced by 3 factors, namely the lack of self-control, the lack of parental supervision, and the environment where teenagers congregate.

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