



Interpersonal Communication Strategies between Parents and Children Under the Age of 12 Years in Preventing *Online Game Addiction* in Manado City

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Abstract

In today's era of technology and information, people cannot be separated from the use of the internet, including children. Since the Covid-19 pandemic until now, many children carry out their activities at home, and the use of the internet in children has increased in intensity, which is used as a source of learning and entertainment information. Nowadays many children under the age of 12 years who spend hours playing and addicted to online games. Many negative impacts arise due to online game addiction in children. Therefore, a parent's interpersonal communication strategy is needed to prevent online game addiction in children. The results showed that interpersonal communication strategies between parents and children in preventing online game addiction in Manado City, especially in Malalayang District and Tikala District, namely: Carrot Swinging Strategy: controlling children by providing rewards or rewards in the form of clothes, shoes, maimaikan, food, etc. Dependent Sword Strategy: in the form of punishment to unravel or restrict children from playing online games. Catalysing Strategy: Parents in communicating include rational arguments according to rationality so that children are willing to change attitudes or behaviors as they wish. Siamese Twin Strategy: Parents involve themselves in activities that they encourage children to do together. and Fantasy World Strategy: The parent directs the child's behavior, first creating a certain fantasy in the child's mind and then directing it to the behavior as the parent wants.

Introduction

Internet users in Indonesia are around 80-100 million. 10% are children under 12 years old, which is growing day by day. Through the internet can be obtained a variety of positive information and content that is worthy of children. On the other hand, millions of content comes every day, if without supervision from family, negative content will become a spectacle that ultimately damages the nation's young generation.

The internet offers many offers, including a variety of *online games*. The appearance and challenges of the game make game fans become interested in using it. Moreover, *online games* can be played anywhere without using heavy devices, but can be easily used via *smartphones*. With the internet quota, *online games* can be used.

Since the Covid-19 pandemic in 2020, children are familiar with the use of the internet, both for learning, entertainment and playing *Online Games*.. Children are still unable to filter out what is good and bad in using or doing something. *Online games* It is good if used correctly and bad if used incorrectly.

In Manado City, children under 12 years old are active internet users, and they are inseparable from use *Online Games*. The positive impact of online games on children is that children become creative and make friends in cyberspace. Children get information and entertainment through online games. While the negative impact: Addiction *Online Games* causing children to ignore the surrounding environment, ignore learning and parental commands because they are constantly playing *Online Games*. Children learn from what is seen in *Online Games*, so that the character model follows the one seen in *Online Games*, causing emotional tension and irritability when prohibited from playing *Online Games*. Lack of rest time so it is easy to get sick. Causing waste due to play *Online Games* Spending a lot of internet quota.

Online game addiction also has a psychological impact on children. Online games are a serious problem that is being faced by children, because it requires the role of parents in overcoming online game addiction. There needs to be interpersonal communication between parents and children that is well established.

Interpersonal communication strategies between parents and children are important, because there is an effective information exchange process where parents can convey messages that are informative and educative related to *Online Games* in children. Parents instill in children values and habits that increase knowledge, raise awareness, and encourage action.

Interpersonal communication strategies are needed from parents to children in preventing online game addiction in children under 12 years old, considering that children are not old enough to receive information and messages like adult children, be it Carrot Swinging Strategy, Hanging Sword Strategy, Catalyst Strategy, Siamese Twins Strategy, and Fantasy World Strategy.

Literature Review

Strategy is a plan of activities to achieve specific goals. Strategy can also be interpreted as a reference in determining the outlines of direction to achieve the goals that have been planned and outlined in specific activities planned to achieve.

Communication strategy is a combination of communication planning and management in achieving its goals. In communication strategies when we already understand the nature of communicants, and understand the effects they cause, it is very important in choosing what is a good way to communicate, because it relates to what media we will use.

Interpersonal communication is communication carried out by individuals to exchange ideas or thoughts with individuals. Interpersonal communication is one of the communication contexts in which each individual communicates feelings, ideas, emotions, and other information face-to-face to other individuals.

There are several kinds of strategies in interpersonal communication. Miller and Steinberg offer five types of communicative patterns or strategies; (1) Carrot Swinging Strategy; (2) Dependent Sword Strategy; (3) Catalyst Strategy; (4) Siamese Twins Strategy; (5) Fantasy World Strategy.

The dangling carrot strategy is a strategy of controlling communication partners by including *rewards* for the partner for following what he directs in the communication message.

The hanging sword strategy is a strategy by manipulating the fear of the communication partner in order to control the partner.

Catalyst strategy is a communication strategy in which someone in communicating includes rational arguments according to the rationality of his communication partner so that the partner is willing to change attitudes or behavior as he wishes.

The siamese twin strategy is a communication strategy in which the first party involves himself in activities that he recommends to the second party to do together.

Fantasy world strategy (fairland strategy) is a communication strategy in which a person in directing the behavior of others, first creates a certain fantasy in the mind of the other person and then directs to the behavior as he wants. If the creation of fantasy in the mind of the child is successful and the imagined conditions are appropriate to the child's pleasure, it is theoretically likely that the communication will succeed.

In the family, family members are part of a system. Each individual with other individuals has a relationship, interconnected, mutual need and complementarity. Family communication is communication that exists in a family, where there is a line connecting family members.

Good communication is two-way and raises five things, namely understanding, pleasure, influence on attitude, good social relationships, actions.

A close relationship between parents and children causes parents to know how children think and every problem faced by children can be known by parents. By the time children reach the age of 10-12 years, children begin to be able to understand the relationship between effort and ability. In addition, the child begins to relate to a wider social group. In dealing with problems, whether with social groups or businesses, children need parental support and encouragement. This is manifested in the form of communication between parents and children.

Aspects of communication between parents and children, namely: listening, statements, openness, sensitivity, and feedback. Listening to a communication must be done with the mind and heart and all the senses expected of the speaker. The statement aspect, meaning that in order to be able to convey a statement to others, the idea must first be understood. If the idea is still vague for us, for others it can become even more vague. So clarity of statements is important so that what we convey is clear to the recipient of communication.

According to Indonesian Big Dictionary, games are games. Game is an activity that has the nature of recreation or entertainment where there are one or more players. *Online* game is a game that is played by many people from various parts of the world at the same time and connected through the internet network.

Online games are one type of game on a computer that uses the internet network as a medium. Sometimes, online games are presented by internet service providers as additional features that we subscribe to using their services.

Online games are a form of electronic games that are connected to the internet network and played through computer devices, smart phones, game consoles, laptops, and other game devices and are multiplayer or can be played by many users at the same time.

Playing online games is fun, but we must know what impact it will have on its users. Here are the impacts of *online games*, namely Positive Impact and Negative Impact.

Positive Impact; (1) Can improve English skills Most of the online games in circulation use English; (2) Increase brain intelligence Brain intelligence will increase because online games can increase the ability to analyze something both in the game and outside it.

Negative Impact; (1) Effect on learning motivation; (2) Difficulty in concentration and difficulty in socializing. Because children are constantly preoccupied with playing online

games and even addicted; (3) High risk of Trash-Talk or rude talking; (4) Addiction is an activity that is carried out repeatedly so as to cause negative impacts from these activities. Addiction is an unhealthy behavior and results in self-harm so that the individual has difficulty stopping his behavior.

Factors that cause someone addicted to the internet, especially online game users, are as follows; (1) Stress and Loneliness; (2) Weak Self-Control and Encouragement to Competence.

Methods

The method used is a qualitative method with a descriptive approach, which is a researching procedure that produces descriptive data in the form of written or spoken words of people and observable behavior. Used to understand "Interpersonal Communication between Parents and Children Under the Age of 12 in Preventing Online Game Addiction in Manado City".

This informant was selected Snowball Sampling. Informants based on Snowball Sampling are informants who are selected based on clues in the field that are selected and roll more and more days and are completed until the saturation point, where the informant has provided the same information as the previous informant.

The informants in this study were Parents and Children Under 12 Years Old in Manado City

The focus of this study is an indicator of the Interpersonal Communication Strategy of Miller and Steinberg Fantasy, namely; (1) Carrot Swinging Strategy; (2) Dependent Sword Strategy; (3) Catalyst Strategy; (4) Siamese Twins Strategy; (5) Fantasy World Strategy.

Data collection was carried out using methods commonly used qualitative approaches, namely observation (participation), in-depth interviews (*indept interviews*), and document studies (26).

In qualitative research, data analysis is carried out from the beginning and throughout the research process. In this study, qualitative data analysis will be used with interactive models, namely: Data Reduction, Data Presentation, and Conclusion Drawing (6).

Results and Discussion

The development of technology has a significant influence on many things, including the development of the use of online games in children under the age of 12 years, who are still in elementary school education. Children at that age still really need parental assistance in the use of online games.

Online Game is a game played on a network (both LAN and Internet). Online games have no end. Many causes are caused by online addiction, one of which is because gamers are complete. Basic human nature that always wants to be a winner and is proud of getting better at something including a game. As points increase, the objects to be played with will be more intense, and most people are happy to become addicts. Other causes that can be traced to lack of supervision from parents, and the globalization influence of technology are inevitable.

Playing online games is fun, but it has a positive and negative impact on children under the age of 12, namely:

Positive Impact; (1) Can improve English skills Most of the online games in circulation use English; (2) Increase brain intelligence Brain intelligence will increase because online games can increase the ability to analyze something both in the game and outside it; (3) Can develop children's creativity in solving problems, learning tools, improving reading skills, entertaining, relieving boredom, helping health for some healing cases.

Negative Impact; (1) Effect on learning motivation; (2) Difficulty in concentration and difficulty in socializing. Because children are constantly preoccupied with playing online games and even addicted; (3) High risk of Trash-Talk or rude talking; (4) Damaging eyes, damaging health, lack of rest, irregular sleep time, causing laziness, causing laziness, ignoring people around, increasing aggressiveness due to the influence of violent actions witnessed through games, increasing costs.

Parents try so that children do not always play online games, because in addition to damaging the eyes, rest and sleep times become irregular, spend a lot of quota, children also tend not to care about the surrounding environment. Children under the age of 12 years, should be reprimanded or speak well, with a little persuading, so that children listen and follow the advice given by parents.

In the journal *The Influence of Online Games on the Emotional and Social Development of School Children*, it is explained that the frequency of playing excessive online games in children can have a negative influence, one of which is on the emotional and social development of children.

Parents have a very important role in the life and growth of children under the age of 12 years. The role of parents in education, guiding, directing, and paying attention determines the development of children in the future. The motivation of parents can send children to become a better person, for that good cooperation between children and parents is needed.

Childhood under the age of 12 years is a time when a child learns while having fun playing with his friends. In the past, children played kites, marbles, jumping rope, cooking, cars, and so on. Along with the development of technology, traditional games gradually began to be abandoned because they were considered outdated and less modern. Currently, traditional games are shifted with a variety of online games that are very accessible, as long as they have quotas and gadgets. By playing online games, children do not need to leave the house, heat up, do not need to try to gather friends to play. Now just open your cellphone can choose online games that can be accessed with a variety of interesting and more modern games.

Many parents who because of their busy lives prefer to provide facilities to children in the form of mobile phones and quotas so that children even though they only stay at home get busy and entertainment by playing online games.

But without realizing it by allowing or less control children playing online games will have an impact on children's behavior. And when children are addicted to playing online games, it is very difficult to be stopped or banned from playing online games again.

Online games are games that are played online via the internet, where in online games child players can be able to play with other players from all over the world so that they get pleasure in doing these activities. In the end, children tend to withdraw from the environment, engrossed in the games they play, lose control and tend not to care about other activities.

Based on interviews with informants, SY's parents said that because she and her husband worked in the office and came home until late at night, they lacked control over children who played online games. Even though children under 12 years still need attention and control from their parents. Parents who have careers and come home late at night in a tired state do not follow the development of children. Time is taken up at work so there is less time to gather and communicate with children.

Communication in the family is very important, which is a bridge that connects the wishes and expectations of parents and children, can convey what they want, can exchange ideas, interact

with each other so as to get mutual agreement. With good communication, the relationship between parents and children can be harmonious. Basic education in children should be carried out as early as possible as the responsibility of parents in carrying out educational functions in the family. Parents have the responsibility to educate and prevent children from avoiding online games.

The lack of free time that parents have leads to neglected communication problems with children. Sometimes parents only rely on teachers and others. The busyness of parents has an impact on children's development. Even though parents are very instrumental in the growth and development of children.

Interpersonal communication according to Joseph A. Devito (10) is the process of sending and receiving messages between two people or between small groups of people with some effect and instantaneous feedback. Interpersonal communication takes place face-to-face. Parent and child communication is interpersonal communication, which occurs directly, face-to-face, is personal, unplanned and takes place every day. Interpersonal communication of parents in children plays a role in directing and shaping children's behavior.

Talking to an adult is different from talking to a child under the age of 12. In the context of interaction, communication has an important role to achieve goals. Parents must have a strategy so that what is conveyed gets attention and is done by children under 12 years old. Through communication parents can know the thoughts, desires and feelings of children, can also establish relationships with children.

Strategy is a plan of activities to achieve specific goals, in this case parents to children under the age of 12 years. Strategy can also be interpreted as a reference in determining the outlines of direction to achieve the goals that have been planned and outlined in special activities planned to achieve the goals, so that children avoid addiction to online games.

Communication strategy is a combination of communication planning and management in achieving its goals. In communication strategies when it can be understood the nature of communicants, namely children under 12 years old, and understand the effects caused, it is very important in choosing what is a good way to communicate, because this is also related to what media parents will use in conveying messages.

Based on the results of interviews with parent and child informants, it was found that the Interpersonal Communication Strategy of Parents to Children Under the Age of 12 Years in Preventing Online Game Addiction in Manado City, especially in Malalayang District, is by using the Carrot Swinging Strategy, Dependent Sword Strategy, Catalyst Strategy, Siamese Twin Strategy, and Fantasy World Strategy, namely:

Swinging Carrot Strategy

The dangling *carrot strategy* is a strategy for parents who have children under the age of 12 in Manado City to control children by including rewards or rewards for children if they follow what parents direct. The reward is in the form of what the child likes, such as: clothes, shoes, games, food, money, etc.

Parents try to convey carefully to children that do not play online games too often. Besides being able to damage the eyes and make them lack of sleep or rest, but also spend a lot of pulses / quotas. I told him that it was better to buy the credit / quota money he wanted. By persuading him and promising to buy things he likes, he finally wants to reduce the hours and time of playing online games. Because they are still children, they must have a way so that they are willing to listen and follow what their parents want, and also all for the good of the child.

The carrot swinging strategy can also be in the form of giving *rewards* to children in the form of symbolic messages in the form of words of praise, such as: "Smart child", "Great child", "Mama is very happy to have children who hear like you", "papa is proud that ade already understands what daddy says, daddy treats food that ade likes". The carrot swinging strategy aims to increase the likelihood that children respond to what parents want by saying they will get rewards and words of praise.

For example, when you see children playing online games it has been quite a long time and looks very serious. So parents remind children not to play online games for too long. Parents admonish the child to stop immediately and take a shower, because it is already afternoon. The child stopped immediately and prepared to take a bath. After taking a shower, parents immediately praised, hugged and kissed him by saying "mama's son is smart" or "mama's son listens".

Children who are in elementary school still need more attention. If the parent talks to the child should also be with a coaxing attitude. If with loud words, even they children do not want to obey what we command, or do not want to listen to what parents say. That's why parents convey with a little persuade and promise something. For example, when children no longer play online games on weekdays other than holidays, including Saturdays and Sundays, as taught by parents, then parents praise him by saying "daddy's child listens, daddy is proud to have a child like him, then treat him to food he likes".

The term *dangling* carrot strategy or carrot strategy swings like Indonesian folklore, where a horse pulling a cart stops and does not want to walk. The coachman then tied a strand of rice to a wooden stick and placed it on the horse's face. The horse wanted to grab it while running around, so the coachman succeeded in his efforts, and finally arrived at the destination.

This strategy aims to change the frequency and the level and direction of a person's behavior. If at first children can play 10 hours of online games every day, then with interpersonal communication between parents to children through the carrot swing strategy eventually experience a change in online game playing hours in children to 5 hours a day, then decrease by 3 hours a day, and finally 2 days a week.

Most children ages 12 and under will respond to a parent's request for a kind talk and expect to be rewarded for doing what the parent tells them to do. The rewards that will be given are not only in the form of material or money but also in the form of words of praise and gratitude. The carrot swinging strategy focuses on the results of the child's behavior, not on the stimuli of the rewards given. Rewards or rewards are given in the hope that children behave the same in the future.

The carrot-swing strategy creates stimulus-response-reward circuits and produces specific behaviors. In an effective carrot swinging strategy Parents must have some communication skills. Words of reward in the form of appropriate praise will stimulate children under the age of 12 to do what parents expect.

Sword Dependent Strategy

The hanging sword strategy is a strategy by manipulating children's fears in order to control children. The strategy of hanging swords has something to do with a story in the Dutch colonial era when the police if patrolling in and out of the village carrying long swords hanging on their levels. Seeing the police with swords hanging, then the people are very scared.

The sword dependent strategy is also used by parents when communicating with children under 12 years old to prevent addiction to online games. This strategy is based on assumptions and

expectations that children will not repeat online gaming behavior continuously. This strategy is a punishment. Parents can punish their children to reduce or limit children's behaviors that are not liked by parents, namely spending a lot of time just playing online games, and ignoring the environment and people around.

Sometimes parents scold children for playing online games too often so they ignore homework or schoolwork from teachers. Often playing online games causes children to be lazy to learn. For the good of the child, I often punish the child by reducing his pocket money or not buying what the child likes. Parents often punish children by going to bed earlier than usual. Parents say "I don't like you just all day playing online games" in a slightly high and firm tone, so that children know that parents don't like him doing so, so that children become afraid and immediately stop playing."

There are several types of dependent sword strategies used by parents, namely: *First*, By providing stimulation of words that are hated and disliked by children, even punitive. This can be done both with verbal words, rejection and also with physical attacks. *Second*, By providing cancellation of rewards or *withdrawal of rewards*. By canceling rewards, it is expected that children experience discomfort and no longer repeat behaviors that cause children to lose rewards or rewards. *Third*, By making a *jast profit* or losing profit. Losing an advantage is somewhat different from giving a hated stimulus or canceling a reward. Losing profits is something that must be sacrificed in order to get rewarded. Dangling Carrot Strategy Dangling Carrot Strategy.

If the child plays online games excessively, then parents scold him by saying that if playing online games for too long it will damage the eyes and can make him blind. Parents say that if blind, then the child cannot see anything, cannot go anywhere, etc. Eventually the child becomes afraid and reduces his time playing online games.

Children most like to play online games through mobile phones, so parents are very worried about their eye health. Children also often forget to eat when they play games. It does seem very exciting when children are playing online games. Therefore, parents often punish him by not giving a cellphone to the child. Mobile phones are kept by parents so that children do not play online games. Often parents don't buy him a quota, so he can't play online games anymore.

If the child fights what the parent forbids, which is to play online games for too long, then the parent will punish the child, for example: by saying he will not buy the shoes that the child wants if he continues to play. Finally, because children really want shoes that children have seen in stores and become the current trend, then children stop playing online games that they currently hold and promise to reduce hours playing online games.

Reduction or restriction on children aims to prevent children from playing online games too often. The implementation of sword strategies depends on trying to influence the child to stop his behavior playing online games and receive substitutes for better behavior directed by parents. Even parents can break away or try to get away from children who are temporarily punished so that children really feel punished and no longer play online games continuously.

Catalyst Strategy

Catalyst strategy is a communication strategy in which parents in communicating include rational arguments according to rationality so that children are willing to change attitudes or behaviors as they wish. The catalyst strategy uses statements, where parents try to give rational statements and provoke the response that the child wants, simply reminding the child of an action or action that can be accepted and desired by the child.

Parents often say that if you play online games too often, the child's eyes will be blind and his health will be disturbed. If you are blind, then you can't play, you can't see anything, you can't go to school, and your life will already and suffer. Then the parent asked back to my child "do you like your eyes blind?", and the child answered "don't want to", then the parent said, then don't play online games too long, if you need entertainment just play enough". Because the child does not want his eyes to be blind, then finally the child obeys what the parents say.

Children also state the same thing, namely children do not want to be blind and want to listen to what parents say, so children reduce hours playing online games. Finally, the child played with his friends so that I didn't often play online games anymore.

Based on the results of interviews with parent informants, they also gave encouraging messages to children to change their attitudes and encourage them to do it of their own accord.

His parents encouraged him to commit not to play online games excessively. Raise the child's spirit by saying "mama's son is smart, mama's child can definitely be". So with these words of praise children no longer often play online games of their own accord. Children occupy themselves with watching TV or playing with their younger siblings.

There are several things that are done in interpersonal communication of parents to children under the age of 12 years through this catalyst strategy, namely; (1) Parents find the right time and invite children to listen to what is conveyed directly and heart to heart. In this case, parents sometimes put themselves in a position below or on down position; (2) The parent provides new information to the child that elicits the desired response, which tends to benefit the child more. Parents convey certain benefits if children do what parents say.

Siamese Twins Strategy

The siamese twin strategy is a communication strategy in which parents involve themselves in activities that they encourage children to do together. The conjoined twins strategy supports the mutual satisfaction of both parent and child. The responses that arise are responses that are desired together so that the relationship becomes relatively long-lasting.

Online games do not always endanger children's growth while under parental supervision. Parents really need to accompany children when playing games on gadgets. By accompanying children to play online games, parents can also prevent children from games that have elements of violence or pornography. Also parents can direct the child to play online games that are educational but also entertaining.

Parents must also have alternative activities if prohibiting children from playing online games, so that children become happy and get other games and entertainment and their minds are distracted from gadgets. Parents choose activities that stimulate children's adrenaline, such as sports with children or invite them to do something they enjoy.

Interpersonal communication can be created by participating with children in doing things he likes. As much as possible parents play in games that children play or like, so that parents become fun playmates for children. So that children do not think that friends play only with friends. If the child is suitable and enjoys playing, joking and talking to parents, then they will not rely on friends to do and learn about something, but everything they can get from their parents.

Fantasy World Strategy

Fairland strategy is a communication strategy in which parents direct children's behavior, first creating certain fantasies in the child's mind and then directed to behavior as parents wish. If

the creation of fantasy in the child's mind is successful and the fantasized conditions are what the child likes, and most of the communication will be successful.

Children aged 12 years and under really need an explanation from parents, why they should not play online games excessively, therefore some parent informants revealed that they convey explanations or messages to children as communicants about the positive and negative impacts of using gadgets, especially in playing online games. As explained by the following FP parent informant:

Parents also provide information to children by conveying things that children like when not playing games, for example will invite them to places they like such as malls, restaurants or get monetary rewards if they do not spend time playing games. Things that are liked encourage children not to play games as their parents say.

Delivery of information to children is done by parents also when children are in a relaxed state in the afternoon or at bedtime. By telling funny things, stories that can motivate children, in a relaxed and humorous way. So that children are also able to tell their own version of what they experience when playing games. At that time parents give advice to children not to play too many games. In storytelling activities between parents and children, there have been interactions that directly bring emotional closer, break the atmosphere, strengthen communication bonds that encourage children to listen and do what parents say.

Conclusion

The results showed that interpersonal communication strategies between parents and children in preventing *online game* addiction in Manado City, especially in Malalayang District and Tikala District, namely: *Carrot Swinging Strategy*: controlling children by providing rewards or rewards in the form of clothes, shoes, maimaikan, food, etc. *Dependent Sword Strategy*: in the form of punishment to unravel or restrict children from playing online games. *Catalysing Strategy*: Parents in communicating include rational arguments according to rationality so that children are willing to change attitudes or behaviors as they wish. *Siamese Twin Strategy*: Parents involve themselves in activities that they encourage children to do together. and *Fantasy World Strategy*: The parent directs the child's behavior, first creating a certain fantasy in the child's mind to then be directed to the behavior as the parent desires.

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