Communication Behavior of Students Using Online Games Reviewed from the Values of Islamic Religious Education at SMP Negeri 1 Depapre

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ARTICLE INFO	ABSTRACT
	Abstract: *This study aims to describe the oral communication language model used by students who frequently play online games. Analyze student communication behavior while playing online games by examining it based on the values of Islamic Religious Education. This study uses a qualitative research approach with the type of field research, namely research that aims to understand the phenomena experienced by the research subjects thoroughly through descriptions in the form of words in natural conditions. The study was conducted at SMP Negeri 1 Depapre, Jayapura Regency with a focus on knowing student communication behavior, use of study time, learning motivation, and the ability to control emotions while playing online games reviewed from the values of Islamic Religious Education. Data collection was carried out through observation, interviews, and documentation with researchers. Data analysis techniques used an interactive analysis model. Based on the results of the study, students of SMP N.1 Depapre are very fond of playing online games so that they spend more time playing than studying and socializing. This has an impact on their behavior, such as using harsh language, not respecting time, low learning motivation, and difficulty controlling emotions, which are not in accordance with the values of Islamic Religious Education. Solutions to overcome negative behavior due to online games require cooperation between parents, schools, and the community. Parents limit playing time, schools provide supervision and education, and communities provide positive activities so that children do not become too dependent on online games.*

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1. INTRODUCTION

Technological development in the modern era is currently occurring very rapidly and continues to transform over time. Technological progress is inseparable from the increasing human need for fast, accurate, and easily accessible information. Digital technology, particularly the internet, has become an essential part of daily life and influences various aspects, including education, communication, and social behavior (Danuri, 2019; Habibah, 2021). In the context of education, technological developments make it easier for students to access learning resources, but on the other hand, they also bring their own challenges, particularly related to changes in behavior and social interaction patterns.

Behavior is essentially the result of an individual's experiences and interactions with their environment, manifested in the form of knowledge, attitudes, and actions. Behavior can also be understood as an individual's response or reaction to stimuli, both internal and external

(Loppies & Nurrokhmah, 2021). From an Islamic perspective, humans are encouraged to always behave well, as explained in Surah Al-Isra', verse 7, which emphasizes that every deed, whether good or bad, will return to the perpetrator. This demonstrates that human behavior has moral and social consequences for which we must be accountable.

In everyday life, humans are inextricably linked to communication activities. Communication is the process of conveying messages from one individual to another, involving reciprocal interactions (Ariyanto, 2020; Mailani et al., 2022). Communication plays a crucial role in building social relationships and shaping individual behavior. With technological advancements, communication patterns have also shifted, from direct (face-to-face) communication to digital-based communication through social media and other online platforms.

One form of technological development that is very popular among teenagers is online gaming. Online games are internet-based games that allow players to interact virtually with other players, either through text or voice chat (Wijaya & Paramita, 2019). Some online games that are popular with teenagers include Mobile Legends, PUBG Mobile, Free Fire, and others. Free Fire, for example, allows players to communicate directly with team members, thus creating social interaction in the virtual world.

However, excessive use of online games can have various negative impacts, particularly on adolescents' communication and social interactions. Several studies have shown that online game addiction can lead to behavioral changes, such as increased individualism, decreased interest in learning, and impaired social communication with those around them (Novrialdy, 2019; Meutia et al., 2020). Furthermore, communication in online games often uses coarse and impolite language, which can influence adolescents' communication patterns in real life (Abriani et al., 2018; Rahmatullah, 2022).

This phenomenon is also seen among students at SMP Negeri 1 Depapre, where some students show a strong interest in online games, particularly Free Fire. This intense gaming activity leads to students' reduced interaction with their surroundings and changes in communication patterns, leading to less effective and impolite behavior. If left unchecked, this habit can lead to decreased social skills and a lack of concern for their surroundings (Santi et al., 2021; Ulya et al., 2021).

From the perspective of Islamic Religious Education, good communication behavior is part of the morals that must be instilled in students. Islamic Religious Education focuses not only on cognitive aspects but also on character and moral development in students, enabling them to behave in accordance with Islamic values (Tolchah, 2020). Therefore, it is important

to examine students' communication behavior when playing online games and how it aligns with the values of Islamic Religious Education.

Based on this description, this research is crucial for a deeper understanding of students' communication behavior when playing online games, particularly Free Fire, and for examining it from the perspective of Islamic Religious Education values. This research is expected to provide an empirical overview of the forms of communication that occur among students, as well as provide consideration for teachers, schools, and parents in guiding and directing students to utilize technology wisely without neglecting moral values and religious teachings in their daily lives.

2. LITERATURE REVIEW

1. Concept of Behavior

Behavior is an individual's response or reaction to stimuli from their environment, whether in the form of attitudes, actions, or habits. Behavior is formed through a continuous process of interaction between individuals and their environment (Loppies & Nurrokhmah, 2021). From a psychological perspective, behavior is influenced not only by external factors but also by internal factors such as motivation, perception, and individual experience.

Human behavior also has a social dimension that is closely related to prevailing norms and values in society. Therefore, good behavior is behavior that aligns with social norms and moral values. In the context of education, behavioral development is a primary goal, particularly in instilling positive character in students (Ramdan & Fauziah, 2019).

2. Communication Concept

Communication is the process of conveying a message from a communicator to a recipient through a specific medium with the aim of influencing or changing attitudes and behavior (Ariyanto, 2020). Communication is not only verbal but also nonverbal, such as facial expressions, gestures, and body language.

According to Mailani et al. (2022), language is the primary tool of communication used by humans to convey thoughts, feelings, and information. Effective communication is characterized by a shared meaning between the sender and receiver of the message.

In a social context, communication plays a crucial role in building interpersonal relationships and shaping individual behavior patterns. Ineffective communication, such as the use of harsh or impolite language, can lead to conflict and damage social relationships (Murniarti, 2019).

3. Online Games and Their Impact

Online games are digital games played over the internet and allow for virtual interaction between players. Online games serve not only as a form of entertainment but also as a medium for social interaction in cyberspace (Wijaya & Paramita, 2019).

Some popular online games among teenagers include *Mobile Legends* , *PUBG Mobile* , and *Free Fire* . These games feature communication features like *chat* and *voice chat* , allowing players to interact directly with other players on their team.

However, excessive use of online games can have negative impacts, such as addiction, decreased interest in learning, and changes in social behavior (Novrialdy, 2019). Furthermore, communication in online games often contains elements of aggression, such as the use of harsh words, teasing, and impolite verbal behavior (Rahmatullah, 2022).

Other studies also show that online game addiction can cause individuals to become more individualistic, interact less with their surroundings, and experience decreased social communication skills (Meutia et al., 2020; Ulya et al., 2021).

4. Communication Behavior in Online Games

Communication behavior in online games refers to how individuals interact with other players through digital media during gameplay. This interaction can take the form of verbal communication via *voice chat* or written communication via *chat features* .

According to Abriani et al. (2018), online gamers' communication behavior tends to be influenced by competitive game situations, often leading to spontaneous, emotional, and even aggressive communication. This is due to the pressures inherent in games, which demand victory, teamwork, and quick responses to game situations.

Furthermore, communication in online games can also shape new communication patterns in adolescents, which then carry over into real life. If left unchecked, this can impact the quality of students' interpersonal communication in everyday life (Furqan, 2020).

5. Islamic Religious Education Perspective on Communication Behavior

From the perspective of Islamic Religious Education (PAI), communication is an integral part of morality that must be maintained and developed. Islam teaches its followers to communicate in a kind, polite, and courteous manner. This aligns with the values contained in the Quran and Hadith, which emphasize the importance of speaking kindly or remaining silent.

Islamic Religious Education plays a crucial role in shaping students' character and fostering noble morals, including communication skills. Islamic Religious Education focuses

not only on cognitive aspects but also on developing attitudes and behaviors in accordance with Islamic values (Tolchah, 2020).

In the face of technological developments, Islamic Religious Education (PAI) also serves as a moral filter for students, enabling them to use technology wisely. Teachers and parents have a responsibility to guide students to prevent them from engaging in negative behaviors resulting from technology use, including online gaming (Aviva et al., 2022).

6. Relevant Previous Research

Some previous studies that are relevant to this research include:

a) Abriani et al. (2018) found that *Mobile Legends players' communication behavior* tends to contain elements of verbal aggression.

b) Rahmatullah (2022) showed that the *Free Fire game* has an influence on aggressive communication behavior in children.

c) Meutia et al. (2020) stated that online game addiction negatively impacts students' learning interest.

d) Ulya et al. (2021) found that the use of online games can affect children's social personality.

Based on these studies, it can be concluded that online games have a significant influence on adolescents' communication and social behavior. Therefore, this study focuses on analyzing students' communication behavior while playing online games and examining it from an Islamic Religious Education perspective.

3. RESEARCH METHODS

1. Types and Approaches of Research

This study uses a **qualitative approach with a descriptive** approach . The qualitative approach was chosen because this study aims to deeply understand the phenomenon of student communication behavior when playing online games, specifically *Free Fire* , in a real-world context. Qualitative research emphasizes understanding the meaning, processes, and social interactions that occur in a natural environment without any manipulation of variables (Sugiyono, 2017).

The descriptive research type is used to describe systematically, factually, and accurately the phenomenon being studied, namely students' communication behavior in playing online games and its relationship to the values of Islamic Religious Education (Moleong, 2012).

2. Location and Subject of Research

This research was conducted at **SMP Negeri 1 Depapre** . The research subjects consisted of students who actively play online games, especially *Free Fire* , as well as Islamic Religious Education teachers. The subject selection technique used **purposive sampling** , namely the selection of informants based on certain criteria, such as students who have a high intensity in playing online games and teachers who understand the development of student behavior (Sugiyono, 2017).

3. Data Collection Techniques

Data collection in this study was carried out using the following techniques:

a. Observation **Observations**

are conducted to directly observe students' communication behavior, both when playing online games and in social interactions within the school environment. This observation aims to obtain factual data regarding students' communication patterns (Sugiyono, 2017).

b. **Interviews:**

In-depth interviews were conducted with students and teachers to gather information about their experiences, habits, and the impact of online game use on communication behavior. The interviews were semi-structured to allow researchers to gather information more broadly and in-depth (Moleong, 2012).

c. Documentation **Documentation**

is used to supplement research data in the form of activity photos, school records, and other documents relevant to the research. This technique helps strengthen data from observations and interviews (Sugiyono, 2017).

4. Data Analysis Techniques

Data analysis in this study uses an interactive analysis model consisting of three stages, namely:

a) **Reduction**

Data obtained from the field is selected and simplified according to the research focus.

b) **Data Presentation (Data Display)**

Reduced data is presented in the form of descriptive narrative so that it is easy to understand.

c) **Drawing Conclusions**

Researchers draw conclusions based on the results of data analysis to answer the research problem formulation (Sugiyono, 2017).

5. Data Validity

To ensure data validity, this study employed **triangulation techniques** , which involve comparing data from various sources and data collection techniques, such as observation, interviews, and documentation. Triangulation aims to obtain valid and reliable data (Moleong, 2012).

6. Research Procedures

This research procedure was carried out through several stages as follows:

a) **Preparation Stage:**

Compiling a research proposal, determining the location and research subjects, and preparing research instruments.

b) **Implementation Stage**

: Collecting data through observation, interviews, and documentation at the research location.

c) **Data Analysis Stage**

Process and analyze the data that has been obtained.

d) **Reporting Stage**

Compiling research results in the form of a scientific report systematically.

3. RESULTS AND DISCUSSION

Behavior is a concrete action that reflects the knowledge, attitudes, and values that have been ingrained in a person. Human behavior is not only influenced by internal factors such as understanding, experience, and attitudes, but also by prevailing norms in society, including social, cultural, and religious norms. In everyday life, human behavior is often seen through the way a person interacts and communicates with others. Communication itself is a very important activity in human life because almost all aspects of human life cannot be separated from the communication process. Through communication, humans can convey thoughts, feelings, ideas, and various information to others. However, in practice, individuals often do not realize how broad, important, and complex the communication process that occurs in everyday life.

According to Gold and Kolb, communication behavior is a person's actions or responses in a particular communication environment and situation. These responses can include thinking, gaining knowledge and insight, feeling emotions, and carrying out certain actions related to the process of seeking and disseminating information. Communication behavior is not only carried out by individuals personally, but is also influenced by the family environment and the surrounding community. Meanwhile, Everett M. Rogers explains that communication behavior is the habits of individuals or groups in receiving, seeking, and utilizing information. This can be seen from a person's level of participation in communication, relationships with social systems, openness to the external environment (cosmopolitan), relationships with agents of change, use of communication media, and activeness in seeking new information or innovations developing in society. Thus, communication behavior is essentially an activity aimed at obtaining and disseminating information to others who need it, and is influenced by the individual's motivation to achieve certain goals.

In behavioral science studies, there are several types and forms of behavior that can be observed in individuals. According to Okviana, behavior can be divided into conscious behavior, unconscious behavior, and overt and invisible behavior. Conscious behavior is behavior that goes through the brain and nervous system so that it can be controlled by the individual, and usually develops through the learning process. Conversely, unconscious behavior is spontaneous or instinctive behavior that occurs naturally in an individual, such as daydreaming, thinking, or fantasizing. Furthermore, behavior can also be distinguished between overt and overt behavior. Overt behavior can be directly observed by others, such as speaking, dressing, and reacting to certain situations, while overt behavior is related to mental processes such as attitudes, perceptions, emotions, and knowledge that can only be measured through certain methods. Furthermore, according to Soekidjo Notoatmodjo, behavior can also be divided based on responses to stimuli into two forms: covert behavior and overt behavior. Closed behavior is a response that is still at the stage of attention, knowledge, awareness, or attitude so that it cannot be observed directly, while open behavior is a response that has been manifested in real actions so that it can be easily seen and observed by others.

Basic Concepts of Communication

The basic concept of communication is an important aspect of human life because almost all human social activities involve the communication process. Etymologically, the word communication comes from the Latin word communicatio, which originates from the word communis, which means the same or having the same meaning. This shows that in the

communication process there must be a common understanding between the party sending the message and the party receiving the message. Terminologically, communication can be defined as the process of conveying a message from one person to another as a consequence of the existence of social relationships in community life. According to Wilbur Schramm, communication is the process of achieving a common meaning between the communicator and the communicant. Thus, communication is not merely a process of exchanging opinions, but also a process of conveying messages that aims to influence or change the attitudes and behavior of the message recipient. Meanwhile, Edward Depari explains that communication is the process of conveying ideas, hopes, and messages through certain symbols or symbols that have meaning and are aimed at the message recipient. Therefore, communication can be understood as a process of conveying messages from the communicator to the communicant through certain media or channels that can ultimately have an effect or change on the message recipient.

In practice, communication takes several forms in everyday life, including verbal and nonverbal communication. Verbal communication is communication that uses words, both spoken and written. This type of communication is the most frequently used in human interaction because it allows people to express feelings, thoughts, ideas, and various information to others. Through verbal communication, people can exchange opinions, discuss, convey data and facts, and even debate arguments. In verbal communication, language plays a crucial role because it is the primary means of conveying messages. In addition to verbal communication, there is also nonverbal communication, which is communication that occurs without using words. Nonverbal communication is usually expressed through facial expressions, body movements, gestures, intonation, and various other symbols or signals. In everyday life, nonverbal communication often occurs spontaneously and can be more honest in expressing one's feelings than verbal communication because it occurs naturally without any manipulation.

Besides having various forms, communication also has goals, functions, and benefits in human life. One of the goals of communication is to change attitudes, opinions, behavior, and even social conditions in society. Through communication, information or messages that are continuously conveyed can influence a person's perspective on something, ultimately forming certain attitudes and behaviors. Communication also has several important functions, including as a control tool to regulate the behavior of members in an organization or group, as a means of motivation to improve individual performance and enthusiasm, as a means of emotional expression to channel feelings and social needs, and as a source of information that

helps individuals and groups in making decisions. Thus, communication not only functions as a tool for conveying messages, but also has significant benefits in human life, such as conveying information needed for decision-making and as a means of controlling the behavior of individuals and groups in social life.

Impact of Online Games

Online games are part of the rapid development of information technology in today's digital era. Games are essentially a form of play played on a computer or digital device designed using specific programming and animation techniques to produce engaging and interactive visuals. Games serve not only as a means of entertainment but also as a learning medium, a means of social interaction, and a tool for training one's thinking skills. Online games themselves are a type of digital game played over the internet, allowing multiple players to interact and play simultaneously. According to Kim and other experts, online games are games that can be played by many people simultaneously through an online communication network. With an internet connection, players located in different locations can interact, collaborate, and even compete in the same game. Therefore, online games can be understood as video games that can only be played if the device being used is connected to the internet, so without an internet connection, the game cannot run optimally.

Over time, online games have developed into various genres that are very popular among the public, especially among children and teenagers. Some of the most popular online games include Mobile Legends: Bang Bang, PUBG Mobile, Free Fire, Clash of Clans, Call of Duty: Mobile, Clash Royale, and Hago. These various games have different gameplay characteristics, such as strategy, combat, teamwork, and casual entertainment. These games are generally designed with attractive graphics and challenging gameplay systems to attract players, especially students. Furthermore, most online games also provide player-to-player communication features such as text or voice messaging, allowing players to interact directly during gameplay.

Online games not only provide entertainment but also have various impacts on players, both positive and negative. On the positive side, several studies have shown that playing online games can help players practice quick thinking skills, improve concentration, and foster teamwork. Furthermore, most online games are in English, indirectly helping players learn and understand the language. Playing online games can also be a form of entertainment that can reduce stress and broaden social circles by allowing players to meet new friends who share similar hobbies. However, online games can also have negative impacts if played excessively.

These negative impacts include addiction, decreased student interest in learning, and reduced social interaction with the surrounding environment. In some cases, losing a game can even trigger excessive emotions such as anger, screaming, or aggressive behavior, which can disturb others. Therefore, proper supervision and control are necessary to ensure that online gaming continues to provide positive benefits for the development of children and adolescents.

Islamic Educational Values in Online Games

The value of Islamic Religious Education in online gaming can be seen from how the playing activity is reviewed through the principles of Islamic teachings that emphasize the balance between entertainment, morality, and responsibility. In the context of scientific study, review means investigation, study, or examination of a phenomenon to gain a deeper understanding. In English, value itself is called value, which means something useful, powerful, and has important meaning for human life. Values are related to principles that serve as guidelines for thinking, behaving, and acting. In the view of experts, values are something considered good, right, and desirable by humans because they can provide happiness and peace of life. Zakiah Darajat explains that values are beliefs or feelings inherent in a person that shape certain thought patterns, attitudes, and behaviors. From an Islamic perspective, values are essentially a collection of principles and teachings that regulate how humans live their lives in this world according to the guidance of Allah SWT. Therefore, the values of Islamic Religious Education can be understood as an effort to guide humans to understand, appreciate, and practice Islamic teachings as a guide to life to achieve happiness in this world and the hereafter.

In the context of online gaming, the values of Islamic Religious Education can be viewed from several main aspects, namely the values of faith, worship, and morals. The value of faith relates to the belief in the heart of a Muslim towards Allah SWT, which is demonstrated through words and actions in accordance with Islamic teachings. Faith is not only a belief in the heart, but must also be reflected in daily attitudes and behavior. This is as explained in the word of Allah SWT in QS Al-Anfal Verse 2 which states that the believers are those whose hearts tremble when the name of Allah is mentioned and when His verses are recited their faith increases and they put their trust only in Allah. In relation to online gaming, the value of faith can be realized by not neglecting obligations to Allah such as performing prayers on time, not using harsh words while playing, and maintaining awareness that all human activities are under the supervision of Allah SWT.

In addition to the values of faith, the values of worship and morality are also important in the study of Islamic Religious Education regarding online gaming activities. Worship,

linguistically, means submission and humility, while in terms of worship, it encompasses all forms of speech and actions that are loved and approved by Allah SWT, both physical and spiritual. Therefore, a Muslim should be able to manage his time well so that entertainment activities such as playing games do not interfere with the implementation of worship to Allah. On the other hand, moral values relate to a person's behavior, manners, and attitude in interacting with others. Morality is a habit that has been ingrained in humans and is reflected in everyday behavior, such as politeness, respect for others, and controlling emotions. In online gaming, moral values can be realized by communicating politely, not insulting or provoking other players, and upholding sportsmanship and teamwork. Therefore, if online gaming activities are well-controlled and accompanied by an understanding of the values of Islamic Religious Education, these activities will not only be a means of entertainment but can also be a medium for character learning and the formation of good morals.

Student Communication Behavior

Student communication behavior while playing online games at SMP Negeri 1 Depapre in Jayapura Regency shows several concerning trends. Based on observations and interviews conducted with several students, researchers found that online gaming not only affects how students interact with each other but also impacts their attitudes, time management, learning motivation, and emotional control. This is evident in the communication habits that emerge during gameplay and their daily behavior, which is influenced by the intensity of gaming.

One form of communication behavior that emerged was the use of offensive language while playing online games. Many students admitted to frequently using insults such as "dog," "pig," "stupid," and other harsh words toward teammates and opponents in the game. Based on interviews, most students considered these words normal and even part of the fun of the game. Some students also stated that these insults appeared not only when they lost or were angry, but also when they were happy or had successfully defeated an opponent. This indicates that the use of offensive language has become a habit in online game players' communication.

In addition to using inappropriate language, students also demonstrate a lack of respect for time by spending too much time playing online games. Research shows that some students can play games for 4 to 7 hours a day. They typically start playing in the morning before school and continue after school until evening. Some students even admitted to playing late into the night. This situation indicates that online gaming has become a dominant activity in students' daily lives, often taking up time that should be used for studying or resting.

The high intensity of online gaming also impacts students' low motivation to learn. Interviews revealed that many students admitted to frequently skipping homework assigned by teachers due to their preoccupation with gaming. Some even chose to copy their classmates' assignments the next day rather than completing their own at home. These habits indicate that online gaming can distract students from their academic responsibilities, impacting their learning discipline and commitment to schoolwork.

Furthermore, students also demonstrated difficulty controlling their emotions when playing online games. Many students reported frequently becoming angry, shouting, and even throwing or hitting their phones when they lost or encountered obstacles in the game, such as unstable network connections or perceived teammates as not playing well. Some students also expressed their anger by hitting objects around them. This behavior suggests that online gaming can trigger excessive emotional reactions and impact students' ability to control their emotions.

Solutions to Overcome Negative Behavior When Playing Online Games

Addressing negative behavior in children when playing online games requires the involvement of various parties, especially parents, schools, and the community. These three elements play complementary roles in guiding and directing children to use technology wisely. With effective collaboration between families, schools, and the community, it is hoped that negative behaviors arising from online game addiction can be minimized, allowing children to develop more balancedly, both academically and socially.

Parents play a crucial role in shaping their children's attitudes and habits at home. Parents need to teach their children that real life is far more important than the world of online games. Children need to be guided to understand that games are merely entertainment, not the primary goal of life. Furthermore, parents should set reasonable game play time limits, such as one hour on school days and two to three hours on holidays. Firm enforcement of these rules is essential to prevent children from developing excessive gaming habits.

In addition to setting time limits, parents can also distract their children by introducing them to various positive activities. Children can be directed to participate in beneficial activities such as sports, such as swimming, martial arts, archery, or other physical activities that align with their interests. These activities not only help children reduce their dependence on online games but can also improve their physical health, social skills, and confidence in interacting with their surroundings.

Schools also play a crucial role in addressing negative student behavior resulting from online gaming. Teachers can educate students about the harmful effects of online gaming

addiction during class presentations. Furthermore, schools can monitor students by conducting raids on items unrelated to learning, such as cell phones. If students are found violating the rules, schools can impose educational sanctions and collaborate with parents to guide them to reduce excessive online gaming.

In addition to families and schools, the community also has a responsibility to help address this problem. Communities can organize various positive activities, such as inter-village sports competitions, such as soccer, running, badminton, or other activities involving the participation of children and adolescents. Furthermore, communities can collaborate with relevant agencies, such as health departments, to raise awareness about the negative impacts of online gaming addiction on children's health and development. With support from their communities, children will have more positive activities that can reduce their dependence on online gaming.

CONCLUSION

Based on the results of the research that has been conducted, it can be concluded that students of SMP N.1 Depapre have a very high interest in online games so that most of their time is spent playing games rather than studying or interacting directly with the surrounding environment. This condition has an impact on students' communication behavior, including the emergence of the habit of using harsh language when communicating, not respecting time because of playing games for too long, decreasing learning motivation, and difficulty in controlling emotions when facing certain situations, especially when playing online games. In addition, when viewed from the perspective of Islamic religious education values, the behavior that arises from the habit of playing online games is not in line with Islamic teachings. The habit of using harsh words is contrary to the teachings contained in the Qur'an in QS Al-Ahzab 33:70 which encourages speaking the truth and good. The attitude of not respecting time is not in accordance with the message contained in QS Al-Ashr 103:1-3 which emphasizes the importance of making the best use of time. Low motivation to learn is also not in line with the values contained in QS Al-Mujjadi 58:11 which explains that Allah raises the status of those who have knowledge. Apart from that, the inability to control emotions is contrary to the teachings in QS Ali Imran 3:134 which recommends Muslims to be able to control anger. Therefore, guidance is needed from parents, schools and the community so that students can use technology more wisely and apply the values of Islamic education in everyday life.

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