

THE EFFECT OF ESPORT GAMES DURING THE COVID-19 PANDEMIC ON CHARACTER FORMING AND SPORTS CULTURE

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ABSTRACT

E-Sport games are a form of game that is done without doing physical activity thoroughly and can be done casually while sitting for a very long time. The form of the game can have both positive and negative effects on the formation of character and sports culture. The purpose of this study was to determine the effect caused by e-Sport games in character building and sports culture. This research uses mixed research methods (mixed methods). Quantitative data collection used by questionnaires or questionnaires. While the qualitative data collection method used is the data triangulation method. The population of this study were students and lecturers at FIK UNY. The number of samples is based on theme saturation in focus group discussions and in-depth interviews. The sample selection for students was based on convenience sampling technique, while in-depth interviews with lecturers and sports coaches used purposive sampling technique. The instrument used for quantitative research is a closed questionnaire modified Likert scale, for qualitative research, the researcher himself is assisted by a list of themes. Data analysis techniques in quantitative use descriptive percentage data analysis techniques and qualitative research using data analysis techniques from Miles and Humberman. The results showed that e-Sport games have an effect on the formation of positive and negative characters. The impact of positive characters includes honesty, responsibility, cooperation and courtesy and the impact of negative characters is depression, stress and anxiety. While the influence of e-Sport games in sports culture includes hard work, discipline, respect and competition. The positive impact in e-Sport games is in the very good category, the highest factor is the honesty factor of 100%, for the negative impact in the medium category, the highest factor is the depression factor of 52.5%. While the influence of e-Sport games on sports culture is in the very good category, the highest influence is on the hard work factor of 95%.

Kata Kunci: *e-Sport, character, sports culture*