

The Influence of Mobile Legends Online Games on The Aggressive Behavior of Undergraduate Social Science Education Students

[Pengaruh Permainan Online Mobile Legends terhadap Perilaku Agresif Mahasiswa S1 Pendidikan Ilmu Sosial]

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INDONESIAN ABSTRACT

Game online Mobile Legends adalah game online bertema perang, sehingga seringkali menjadi penyebab emosi sesaat pada pemain (perilaku agresif). Mobile Legends adalah game berbasis tim yang bekerja sama untuk mencapai tujuan tertentu dalam game. Pada dasarnya, game ini akan memiliki dampak negatif dan positif pada pemain. Jadi penelitian ini akan memberikan wawasan kepada pembaca tentang cara meningkatkan pengalaman bermain game online tanpa berperilaku agresif. Selain itu, penelitian ini juga bertujuan untuk mengetahui pengaruh game online Mobile Legends terhadap perilaku agresif mahasiswa Program Studi S1 Pendidikan Ilmu Sosial angkatan 2022, Universitas Negeri Surabaya. Penelitian ini menggunakan metode penelitian deskriptif kualitatif, yaitu data yang dibutuhkan untuk penelitian ini dikumpulkan menggunakan teknik pengumpulan data melalui observasi online yang disebarkan menggunakan Google Form dan diskusi kelompok fokus (FGD). Menurut hasil FGD yang kami lakukan bersama, dinyatakan bahwa game online Mobile Legends merupakan pelarian bagi mahasiswa S1 Pendidikan Ilmu Sosial angkatan 2022 di Universitas Negeri Surabaya ketika mereka mengalami stres akibat banyaknya masalah yang mereka alami. Sehingga hal ini akan memiliki pengaruh negatif dan menyebabkan perilaku agresif pada pemain.

Keywords: Game Online, Mobile Legends, Perilaku Agresif

ENGLISH ABSTRACT

The online game Mobile Legends is an online game with a war theme, so it is often the cause of momentary emotions in players (aggressive behavior). Mobile Legends is a team-based game that works together to achieve certain goals in the game. Basically, this game will have both negative and positive impacts on the players. So this research will provide readers with insight into improving their experience of playing online games without behaving aggressively. Apart from that, this research also aims to determine the influence of the online game Mobile Legends on the aggressive behavior of students of the 2022 Social Sciences Education Undergraduate Study Program, Surabaya State University. This research used a qualitative descriptive research method, namely the data needed for this research was collected using data collection techniques through online observations distributed using Google form and focus group discussions (FGD). According to the results of the FGD that we conducted together, it was stated that the online game Mobile Legends was an escape for the 2022 class of Social Sciences education undergraduate students at Surabaya State University when they were experiencing stress due to the many problems they were experiencing. So this will have a negative influence and cause aggressive behavior in the players.

Keywords: Online Games, Mobile Legends, Aggressive Behavior

INTRODUCTION

Background

Internet usage in Indonesia is increasing every day from year to year. On the statistical data website, namely good stats, Agnes Z. Yonatan said that Indonesia is ranked fourth in terms of internet usage in the world with the majority of users amounting to 212.9 million people. Of the total number of internet users, almost a third are online game players who play online games almost every day. Online games are digital games that can only be played using an internet network to connect with other game players who are also accessing the game at the same time, basically these online games are played with other people who are far away.

Online games are not something new in Indonesia. Because online games themselves have existed in Indonesia since March 2001. The first online game introduced was Nexian online. As well as many other various online games that have been circulating in Indonesia. One of the most popular online games in Indonesia, especially among students, is Mobile Legends (Oktalia, 2020). Mobile Legends is a game based on teams collaborating with each other to achieve certain goals in the game. However, with its popularity, there are several concerns regarding the influence of the game on the social and psychological behavior of players, especially students. One aspect that can be of concern is the influence of Mobile Legends on students' aggressive behavior.

Aggressive behavior is behavior whether intentional or unintentional that is displayed to attack other people either physically or verbally. Forms of physically aggressive behavior include hitting, pinching, kicking, tapping, biting, and others that can be related to physical activity. Meanwhile, forms of verbal aggressive behavior include insults, curses, teasing and other things related to Aulia (2022). If this is related to the Mobile Legends game, communication between players that takes place via the voice chat feature can open up opportunities for players to exchange harsh or derogatory words, especially during game situations where the results are unsatisfactory. Basically, aggressive behavior is influenced by online game playing factors, namely because he experiences defeat in achieving his goals and his inability to control his feelings of anger so he feels frustrated and then vents it in the form of aggressive behavior.

The online game Mobile Legends is an online game with the theme of war, so it often triggers instant emotions in the players. There is a lot of violence, insults and harsh words included when playing this online game, which triggers anger and irritation among the players. The irritation felt even gives rise to the desire to hurt someone. Playing online games is often a trigger for causing conflict related to individual development because the large number of online games can make players addicted, causing online game players to become more aggressive when playing (Mulya & Safari, 2020).

Internet Gaming Disorder is an internet user who continuously or repeatedly involves themselves in games which results in a decrease in the individual's daily functioning. According to Aulia (2022), online game addiction can be identified due to the use of playing time with an average of 20-25 hours a week. According to Benisya (2020), individuals who are addicted to playing online games are people who always think about the game so that if they don't play, there is something lacking or restless within them. So the players' social lives cannot develop well because their daily lives are spent playing online games. Examples include losing connection with hobbies or activities other than playing online games, ignoring one's physical condition (not eating or bathing), ignoring other activities such as school, work, and socializing with society. So the online game addiction that often occurs in Indonesia has become a serious conflict because of its increasing quantity and the negative impact it has on both physical and psychological conditions. But it also needs to be remembered that the impact of playing the online game Mobile Legends on students' aggressive behavior is not always negative. Because there are some players who may also be able to manage their emotions well and be supportive in the game, besides this game can be a means of positive entertainment by establishing social relationships with friends who play the game.

Therefore, we conducted in-depth research related to a comprehensive understanding of the influence of the online game Mobile Legends on students' aggressive behavior, which is very crucial because this can help us to identify the factors that encourage students to behave aggressively in playing this online game as well as ways to overcome its negative impacts. Apart from that, this research will also provide readers with insight into improving their experience of playing online games without behaving aggressively.

Formulation of the problem

Based on the background above, there is a problem that researchers want to examine, namely as follows:

1. *How can the online game Mobile Legends influence the aggressive behavior of 2022 S1-PS Education students at Surabaya State University?*
2. *What factors can influence undergraduate students of Social Sciences Education Class of 2022 at Surabaya State University to become addicted to the online game Mobile Legends?*
3. *What is the impact of addiction to the online game Mobile Legends on the aggressive behavior of S1-PS Education students Class of 2022, Surabaya State University?*
4. *What strategies can be used to reduce the negative impact of aggressive behavior due to addiction to the online game Mobile Legends?*

Research purposes

The objectives of this research are as follows:

1. *To find out how the online game Mobile Legends can influence the aggressive behavior of S1-PS Education students class of 2022, Surabaya State University.*
2. *To find out what factors can influence undergraduate students of Social Sciences Education Class of 2022 at Surabaya State University to become addicted to the online game Mobile Legends.*
3. *To determine the impact of addiction from the online game Mobile Legends on the aggressive behavior of S1-PS Education students Class of 2022, Surabaya State University.*
4. *For strategies that can be used to reduce the negative impact of aggressive behavior due to addiction to the online game Mobile Legends.*

Benefits of research

The benefits of the research entitled The Influence of the Online Game Mobile Legends on Aggressive Behavior of 2022 Social Sciences Education Undergraduate Students at Surabaya State University are:

1. *Academically, it is hoped that this research will be useful for the development of sociological studies related to the development of educational programs which are expected to increase awareness of the negative impacts (aggressive behavior) of online games.*
2. *Practically, this research is expected to be an initial guide for similar research in the future and is expected to be able to provide a reference for media models to eradicate the negative impacts of online game addiction.*
3. *This research can also increase awareness among students regarding the negative impacts of online game addiction. It is hoped that this will encourage students to be wiser in using online games.*
4. *This research can be used as material for understanding how to manage emotions that arise when playing online games so that this can have a positive impact on social interactions in the world outside the game.*

LITERATURE REVIEW

Influence Concept

According to Hugiono and Poerwantana, influence is a persuasion or encouragement that is shaped and will cause a certain effect. Meanwhile, according to Badudu and Zain, influence is a force that causes something to happen which has an impact on changing something else which will follow in the direction of another person. According to Louis Gottschalk, defining influence is an effect that will shape human thoughts and behavior collectively or individually (Manuaba, 2022). According to the Big Indonesian Dictionary, it is stated that influence is a force that exists because it arises from the existence of something, whether a person or an object, whose existence will help shape a person's beliefs, character and actions. WJ S Poewadarmita as an expert also defines influence as a force contained in a person whose nature can bring about changes in a person's character (Afdhal, 2021).

Based on the concept of influence, it can be concluded that influence is a reaction that can be caused in the form of an action or a condition resulting from a treatment as a result of an urge to change or form a situation that leads to something better or has a negative impact. So, this influence can be divided into two types. Namely, influences that can lead to good or positive things and influences that can influence someone in bad or negative

ways. The influence itself can be caused by an object or a person. Therefore, we must be more careful in our actions. The influence referred to in the research that will be carried out by researchers in this research is the influence of the online mobile legends game on the aggressive behavior of undergraduate students of Social Sciences Education at Surabaya State University.

Online game

Online games are visual and electronic based games which have very big differences from other games in general. One of the differences is that in online games, a game player can not only play with a group of players around him, but will also be able to play together with other users of the Mobile Legends game from different locations, or even users who are in other parts of the world. other (Aprilia, 2021).

The first online game that appeared was a game that contained warfare training or an airplane mode weapon that could be used for military purposes which was then finally released and commercialized and could be a motivation for the emergence and development of other games. Initially the concept of online games emerged in 1970, at which time computer networks began to appear that used packet -based computer networking. A computer network is not just a LAN or what is usually called a local area network, but has reached a wide area network which has finally become what is called an internet network. Online games began to appear in Indonesia in March 2001, at which time they were first introduced to the public, namely an online-based game whose features were very simple, namely Nexian Online, even though there were various online-based games that already existed in Indonesia. , starting from sports, action and RPG (Role Playing Game), until finally reaching more than 20 types of games(Putri, 2021).

In the opinion of Kusuandari (2015) & Hasan (2021)internet features that can attract people's attention and are growing quite rapidly in this day and age are games that are on the internet network or what are usually called online games. In this case, an online media-based game is a game based on digital media (a game that can only be played if the device is connected to an internet network and will allow users to communicate virtually with other users who are also using the game at the same time. Because this online network-based game is one of the game models that uses the help of the existence of a network from the internet as one of the devices that becomes a link between one game user and another user. Not only using a PC that is connected by an internet network, games are based on this online network can also be accessed via an Android cell phone. From this explanation it can be seen that this online network-based game is an application that is used as a gaming facility which can take the form of a strategy arrangement, training adventure or war that has several game rules and other levels. . So by playing using online network-based games, the game players will feel happy because by playing the game they are playing it will make the user want to continue playing it.

Mobile Legends

Mobile legends is an online game that has earned the nickname as the top free game on the Indonesian Google Play Store. Many teenagers in Indonesia currently play this game. The number of people who are active monthly mobile legends users in Indonesia currently reaches fifty million people. To date, there are 170 million active players who are well-known throughout the world and what's worse is that Indonesia is the country that is the biggest contributor to this game's players (Nawawi, 2021). Mobile legends is an online game that has a very long playing time, where one match can take around 20 to 30 minutes, and that time will increase when the opposing team has strong potential in fighting in the game. So players of this mobile legends game will want to keep playing it over and over again and the duration used to play this game will become longer or even take hours. (Sahid, 2023)

In this mobile legends online game, everyone has their own views regarding the presence of this game. For people who are used to playing, this game is a very fun game according to him. They will play this game to fill their free time and spend their time because there are many reasons for someone to play, which is the basis for someone to play the Mobile Legends online game. According to research results from the journal (Hasan, 2021) This can happen because the Mobile Legends online game can create a lot of relationships for players in the game they play, where these relationships are not the same as the relationships they get in the real world.

The Mobile Legends game was released in Indonesia on July 11 2016, launched by Moonton, a company from China. This company was able to develop the Mobile Legends game as one of the types of games that are very popular among people in the current era. In the Mobile Legends game, players can create a group with people of their own choosing who will later compete in the game. Mobile Legends is a Multiplayer Online Battle Arena genre game or commonly called Moba which can be considered similar to the Dota Two game in the Role Playing Game

genre or commonly referred to as RPG. The multiplayer of this game is a type of game that can be played together, consisting of more than 2 people or thousands of people in a virtual forum.

In this case, the mobile legends game player is in a virtual space when the game takes place, where the player fights the enemy using a certain strategic concept. With the concept of a team, the aim is to destroy the tower belonging to the opposing team in order to win (Rani, 2018).

The following is an explanation of how to play Mobile Legends:

- The game is run by two teams, with the same goal, namely destroying the opposing team's tower where the team's tower is near the base of each team.
- When playing this game, the system settings in this game will automatically search for the opposing team in a very short time, namely ten seconds to thirty seconds. In this condition the player will face the opponent's team directly, namely five versus five. Where this match takes place with the player's favorite hero which requires teamwork and speed and even communication which is played in a short time. In this game, the parts of the game have been determined, namely three tunnels to fight against towers owned by the enemy, four forest areas, eighteen defense towers and a rebellion with two bosses, where the action game is completed according to the classic game from the Moba map.
- In order to get a lot of gold, a player must be able to kill Creeps or heroes from the opposing team. When a player can kill a Creep or Hero from an opposing player and not only can he get gold, but also will gain experience that will be useful in efforts to improve the abilities that the Hero already has. The highest level of this game is 100. The gold obtained is used to be able to purchase items that are considered very useful to make it easier to win.
- This game has a credit rule, namely if five points are reduced for each action taken by afk, it is reduced by eight to ten points for each afk if the player has a strategy that afk must carry out in a short time.

In this game, there is definitely a penalty for every AFK movement if it is interrupted or stopped while the game is still in the middle and in progress, which will affect the playing experience of other teammates. A player who gets AFK will not get any rewards in the game and the result of the match will be considered a failure and the credit score will be reduced by five points. (Rani, 2018)

Aggressive Behavior

In the opinion of Tedeschi and Felson, aggressive is a form of the adjective aggression which is usually interpreted the same way and used to explain behavior that has a motivational basis. Aggressive behavior according to Aronson, Wilson and Akert's research (Isnaini, 2023) It is an action carried out by an individual where the action is intended to injure or harass another individual with or without a specific purpose.

According to Goldstein's opinion in research (Isnaini, 2023) Aggression is an individual action in the form of attacking, injuring or killing another individual. Kruglanski and Higgins stated that if an individual is in a period of time they will tend to act more aggressively because deindividuation occurs. In this case, the individual will feel part of the era and will feel like they have lost their social identity. It has been explained by Sarwono and Meinaro, 2011 in (Isnaini, 2023) that aggressive behavior is an act of injury that is intentionally carried out by one person or group against another person or group.

As stated in psychological studies, aggressive behavior will lead to types of aggressive behavior that physically or mentally have the aim of hurting other people, including bullying, fighting, name calling, threatening or various other behaviors that are categorized as intimidating. Loeber and Stouthamer, in Tremblay define aggressive behavior as "aggression is defined as those acts that inflict bodily or mental harm on others". From the understanding that has been expressed, it reveals the purpose of aggressive behavior, namely the perpetrator's desire for loss or hurting someone's heart. This behavior can not only be seen from the behavioral movements, but can also be observed in terms of the aim or meaning of the action taken.

1.) Types of Aggressive Behavior

According to Myers' opinion in the article (ISNAINI, 2023) Classifying aggression into two types, namely:

- a) Hostile Aggression, this aggression is carried out with the aim of hurting other people or as a form of expression of anger which is characterized by high emotions.

- b) *Instrumental Aggression*, this type of aggression is generally not accompanied by emotion and is only carried out as a means to achieve goals other than the suffering suffered by the victim. This includes fighting in self-defense as well as attacking someone during a robbery or fighting with the aim of showing one's strength.

The difference between the two types of aggression lies in the goal, namely that hostile aggression aims to vent emotions, but instrumental aggression aims to achieve other goals.

2.) Forms of Aggressive Behavior

Forms of aggressive behavior quoted from (Seto Mulyadi, 2016). Aggressive behavior can be verbal or physical, active and passive, direct and indirect. What differentiates verbal aggression from physical aggression is physical harm and attacks with harsh words. What distinguishes between active aggressive behavior and passive aggressive behavior is that it is an action that is visible by failure to act and the difference between direct aggressive behavior is that it is aggressive behavior that makes direct contact with the victim.

3.) Aggressive Behavior Factors

Aggression theory states that frustration within a person is one of the main causes of aggressive behavior. This behavior arises because someone is obstructed in achieving their goals and desires from certain actions that that person has taken. In research conducted in (ISNAINI, 2023) according to Watson, Kulik and Brown stated that frustration arises because of very strong external factors, resulting in the emergence of aggressive behavior. According to Fisher, the factors that cause aggressive behavior are anger, biological factors, generational gaps, the surrounding environment, frustration and self-discipline that is not instilled from an early age.

4.) Impact of Aggressive Behavior

The impact of aggressive behavior that is carried out repeatedly, if it occurs in children since childhood, will have a negative impact on a person's personality development. And it will also cause a tendency to perceive experiences that traumatize them. This aggression can pass from generation to generation.

Apart from that, physical impacts are also experienced by perpetrators who behave aggressively, namely physical injury and even death. Meanwhile, the psychological impact can cause positive schizotypal symptoms. A teenager who behaves aggressively will tend to often feel anxious and depressed.

Based on the problem formulation that has been formulated above, the theory that is relevant to the research that we will carry out is the theory of aggressive behavior stated by (Arifin, 2015) in his research, which states that there are three aggressive theories, namely:

- 1) *The Frustration-Aggression Theory* assume that the efforts that can be made by a person to achieve a goal encounter an obstacle that arises because of aggressive impulses which will later motivate behavior that will be designed to hurt the person which causes frustration.
- 2) *Social Learning Theory*, in this case the factors considered are external pull factors.
- 3) *Environmental Quality Theory*, is a method that has been chosen by a person as a stimulus that is prioritized or ignored at a certain time which will determine a positive or negative reaction to the surrounding environment.

So, it can be concluded that the frustration-aggression theory assumes that when someone experiences obstacles when trying to do something, an urge to behave aggressively arises. Social learning theory also argues that aggressive behavior arises due to the influence of the social environment and the quality of the environment will also influence a person to behave aggressively.

The Relationship Between Online Game Addiction and Aggressive Behavior

The link between aggressive theory and online game addiction is one example of aggressive behavior that can be triggered by several factors that will stimulate a person to carry out aggressive behavior. Things like this can also happen when using online games, where the games contain many violent scenes, which of course will cause someone to imitate the violent actions in the online games they play.

RESEARCH METHODOLOGY

The aim of this research is to determine the influence of the online game Mobile Legends on the aggressive behavior of students in the Bachelor of Social Sciences Education study program Class of 2022, Surabaya State University. So this research applies descriptive qualitative research methods. This qualitative descriptive research is about how the problems that exist among students include the effects or influence of aggressive behavior that occurs. The data needed for this research was collected using data collection techniques through online observations distributed using Google Form and Focus Group Discussion (FGD). The research instrument used in this research is observing the results of participant observation which includes observations and experiences while playing the online game Mobile Legends. Next, this research uses data analysis techniques using the data triangulation method, which is a data authenticity checking technique that uses something else. The data is for checking purposes or as a comparison through other data sources. Data triangulation can be a triangulation method that can be done by comparing information with the data results found.

RESULTS AND DISCUSSION

The results of the research we have carried out were obtained through FGD techniques with mobile legends players as well as a Google form that we have created and distributed to mobile legends online game players in the 2022 S1 Social Sciences Education study program, Surabaya State University, which we then analyzed. The focus of analysis in this research is mobile legends online game players. From the data we found during the research process, the data will be presented using descriptive techniques and explained according to the answers from the informants. The impact of the online game Mobile Legends on students of the 2022 S1 Social Sciences Education study program at Surabaya State University is one example of the rise of technology which is becoming more and more sophisticated. According to Thorne, & Fischer (2012), this game can be played using technology on the internet network or commonly known as online media. In this case, Online Media is a new media whose existence is currently a human need to help carry out their daily activities, whether as a tool to help run a business, or just as an entertainment medium (Deuze, 2007).

In conducting this research, researchers also carried out direct observations or observation activities regarding the interaction process they carried out when they played the Mobile Legends game, as well as their attitudes and actions when playing the game. The mobile legends online game players are students of the 2022 Social Sciences Education Bachelor of Science Study Program, Surabaya State University. After making observations, in carrying out the interaction process while playing the game, they will look for their sitting position and tend to be in a place that they feel safe from disturbance of people around them, or even gathering in one place to play Mobile Legends together. When playing, they will focus on the gadget screen they are holding and when their team asks them to talk, the children playing the Mobile Legends game seem to have no connection when answering or they even continue to play with their friends in the game room or even when playing. If a friend asks you to talk while the player is still playing while focused, the player won't hesitate to get angry. So, in this case it can be seen that those who play the Mobile Legends online game are indifferent to the surrounding environment.

According to the results of the FGD that we carried out together, it was stated that the online game Mobile Legends was an escape for undergraduate students of Social Sciences education class of 2022 at Surabaya State University when they were experiencing stress due to the many problems they were experiencing, basically this game is one of the entertainment media that is currently available. This is booming among students and university students who play it. So basically this has a negative influence because it will make people distant from the surrounding environment due to playing games so often that they forget about social relationships in their lives.

Based on the statement above, there are also results of research conducted by our group, that when playing the online game Mobile Legends, undergraduate students of Social Sciences education class of 2022 at Surabaya State University stated that actually playing the online game Mobile Legends will actually increase social relationships and interactions with many people widely, especially from other countries, so you will add lots of friends online. And there is a statement by Adib Suhail Anwari, who is one of the 2022 Social Sciences Education students who uses the online game Mobile Legends, stating that "when playing Mobile Legends we have to focus on winning the game, because when we enter the game room, we will feel that we are in the game room to achieve our goal of winning the game, so we cannot stop the game." Basically this will make you addicted to playing online games.

When someone plays online games, they will have the desire to win from other players, as the results of research conducted by our group stated that the desire to win is a satisfaction for the players, such as the goals achieved have been realized, having creativity in setting strategies for achieving goals in a team to defeating other opposing teams, as well as increasing insight into the experience of looking for something related to the game that the game player does not know. There are two impacts that occur when playing the online game Mobile Legends on Social Sciences Education students Class of 2022 at Surabaya State University, namely a negative impact and a positive impact. The negative impacts that researchers got from the FGD results were as follows: 1) The impact of being addicted to playing the online game Mobile Legends to the point of losing track of time, 2) Lack of greetings with friends so that people become distant, 3) Not having the enthusiasm to learn so that more prioritize playing online games rather than having to study and do existing course assignments, 4) There is a decrease in eye sharpness or health, and 5) The most visible impact is the occurrence of mental disorders in the form of being easily emotional so that they utter harsh words while playing games. online Mobile Legends, especially when you lose when playing, this results in aggressive behavior towards the Class of 2022 Social Sciences Education students at Surabaya State University.

The positive impacts that occur when students of Social Sciences Education Class of 2022 at Surabaya State University play the online game Mobile Legends are: 1) Become more familiar with current technology, 2) If you use Mobile Legends wisely, students can compete in electronic sports or e-sports. Determined by the government so that students can excel in electronic sports, and 3) The Mobile Legends online game can be a place to socialize with other players from within the country and abroad so they can train to work together with a team.

From the discussion above, it is clear that the online game Mobile Legends has a more prominent impact, namely the negative impact that occurs on the Class of 2022 Social Sciences Education students at Surabaya State University, giving rise to aggressive behavior towards students. The strategies that can reduce the negative impact of the Mobile Legends online game on aggressive behavior, especially game addiction, in Social Sciences Education students Class of 2022 at Surabaya State University can be done by: 1) Increasing positive activities, such as joining organizations on campus so that organizational activity can reduce desires. Students to play the online game Mobile Legends, and 2) Get closer to the world around them by communicating with each other and exchanging stories between friends around them. In this way, you can at least reduce addiction to playing the online game Mobile Legends..

CONCLUSION

Based on the results of the research we have carried out obtained through FGD techniques with mobile legends players as well as a Google form that we have created and distributed to mobile legends online game players in the 2022 Social Sciences Education Study Program, Surabaya State University, it is stated that the Mobile Legends online game is an escape. For the 2022 class of social studies education undergraduate students at Surabaya State University, when they are experiencing stress due to the many problems they are experiencing, basically this game is one of the entertainment media which is currently booming among students who play it. So basically this has a negative influence because it will make people distant from the surrounding environment due to addiction to playing games and forgetting about social relationships in their lives, as well as damaging mental health and being lazy about studying. Meanwhile, the positive impact is that they are more familiar with current technology, and if they use Mobile Legends wisely, students can take part in competitions in the field of electronic sports or e-sports that have been determined by the government, thereby producing students who excel in the field of electronic sports, and can train for work. same with the team.

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