



Factors Influencing the Involvement of Malaysian Youths in Massively Multiplayer Online Role-Playing Games (MMORPGs)

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Abstract: Massively multiplayer online role-playing games (MMORPGs) is an online game that requires a massive number of players that interact to one another in a virtual world. The combination of role-playing video games and massively multiplayer online games that enable youth to interact in virtual world has made this game as one of the most popular online games in this era. This study focused on factors that influence the youth in MMORPGs. The main focus of this quantitative study is the youth at the range of 15 to 30 years old who actively play online games through Facebook by using purposive sampling method. A total of 50 respondents were willingly answered the questionnaire and duration to complete the survey was around one month. From the result, this study shows that there are two factors which are internal and external factors that influence the participation in MMORPGs among youth. Stress reliever, excitement, addiction, source of income and the attempt to escape from reality are some internal factors that influence youth to involve themselves in MMORPGs. As for the external factor, this study found that social influences such as social interaction, social control and mass media had played a huge role. The findings of this study can be used as a future reference for in-depth studies that should focus more on the effects of involvement of youth in MMORPGs.

Keywords: Online games, e-sports, MMORPGs, youth, sociology

1. Introduction

In Malaysia, sports industry is growing rapidly from time to time. This is evident through the growth of the main sports industry such as the growing number of players and games and, in their second industry which are the infrastructure and the sports arena itself (Megat Daud, 2000). Sports was introduced in Malaysia in 19th century. The arrival of British's military forces and the opening of missionary schools in Malaya during that time had left a positive mark on the growth of sports in Malaysia. This statement is supported by Gullick (1991) saying that, the establishment of colonial education had had the most pervasive influence on the development of sports in Malaya. The types of sports introduced during the era were badminton, soccer, cricket, rugby, hockey and tennis. According to Alicia Garcia (2015), sports is defined by any activities that involve physical labour which require rules, competitive spirit and involvement in a team with a purpose to maintain or improve human abilities and skills. It also brings fun element to the participant and excitement to the winner.

The Global Association of International Sports Federations (GAISF) has outlined a few criteria of sport; it must involve competitiveness between one another or in a team, has rules that help to determine the winner, has goal to win and the winner is decided based on the competitor's physical ability even though the strategy and chances of competitor play an important role. In the late 1980s, the development of sports was seen through the exploration of the sports

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settings which comprise the indoor sport and outdoor sport. It is believed that indoor sport could help strengthen the brain's ability to think and empower a person's mind, while the outdoor activity is beneficial helping to improve a person's health and maintain body fitness (M. Van Bottenburg & L. Salome, 2010). Nowadays, as the world is progressively expanding in this modern era, it also gives a huge impact on the growth of world sports industry with the emergence of new sports.

In these recent years, Malaysia has shown a massive growth in e-sports industry in various events such as The Legends Circuit, Malaysia Cyber Games, Selangor Cyber Games and ESL Genting. According to Awani News (2018), fans of e-sports will mark the date to attend any e-sports events held throughout the year whether it is a local or international event. Generally, e-sports is a form of sports where the primary aspects of the sports are facilitated by electronic system; the input of players and teams, as well as the output of the e-sports system, are mediated by human computer interfaces." In a more practical term, e-sports commonly refers to competitive (pro and amateur) video gaming that is oftenly coordinated by different leagues, ladders, and tournaments, and where players customarily belong to teams or other "sporting" organizations which are sponsored by various business organizations (Warr, 2014). Due to this rapid growth of e-sports industry, there have been numerous e-sports competitions held around the world. In 2015, Malaysia was the host for Major Allstar, the largest Dota 2 e-sports competition in Asia that was held in Malawati Stadium, Shah Alam, Selangor. This competition had gathered eight international professional teams around the world which included Philippines, Russia, Ukraine, and one local team, which was Invasion Malaysia. The winning price of the competition was AS\$ 100, 000 (RM 371, 230). Even though Malaysia did not win a place, this event had given a huge impact on the development of e-sports industry in Malaysia. In 2016, the Association of Southeast Sports Asian Nations (ASEAN) had finally shown interest in e-sports industry by hosting ASEAN Games for E-sports 2016 (AGES 2016) that was held at Mid Valley Megamall, Kuala Lumpur. According to Vocket (2016), Malaysia had won two categories on the AGES 2016. Nurul Amira Afandi, 22 years old was the winner for FIFA 16 category, where she defeated her opponent with the score of 4-1 and brought home a total of RM 34, 400. Meanwhile, Aiman Azham, 23 years old was the champion for Counter Strike Global Offensive (CG: GO) category and had won a total of RM 133, 300 as the winning prize.

E-sports consists of different genres, one of which is Massive Multiplayer Online Role-Playing Games (MMORPGs). E-sports also has its own audiences. It is estimated around 9.5 millions of e-sports audience in Asia contribute around 2.5 billion Ringgit per year. The huge contribution that has been made by the e-sports industry has given the Ministry of Youth and Sports a spike of confidence in making Malaysia as one of the e-sports hubs in Asia. Active participation of the youth in this e-sports industry is in line with the development of Industrial Revolution 4.0 that emphasizes on the advancement of technology and digital.

E-sports, also known as electronic sports is a form of sports competition played using video games. E-sports also includes multiplayer at one time where people participate in one video game together through online network.

According to Gede E., Reddy S.H., Agus H., & Syahirul A. (2009), this online video game includes a wide range of game genres of which some of them are, Massively Multiplayer Online Game (MPPORPG); League of Legends, DOTA 2, Real Time Strategy (RTS); StarCraft 2, Collectible Card Games (CCS); Hearthstone, or online sport games such as the FIFA series.

Massively Multiplayer Online Role-Playing Games (MMORPGs) is a multiple role-video game genre that requires a group of players to interact with one another in virtual world of online video game. These online games are Role Playing Game that happen in virtual world comprising thousands of players at one time through the connection of computer server (Gede E., Reddy S.H., Agus H., & Syahirul A, 2009). Since the past few years, youth have been showing increasing interest on this MMORPGs which recorded almost 22 million subscriptions (www.mmodata.net, 2010). MMORPGs is one of the most favourable online video games, since it was reported that most players spent almost 22 hours per week to connect in the virtual world by using their avatar character in the video game (Yee, N., Bailenson, J. N., Urbanek, M., Chang, F., & Merget, D, 2007). Although many research has been done on factors lead to gaming but more of research were conducted in western country. While in Malaysia, there is not much study has been done specifically on sociological perspectives in term of youth involvement on MMORPGs. There is the need of this study because Malaysia currently rising in e-sport which have plenty of the MMORPGs categories in e-sport that has been contested. This study shown about the internal and external factors influencing the involvement of Malaysian youth in massively multiplayer online role-playing games.

2. Literature Review

2.1 Factors of Playing Online Video Games

A plenty of research have been discussed about the factor of people playing online video games. The main motive of students being active in playing online games is for the sake of entertainment, socialization and escapism from reality (Wahyudi Y., 2011). Based on Novian Azis Afendi's (2014) research, having family problem is the reason why students have been playing online games. Besides, Maurice (2017) said the factors that cause addiction include achievement, social and immersion component. Parents' behaviour, lack of religious education, peer influence, surroundings, mass media, and electronics are the factors of student's addiction to online games.

In other perspective, online gaming addiction is due to the game facilities that they have at home which instill curiosity in them to try the games. In terms of psychology, students who play online games found that online world is a space of happiness where they could feel mixed feelings and different emotions (Ridwan S. 2015).

2.2 Impacts of Online Video Games

The impacts of online games on students are visible on their academics, money problem (gabling in the game), insomnia, unstable emotions, time management and the change on student's mindset (Asrin, 2016). Another research from Novian Azis Efendi (2014) found that online gaming can give negative effects in terms of social and physical. Other than that, players will also have low social fitness (Maurice, 2017).

However, the research by Krista Surbakti (2017) has proven that online games can also enhance student's knowledge in English, relieve stress and help to communicate with new people. Nevertheless, the negative sides are players will be affected in terms of their academics, health, social, addiction, money problem and involvement in crime. The effects of addiction among teenagers also include academics, individual and social problem (Arief K., 2017).

Moreover, online games can be beneficial too. The players will have more socialization, get more insights, practice teamwork, relieve stress and practice the coordination between eyes and hand. However, online games will affect their health, besides causing them to become lazy, getting involved in crime, ignoring their time and responsibility and not being productive during the day because of time wasted on the games (Rudiyansah 2014). Besides, students will also ignore their parents when they are in the middle of the game and no longer spend time with their friends but become more active in online gaming world (Ridwan S. 2015).

Next, a research from Washington K. (2013), *The Gamer Subculture* in Lacy, W., explained about subculture among online games players. In general, this research used the model from Ken Gelder which has six subculture criteria and then analyzed the subculture for giving a better context in understanding player's subculture. The lists of criteria introduced by Ken Gelder are 1) understood and evaluated negatively in terms of relationship of labour to work 2) understood ambivalently in relation to class 3) located at one remove from property ownership 4) come together outside the domestic sphere 5) equated with excess or exaggeration in contrast with the restraint and moderation of the mainstream and 6) in opposition to banalities of mass cultural forms. Based on the research using the model from Ken Gelder, it is proven that players in video games will make a lot of different subcultures to make their social relationship last. The subculture is the proof in any conflict that happens between the players and initial flow. This group of subculture can also see and build their own identity different from the initial flow of themselves. However, this research did not mention any impacts of subculture but only explained how the subculture happened.

2.3 Benefits of Playing Online Video Games

Online video games do have a lot of benefits for every individual player such as the luxurious prize for the winner, expertise, popularity, professionalism, career and many more. Yet, these benefits are more towards the economic aspect rather than social. This is because online games phenomenal is experienced by the community of teenagers and is not universal for everybody. Nevertheless, based on Sponsorship Within E-sports (2015) research by Xen Chalmet, it is shown that sponsorship for e-sports competition has been increasing and the industry of e-sports are well-built financially. These well-funded and sponsored competition shave become the backbone of e-sports industry and now is a growing empire. Furthermore, other companies such as Coca Cola, Nissan, Red Bull, Intel, Razer, Nvidia, SanDisk and many more companies in the United States of America are actively sponsoring the e-sports industry. Because of that, economic aspect is more prominent in seeing the benefits that the players get.

Despite the disadvantages, video games can actually improve the value and quality of education. Referring to a research by University of Genoa, Italy, computer game is an interesting medium for learning because it can stimulate cognitive process like reading through explicit explore of information, deductive reasoning, problem solving and conclusion making using the information from computer games. He also identified that education based on game are not always successful because it is always considered as a boring activity. This is because for them, teenagers or (Communities that would-be learners) college students are interested in computer games that have better graphic quality. Hence, by improving the sophistication of computer games technology, finally gaming can give a lot of positive values such as active interaction between new and old friends without any gaps, ability and confidence for making a choice, well-built personality, and receive basic knowledge about computer (Bellotti, F., Berta, R., De Gloria, A., & Primavera, L. 2009).

2.4 Online Video Games Addicts Preventive Steps

Some of the steps suggested by Arief K. (2017) are counselling, religious advice, parents monitoring, and curriculum activity. Ways to avoid negative things in video games are strong intention in psychology, searching for positive thing, setting a gaming schedule, counting the amount of used money for the games and asking for help from

people around (Krista Surbakti 2017). Ways to avoid a child from becoming addicted to online games are explaining about gaming facilities, monitoring own child and setting up a schedule and house rules (Ridwan S. 2015).

A lot of research about online video games addicts have been conducted, but most of the research were focusing on psychology perspective and the impact of online video games. But this research focused on MMORPGs genre and the factors of addiction in online video games among youth in Malaysia

3. Research Methodology

3.1 Research Design

All The quantitative approach was employed as the data collection method in this study. According to Babbie (2001), the survey collection method was employed as it can represent a large scale of population. The questionnaire was distributed to the respondents by using Google Form that comprised two sections. Section A aimed to identify the demographic of respondents and Section B intended to answer the factors that contribute to the addiction of video games among the respondents. In this questionnaire, the Likert scale was utilized in Section B. Google Form was distributed in a Facebook group, specifically in Mobile Legends Bang Bang Malaysia. The group was selected to answer the Google Form as the group consists of players of diverse ages, occupations, and races. 50% of the questions in Section B were adapted from Online Game Addiction Questionnaire Development authored by Jap T, Tiatri S, Jaya ES, and Suteja MS (2013).

3.2 Population and Sampling

In this study, purposive sampling was used. The respondents of this study were required to possess specific features and characteristics set by the researchers. In relation to this research, addicted adults who play massively multiplayer online role-playing games (MMORPGs) were chosen as the respondents. By using purposive sampling, the researchers set the characteristics based on their judgments that suit the research objectives. Commonly, the individuals chosen as the respondents for purposive sampling possess all the information, perspectives, or any related materials aligned with the researchers' objectives (Chua, 2014). However, there's has no exact population for a number of youth involved in e-sports in Malaysia to be specific, the researcher has used the sampling method not probability which is the purposive sampling method. Purposive method sampling means the researcher has set some features that need to be there for study respondents. The respondents selected for this research comprised the youth in the age group of 15-30 years old regardless of their gender, occupation, and race among players who played online video games (MMORPG), whether often or rare in terms of frequency. The ages range was selected based on the latest Act and Law on the definition of youth said in "*Rang Undang-Undang (RUU) Akta Pertubuhan Belia dan Pembangunan Belia (Pindaan) 2019 (Akta 66)*" which increase the youth age range.

3.3 Research Instruments

Data analysis is the most essential element in any studies conducted. The data obtained were analyzed and processed by employing a software, Statistical Package for Social Sciences (SPSS). Then, the data will be presented in the table form. In this research, the data were analyzed descriptively. The analysis was intended to justify the characteristics of the variables respectively. According to Chua (2014), descriptive statistics are described as statistical techniques used to summarize and explain the data set. As mentioned by Zikmund (2000), descriptive analysis refers to the conversion of data into forms to make it easier to understand and interpret. The data from the Likert scale were measured according to the frequency and percentage in order to study the pattern of the result.

4.0 Result and Discussion

4.1 Sociodemographic

The percentage of male respondents is 52%, and, 48% for female. It portrayed that both men and women have almost a similar percentage of playing online role-playing video games. In reference to the percentage, it can be deduced that the number of women involved in video games has increased rapidly. Formerly, the data collection recorded only 19% women playing the video game (MMORPG) as compared to men by 28% in the year 2017 (Statisca, 2017).

Most of the respondents were students with the percentage of 64%. The rest were private and government sector workers with the percentage of 32% and 2% respectively. Hence, the majority of the respondents were students considering that students have fewer responsibilities compared to working adults. Apart from that, students have more free time and flexibility to play online games compared to private and government workers who have limited time to play. Wahyudi Y. (2011) highlighted in his study, the factors that influenced students to play video games were to seek for entertainment, socialization, and escape from reality. According to Nicholas Yee (2006), players need to pay for the monthly fee with the set rate to subscribe and access the online game MMORPGs. They will also be charged for other features desired by them such as purchasing the power, costumes, gaming equipment, and others. Based on the data

collected, 58% of the respondents used their savings to purchase any features in the game. Meanwhile, 30% of them used their monthly pay and the rest depended on family financial resources and loans. Financial resources are important for the players to ensure that they can actively play the online game, MMORPG. They need money in various aspects including the investment in the game, continuity of internet subscription, equipment purchase, and others.

4.2 Location

There are various places for the respondents to play the game MMORPGs. The choice of places plays an essential role as the situation and purpose for each game are varied. Each of the locations has a different atmosphere that can influence the players' efficiency during matches.

Table 1 - Location playing the MMORPGs

Category	Subcategories	YES		NO	
		Frequency	Percentage (%)	Frequency	Percentage (%)
Locations	Home	49	98.0	1	2.0
	Cyber Café	21	42.0	29	58.0
	Eateries	20	40.0	30	60.0
	Mamak Stall	18	36.0	32	64.0
	School	12	24.0	38	76.0
	Workplace	8	16.0	42	84.0

Some 98% of the respondents stated that they played the game at home. The fully equipped facilities at home built the curiosity of the players about the type of game and triggered their desire to play it. From psychological view, people play online video games because it is considered as a place to seek for fun and enjoy new world. Apart from that, they can feel a wide range of emotions that can be attractive in online video games (Ridwan S., 2015). Moreover, playing at home appears more comfortable without any distractions as players need continuous focus while in-game.

Meanwhile, another 42% of the respondents mentioned that they played in cyber cafes. Players who played in cyber cafes preferred to socialize with others and have social interaction in both real and virtual worlds. In a study conducted in Korea, the result depicted that online game players preferred to play in cyber cafes rather than at home. There is a greater social interaction because they can play the game in a close proximity to their fellow guild members in the cafe (Daniel Tack, 2012). However, this is not the case in Malaysia due to various circumstances including the small number of cyber cafes.

Nonetheless, the players in Malaysia prefer to play in public areas such as at eateries (40%) and Mamak stalls (36%). It has become a part of the culture for Malaysians particularly the youth who enjoy hanging out while playing online video games. Commonly, the youths will hang out at the eateries or Mamak stalls during night time to watch football matches, socialize and play online video games with their friends.

Next, school (24%) and workplace (16%) depicted the lowest percentage compared to other places. This is because both of the places are not suitable locations to play games. Moreover, there are negative impressions on the effects of playing online games. The commitment that people make for gaming can also disrupt their school and/or job performance (Cole & Griffiths, 2007). The statement is supported by Smyth (2007), they may have sleep deprivation because of late nights spent playing online games. Aside from that, they may also miss or turn up late for school or work (Cole & Griffiths, 2007). Moreover, their work or homework may fail to be completed. This is because as they returned home, they were too eager to log more hours online and neglected other responsibilities. Hence, schools and workplaces are not suitable for playing online video games.

Table 2 - Factors playing MMORPG's

Categories	Subcategories	Yes (%)	No (%)	Total (%)
Internal Factors	Interest	66.0	34.0	100.0
	Addiction	42.0	58.0	100.0
	Entertainment	82.0	18.0	100.0
	Release stress	81.0	19.0	100.0
	Generate income	26.0	74.0	100.0
	Escape from reality	40.0	60.0	100.0
External Factors	Social control	61.0	39.0	100.0
		69.0	31.0	100.0
	Social interaction	74.0	26.0	100.0
	Influence of Mass Media (Graphic)	60.0	40.0	100.0
	Influence of Social Media (Advertisement)			

4.3 Internal Factor

4.3.1 Interest

In reference to table 2 above, 66% of the respondents stated that they felt like the playtime was increasing as they were too immersed in the game. The video game MMORPGs has its own attraction and vibes that make the players always wanting to play the games without feeling bored. This is related to the features in it that successfully create the feeling of dissatisfaction in each play. Interest in video games is one of the factors that influence the increasing playtime without the awareness of the players. In line with the four fundamental elements identified, players tend to play MMORPGs because of their interest in video games (Bekthnia, 2002).

Additionally, other elements influencing the players to enjoy video games MMORPGs were discovered. Some of the prominent elements were to build social relationships and inspired to be professional players. Apart from that, it is due to the features in video games and others. Other factors that impact the increasing number of players are closely connected with the growing popularity of the e-sports industry in Malaysia that has exposed young people to video games. Indirectly, their playing time increased as well. Consequently, the interests that developed within the respondents were concluded as the internal factor that influences their involvement in online video games.

4.3.2 Addiction

The study conducted depicted that 58% of the respondents believed that they would not feel unhappy even when they did not play the game. This is because they have their own functions in fulfilling their responsibilities in real life. Similar to other respondents, this group encountered the same addiction problem but the respondents in this group have self-control while playing online video games and did not have any problem when they were not playing the game. They could also compensate the uncomfortable feeling by having real interaction with people around them or spending quality time with families. However, 42% of the respondents with addiction problem felt uneasy when they did not play MMORPGs video game.

According to Parsons (2005), the author discovered that less than 1% of MMORPGs players sought for professional help to treat the addiction problem. It can be said that the lack of percentage was recorded because the players did not know how to seek for help. They were also unaware that it can be a problem for playing the game too often (Parsons, 2005). On the other hand, the addiction that affects health can have several stages from non-serious to serious that require further treatments from medical experts. As a consequence, when a person is habituated in doing something and has a sudden stop from doing it, they will feel anxious and keep thinking about it. Subsequently, it might lead to negative effects on the person which can terribly affect the individual's emotion and focus in daily life.

4.3.3 Entertainment

The majority of the respondents with the percentage of 82% enjoy the pleasure of playing online video games. For them, it can eliminate unwanted feelings when they are playing online video games and it served as a stimulus for them to continue playing. In other words, players that are struggling with stress in their real-life tend to play online video games to eradicate the negative feeling. There are various types of MMORPGs that contain channels which allow the players to express their thoughts and share what is happening around them with other players.

Moreover, the respondents' experiences in the games provided continuous pleasure to them. To have continuous fun, they need to use fast and easy-access facilities. The enjoyment attained by the players can be acquired differently. It can be by getting equipment in the play, winning a competition, accomplishing the challenges given, and achieving high ranking. The factors that influence the players to engage in online video games are the feeling of satisfaction when they win in any matches and feeling superior to others. Correspondingly, it increases their self-confidence and boosts their ego (Klug and Schell, 2006).

4.3.4 Release Stress

The research portrayed that 81% of the respondents agreed by engaging with online video games, it can encourage them to release stress and feel more comfortable. It is supported by previous research that highlighted the stress level is reduced by 17% when a person plays online video game for 5 minutes a day (Hefner, Dorothee, Klimmt, Christoph, Vorderer, et al., 2007). Stress can be triggered by daily activities including stress at the workplace or stress during study time. For them, it can be reduced via online video games. The increasing responsibilities in society lead them to stress. The stress encountered can be diminished by maintaining communication with other people. They can interact with the outer world virtually or by streaming.

In addition, it helps to spark the feeling of pleasurable excitement in interacting and can lessen their everyday life problems. This happened because they communicate with people who have a similar passion and culture with them. They expressed the solidarity that enabled them to appreciate each other and shared topics related to video games. Players were prone to share their experiences and personal backgrounds through social interaction in virtual and real life while playing (Kongmee, Strachan, Montgomery & Pickard, 2011). Simultaneously, it can assist them to release their stress by considering the video game as a space for them to discharge their fatigue or refresh themselves.

4.3.5 Generate Income

Based on the table provided, 74% of the respondents disagreed with the idea of generating income by playing online video games. From their point of view, engaging in online video games are merely for seeking entertainment instead of making money. Conversely, there was a group of professional players that make full use of the precious opportunities to create an abundance of profit as they are competent experts in video games. They can efficiently generate income by participating in video game competitions hosted by companies or gaming organizations. Moreover, some of them even sold the game characters to new players that want to look good. MMORPGs games are similar to any other video games that typically allow the players to socialize, trade as well as generate income (Arakji, R.Y., and Lang, K.R., 2008).

Moreover, the Government of Malaysia has allocated a total of RM 20 million for the e-sports industry in Budget 2020 presentation. It was intended to ensure the progressive development for the e-sports in Malaysia. In this manner, the transformation of motives by players who are already involved in e-sports will be anticipated. The government had foreseen that it would produce more professional e-sports players who will shift their motives from seeking entertainment to generating income and building career. Nevertheless, it is observed positively as a catalyst to stimulate the economy of the country through e-sports that was solely seen as video games before.

4.3.6 Escape from Reality

As depicted in the table, 60% of the respondents disagreed and 40% of them agreed with the perception that they play online video games to escape from reality. The respondents who do not want to confront with their problems are more prone to get into the virtual world. According to a study in 2009, the reason was significant as they escaped from reality due to the dissatisfied feeling with their real life. Apart from that, they wished to be someone else or tried to intentionally avoid any negative aspects that happened in their real life (H. Warmelink, C.Harteveld & I.Mayer, 2009).

Other than that, the video games simulated in virtual world are enormously varied with the real world. In virtual world, players can freely do anything that they want. In contrast, they are regulated and bounded with social control including the laws and regulations in the real world. The outcome from the study illustrated that majority of the respondents did not lock themselves in the virtual world. They still enjoy real interaction in real life and did not escape from reality. On the other hand, some of the respondents with the percentage of 40% indicated an overwhelming number of people and it is quite worrying. This is because people who escaped from reality are exposed to various negative effects including low self-confidence, lack of social interaction, living in their own 'world', and many more. By all accounts, individuals should know how to properly balance their life be it in virtual or real world.

4.4 External Factor

4.4.1 Social Control

The study showed that 61% of the respondents perceived that others can help them to reduce the online video game playtime. Hence, social control from various parties is very crucial as they need to play their roles in controlling the activities. Parents are the core elements that need to function effectively in regulating the youth who play video games. This is because the subsystem of parents undertook the responsibility to educate, control, regulate, and nurture their children (Goldenberg & Goldenberg, 2008).

Most of those who play video games typically have time restriction which means they can only play for two hours per day or during the weekend. Playing video games without proper restriction might cause many problems that can affect their social life, health, education, and others. From the result, 39% of the respondents believed that they did not get any supervision from others in reducing the playtime. The lack of control and proper supervision enabled them to play video games recklessly. The advanced technology has put a limit on controlling the video games as the players can access it anywhere regardless of time and cost. Accordingly, the authority needs to come up with good initiatives as an effort to control the addiction of playing online video games. This is to properly maintain a good social life and social development in the future. As a conclusion, the findings have proven that social control is not the key factor that influences youth in playing video games. Considering that they still abide by the social control which has the function to ensure that the level of engagement in video games does not become critical.

4.4.2 Social Interaction

Referring to the table, most of the respondents mentioned that they involved themselves in video games as there is a social interaction with other players. They can make new friends from video games, and communicate with each other. Some of the social interactions offered are encouragement, loyalty, and love (Dustin R. Weissman, 2017). MMORPGs is a wide-scale video game that connects the players from around the world which consists of more than 100 players. As players play the game, they can converse and exchange their thoughts.

Smyth (2007) highlighted that social interaction remains the primary contributor that attracts the players to continue playing the game. It can also be connected to the sharing of common values and norms among them. In view of the fact, they will commonly interact with other players and not to those who do not play the games. It makes the interaction more interesting because they understand what they are confronting while engaging in it. For instance, in PUBG, they only communicate with those in the same game. Unconsciously, they communicate with those who share similar interests, values, and norms. It devised the process of interaction becomes more exciting as they comprehend what they are dealing with within the game.

There were several players that usually play and stream their gameplay. The streaming can be accessed and watched by the public. However, fewer non-players watch the streaming as they could not understand what is going on in the game compared to the players.

4.4.3 The Influence of Mass Media (Graphic)

74% of the respondents stated that they are attracted to play video games because of the graphic. The graphics set in the games are fascinating as the characters created along with the fantasy elements do not exist in real world. Apart from that, great graphics and special effects that give huge impacts on the players influenced them to continue playing. The attractive graphic designs for the weapons used in the game are given additional functions and the changes can attract the players. MMORPGs offers high-quality graphic performance and in-game options including the quests, guilds/factions, events, game chat, guild wars, levelling up system, and others (Dustin R. Weissman, 2017). The power of the graphic performance of a game can influence youth to spend their money on gaming equipment. As an example, not all devices such as mobile phones are compatible and capable to bear great graphic performance. Hence, they need specific equipment to view the designated graphics. Consequently, youth who have high level of excitement and obsession with graphic performance will spend their money to purchase high-value computer tools.

Conversely, 26% of the respondents are not influenced by graphic performance. It can be because they do not view graphic as an element that can attract them to play video games. However, they looked into the capability of the video games that can deliver excitement to them rather than just the graphic performances. Previous studies discovered that a huge number of respondents were not satisfied with the graphic performances presented in MMORPGs. They perceived the graphic needs improvement and does not reach their standard. This makes it difficult for developers of MMORPGs as they need to figure out how to reach the standard expected by the players. Besides, the players were also dissatisfied with the avatar created in the game. They want their avatars to be similar to themselves including the selection of skin tone, physical shape, abilities, and many more (Achterbosch, L., Pierce, R., and Simmons, G, 2008). However, the MMORPGs game has improved a lot today, including the average graphics quality over the last 10 years.

4.4.4 The Influence of Social Media (Advertisement)

Majority of the respondents agreed they were influenced by social media such as advertisement which led them to play video games by 60%. Capitalists have developed incredible games that invite the youth to play. Commercials related to video games can be found anywhere on social media like Instagram, Twitter, and You Tube. Video game companies also hired prominent artists to promote their games. As a result, their fans will be influenced and play the games promoted. In addition, there were players who played video games because of lucky draw or prize offered by the video game companies. They were offered with latest mobile phone or attractive amount of cash to persuade the customers to engage in their games. Apart from that, there are also video-related broadcasts on television like Astro SuperSport Plus. Live broadcasts such as DOTA games have been aired and indirectly promoting e-sports to a more outstanding level in Malaysia. It is proven that e-sports is one of the most interesting games in the world.

Meanwhile, 40% of them did not feel affected with the advertisements broadcasted in social media. This is because they perceived playing video games as their hobby and there are no other aspects that can influence them to play. However, efficient commercials are absolutely essential to ensure the viability of video games and continuity of esports industry. With the advertisement screened, it can aid the e-sports developers in enhancing the e-sports industry in Malaysia. As an illustration, in Malaysia, there is Malaysia e-sports Association (ESM). It has been given the responsibility to ensure the e-sports leagues hosted are well received by the online game enthusiasts.

5. Conclusion

To sum up, there were various elements that influenced the youth to engage in online video games which are categorized into two; the internal and external factors. The internal factors dominate the main causes to the involvement of youth in video games. However, if the game is not played excessively, it might not lead to negative impacts. Instead, it can have positive consequences including generating income and building the career for the youth to become professional players. Therefore, the authors suggested for future researchers to focus on the positive and negative impacts of the involvement in video games or e-sports. The focus can also shed light to professional players as there is a massive growth of professional players worldwide. Indirectly, it can assist relevant parties, especially the government and the private sector in promoting e-sports development in video games. Apart from that, the Government of Malaysia intends to make Malaysia as an Asian e-sports hub that can elevate the country's economy. Plus, the existence of esports is little as much as it has helped erode the negative stigma. e-sports opens up space and opportunities to youth who once played video games are just for fun, fill the free time, change that interest to professional career. Nonetheless, we need to accept the fact that there were also negative factors like addiction and other factors that are worrying. This is because it can contribute to social problems and it needs to be controlled by the authority.

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