

Abstraksi

Menurut *dual process model* kecepatan reaksi pada pengambilan keputusan moral dipengaruhi oleh sumber daya kognitif. Namun kecepatan pengambilan keputusan ini belum tereksplor secara lengkap pada masing-masing dimensi kognitif lintas jenis kelamin. *Cognitive flexibility* yang secara teori memiliki pengaruh pada kecepatan keputusan moral ternyata belum diteliti. Selain itu tidak seperti penelitian sebelumnya yang menggunakan asesmen kognitif sebagai stimulasi, penelitian ini menggunakan pendekatan gim, sehingga meminimalkan bias respons. Penelitian ini bertujuan menguji kecepatan pengambilan keputusan moral pada laki-laki dan perempuan dengan menggunakan stimulasi serious game fungsi eksekutif pada mahasiswa Ilmu Hukum. Metode penelitian menggunakan design eksperimen *2x2x3 factorial mixed design* dan partisipan diberikan stimulasi 3 gim fungsi eksekutif yaitu gim *inhibitory control*, gim *cognitive flexibility* dan gim *working memory* untuk dilihat pengaruhnya pada kecepatan pengambilan keputusan moral. Partisipan penelitian adalah mahasiswa S1 Ilmu Hukum dan sebanyak 61 partisipan. Hasil menunjukkan tidak ada perbedaan antar kelompok ($F(1,57) = .79$; $p = .78$) dan juga antar jenis kelamin ($F(1,57) = 1.36$; $p = .19$), namun ada perbedaan kecepatan reaksi keputusan moral antar stimulasi *game* ($F(7,169) = 13.17$; $p = .01$). Tidak ditemukan interaksi antar kelompok dan gender ($F(1,57) = .27$; $p = .60$), namun ditemukan interaksi antara stimulasi *game* dengan gender ($F(1,169) = 4.33$; $p = .01$). Dibawah pengaruh gim *inhibitory control* ($Z = 6.49$; $p = .001$) dan *working memory* ($Z = -4.12$; $p = .01$) kecepatan pengambilan keputusan lebih cepat dibandingkan gim *cognitive flexibility*, namun antara gim *inhibitory control* dan *working memory* tidak ada perbedaan. Pada kelompok perempuan dengan gim *cognitive flexibility* memiliki waktu terlalu lama dibandingkan dengan gim *inhibitory control* ($Z = -5.30$; $p = .001$). Hasil ini juga muncul pada kelompok laki-laki ($Z = 4.65$; $p = .001$). Kecepatan pengambilan keputusan perempuan lebih cepat dengan gim *inhibitory control* dibandingkan gim *cognitive flexibility* pada laki-laki ($Z = -3.69$; $p = .001$). *Inhibitory control* berlawanan dengan *cognitive flexibility* dalam kecepatan pengambilan keputusan moral. Pertentangan antara keduanya dikenal sebagai *control dilemma*. Keputusan moral dengan efek *cognitive flexibility* yang kuat dikenal dengan istilah *moral flexible*. Pendekatan berbasis gim terbukti efektif dan menghasilkan temuan baru dalam memengaruhi kecepatan pengambilan keputusan moral. Dimensi kognitif memberikan efek yang saling berbeda pada kecepatan keputusan moral. Membuka banyak pengembangan dalam studi moral dan Psikologi.

Kata kunci: keputusan moral, pengambilan keputusan, fungsi eksekutif, serius gim, *dual process model*

Abstract

According to the dual-process model, moral decision-making reaction times is shaped by cognitive resources, yet little is known about how different cognitive dimensions influence this process across gender. Cognitive flexibility, which is theoretically linked to the speed of moral decision-making, remains largely unexplored. Furthermore, unlike previous research that relied on cognitive assessments as stimuli, this study adopts a game-based approach to minimize response bias. This study examined the role of inhibitory control, cognitive flexibility, and working memory game on the reaction times of moral decision-making among 61 undergraduate law students. Using a 2×2×3 factorial mixed experimental design, participants engaged in serious games targeting specific executive functions. Results showed no differences between groups ($F(1,57) = .79$; $p = .78$) and also between genders ($F(1,57) = 1.36$; $p = .19$), but there was a differences in the reaction time of moral decisions between game ($F(7,169) = 13.17$; $p = .01$). No interaction was found between groups and gender ($F(1,57) = .27$; $p = .60$), but an interaction was found between game stimuli and gender ($F(1,169) = 4.33$; $p = .01$). Under the influence of inhibitory control and working memory games, decision-making speed was faster than cognitive flexibility games, but there was no difference between inhibitory and working memory games. In the female group, cognitive flexibility games had the longest time compared to inhibitory control games ($Z = -5.30$; $p = .001$). This result also appeared in the male group ($Z = 4.65$; $p = .001$). Women's decision-making speed was faster with inhibitory control games than with cognitive flexibility games in men ($Z = -3.69$; $p = .001$). Inhibitory control is in contrast to cognitive flexibility in the speed of moral decision-making. This conflict is also called a control dilemma. Moral decisions with a strong cognitive flexibility effect are known as moral flexibility. The game approach has proven effective and provides new findings in influencing the speed of moral decision-making. Cognitive dimensions have different effects on the speed of moral decisions. Opening many developments in moral studies and psychology.

Keyword: Moral judgment, decision making, serious game, executive function, dual process model