



INTISARI

Seiring perkembangan zaman dan teknologi, *video game* telah menjadi sarana hiburan yang sangat mudah diakses oleh berbagai kalangan masyarakat. Persepsi masyarakat pada umumnya tentang *video game* cenderung negatif, seperti permainan jenis ini bersifat adiktif dan dapat membuat orang lupa waktu, mempengaruhi kegiatan bersosial atau mengakibatkan perilaku anti-sosial, dan juga mengganggu kegiatan sekolah dan belajar.

Untuk merubah persepsi masyarakat bahwa bermain *video game* tidak mempunyai efek positif bagi pemain, penelitian ini bertujuan untuk mengetahui pengaruh positif *video game* berjenis *First Person Shooter* terhadap kemampuan kognitif pemain, yaitu konsentrasi visual, waktu reaksi visual dan waktu reaksi auditori karena kemampuan yang dibutuhkan pemain *video game* jenis ini antara lain kemampuan konsentrasi visual (melihat dan membidik musuh), waktu reaksi auditori (dalam beberapa *video game* berjenis ini, suara langkah kaki musuh, instruksi lisan dari *video game*, dan suara rekan satu tim pada permainan daring/*online* juga mempengaruhi permainan) serta waktu reaksi visual (waktu reaksi dari membidik hingga menembak) yang baik.

Setelah melakukan pengujian terhadap ketiga kriteria tersebut dan membandingkan dengan partisipan yang tidak pernah memainkan *video game*, terbukti adanya efek positif dari bermain *Video Game First Person Shooter*, yaitu dapat mempengaruhi fungsi kognitif pemain pada segi *Visual Reaction Time & Auditory Reaction Time*.

Kata kunci: Video Game, First Person Shooter, ergonomi, kognitif, konsentrasi visual, waktu reaksi visual, waktu reaksi auditori.



ABSTRACT

Along with the changing of times and technology, video games have become a means of entertainment and is very easily accessible by every kinds of society. The public perception of video games in general tend to be negative, as this type of game is addictive and can make people forgetting time, affects the socializing activities, or resulted in anti-social behavior. Also, it can interfere with school and learning activities.

To change the general public perception that playing video games does not have a positive effect for the players, this study aims to determine the positive effect of First Person Shooter Video Games on cognitive abilities of players, namely visual concentration, reaction time and visual reaction time auditory because the skills needed to play this kind of Video Game includes the ability of Visual concentration (spotting and targeting the enemy), Auditory reaction time (the sound of enemy footsteps, verbal instructions from the video game, and teammates' voice commands on the online gaming also affect the game) and Visual reaction time (reaction time from aiming to shooting).

After conducting tests on all three criteria and compared with participants who had never played a video game, this study proved the positive effects of playing First Person Shooter Video Games, which can affect players' cognitive function in terms of the Visual Reaction Time and Auditory Reaction Time.

Keywords: Video Game, First Person Shooter, Ergonomics, Cognitive Ergonomics, Visual Concentration, Visual Reaction Time, Auditory Reaction Time.