

# The Phenomenon of the Impact of Online Games in News Coverage on Metro TV's Instagram: A Voyant Tools Analysis

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## ABSTRACT

*This study examines the social discourse surrounding the impact of online gaming using Metro TV's Instagram news posts as the primary data source. Employing a qualitative phenomenological approach supported by Voyant Tools, the research identifies dominant lexical patterns and relational structures within public commentary. Word cloud analysis highlights "game" and "online" as the most frequent terms, indicating that online gaming constitutes the core focus of public concern. Additional prominent terms such as "judol," "judi," and "bocah" reveal strong associations between online gaming, online gambling, and youth involvement. Trend analysis further demonstrates fluctuating frequencies of key terms "online game," "online judi," and "online online" suggesting shifting narrative emphasis across document segments. Network analysis shows close lexical associations among "game," "online," "judol," and "judi," reflecting public perceptions that link gaming activity with financial risk and deviant behaviors. Collectively, these findings demonstrate that online gaming is viewed not merely as a digital entertainment activity but as a multidimensional social issue intertwined with gambling practices, economic vulnerability, and concerns for adolescent well-being.*

**Keywords:** online gaming, social media analysis, Voyant Tools

## INTRODUCTION

The rapid rise of online games has led players to develop addictive behaviors toward these games. In addition, online games often contain intricate narratives or storylines composed of various challenges that players must overcome. These games are also designed in such a way that the difficulty increases at each level. Such factors contribute significantly to the development of player addiction (Febriana S 2021). The word *game* originates from English and, when translated into Indonesian, means "permainan." According to Ridwan Arif Rahman and Dewi Tresnawati (2016), a game is an activity played according to specific rules that result in winners and losers. It is generally not intended to be serious and is typically designed for recreational or refreshing purposes (Tresnawati 2016). According to Young (2005), the definition of an online game is "a network-based game in which interaction occurs between individuals to achieve objectives, complete missions, and obtain the highest scores within a virtual world" (Young 2005). Online

games are also classified as visual electronic media-based games. They can be played using various forms of electronic visual media, such as computers (Dani 2014).

It is evident that online games constitute one of the most frequently accessed and highly favored components of the internet, to the extent that they may lead to addiction marked by very high levels of intensity. Playing online games with high frequency and intensity can result in addictive effects and dependency. Consequently, individuals may feel continuously compelled to persist in such activities (Rahman 2023).

According to Sulastri et al. (2019), the negative impacts of online games include "a reduced level of interaction between students and their peers, as students who play online games become preoccupied with their gameplay, often ignoring their friends, which in turn diminishes their social closeness (Sulastri Na'ran 2019).

Suryanto (2015) concludes that the negative effects of online gaming include truancy, improper use of allowance money, and infrequent weekly physical exercise (Suryanto 2015). This indicates that online gaming among students has brought harmful consequences for children. Anggraini (2016) further states that the negative impacts of online games are "evident in daily activities following online gaming sessions (Anggraini 2016). Novrialdy (2019) adds that "online game addiction among adolescents affects several aspects of life, including health, psychological well-being, academic performance, social functioning, and financial stability (Novrialdy 2019).

The development of technology and communication has experienced a very sophisticated increase, various hardware and software have emerged in society that easily help people's work. The existence of this technology makes work more practical and efficient so that it does not take much time to complete. This technological advancement, especially gadgets, is equipped with various types of technological media such as online games, most of whose users are teenagers to adults. Its existence has various impacts in society, both positive and negative impacts, especially for teenagers (Irma Nur Asiyah 2023).

Considering that learning in the current era has used media so that student communication with teachers has shifted due to telecommunication media in the form of gadgets which are equipped with online game features that can affect the learning process. Based on the phenomena that occur in the classroom, students no longer focus on the teacher's explanation, even when the teacher is in the classroom, students no longer ask questions to the teacher if they do not understand the learning material. However, students tend to use telecommunication media gadgets to ask questions when they do not understand the learning given so that there is a sentence that says the role of educators will be replaced by sophisticated technology.

Online games have many effects, one of which is the loss of students' ability to concentrate. Excessive use of online games makes students unfocused and antisocial because they do not care about the world around them. Online games according to Jannah (2015) are activities that take place in the virtual world, generally operated via smartphones and utilizing the internet so that users in different locations can compete together at the same time and in similar games (Jannah 2019). On the other hand, according to Ariantoro (2016), online games are applications that include adventure, strategy, simulation and role-playing games that have various rules and certain levels. Many believe that online games have a negative impact on their players. This is because there are many games that can be addictive and the themes in online games revolve around violence, war and fighting (Ariantoro 2016).

Research shows that students, from elementary to high school, are often the main group of online game players. Attachment to online game play has negative consequences, especially in terms of academics and social interactions. In addition, online games have a significant impact on children's development and the individual's mental condition (Dahari 2021). Based on data quoted from the article "Analysis of Student Learning Interests Seen from the Impact of Online Game Use" by Wahyu Rikha Rofikhatul Ula (2023) The results of the study show that children's interest in learning depends on the category of children in the intensity of online game playing time. Children with high time intensity and are addicted to online games have low interest in learning and children with low online game playing time intensity and can be supervised, cared for and directed by their parents have good interest in learning (Ula 2023).

The influence of online games not only affects students' interest in learning and concentration, but excessive use of online games affects students' communication. Research

conducted by Lusi Asmiati, Ika Ari Pratiwi, Much Aryad Fardhani (2021) shows that the results of the study indicate that the impact of online game use on several children who were used as research subjects was on their communication skills, namely verbal and nonverbal communication. Children who often play online games do not have good verbal and nonverbal communication skills. When asked to express their opinions, children do not do so. Children tend to be engrossed in their own activities. Likewise, when spoken to, children tend not to maintain eye contact with the person they are talking to. In conclusion, the impact of online game use on children's communication skills depends on the category of children in terms of the intensity of online game playing time (Lusi Asmiati 2021). The study also revealed that even though there is an opportunity to communicate with other players in the game, players often ignore social interactions in real life. Many teenagers spend that much money playing online games for hours, which then makes them trapped in addiction (Afrizawati 2022).

During the learning process, students' concentration ability becomes weak. This is because the focus of students' attention is diverted by online games, resulting in bad habits that interfere with the learning process. The existence of online games also raises concerns regarding the increase in students' learning concentration.

The development of digital technology has brought significant changes to social behavior within society, particularly among adolescents who are active users of digital media and online games. Online games not only serve as a form of entertainment but have also become a social phenomenon that influences interaction patterns, learning concentration, and the lifestyle of young people. Excessive use of online games is perceived to reduce academic focus, decrease direct communication, and trigger behavioral changes among adolescents. This phenomenon positions online games as an important issue to be examined within the context of education and youth social development (Putra 2020).

Mass media plays a substantial role in shaping public perceptions of social issues, including the impact of online games on adolescents. Instagram, as one of the social media platforms used by various news agencies, including Metro TV, frequently presents news related to adolescent behavior influenced by online gaming. Such reporting not only serves as an information source but also has the potential to shape public opinion and provide an overview of the severity of a social phenomenon. Therefore, analyzing media coverage becomes essential to understanding how issues related to online games are framed and conveyed to the public (Lestari 2021).



**Figure 1. Metro TV News Coverage Related to the Impact of Online Games**

Discourse analysis of news texts can be conducted through various methods, one of which is by using the Voyant Tools application. This application enables researchers to identify word patterns, term frequencies, and the structural elements of digital texts more systematically. The use of Voyant Tools provides an objective representation of how the media constructs narratives, emphasizes particular issues, and shapes perspectives within news content consumed by the public. Thus, this technology-based approach is highly relevant for studies related to social media content and digital communication phenomena (Sinaga 2019).

The phenomenon of the impact of online games reported by Metro TV on Instagram becomes an important topic of study because it is directly related to adolescent behavior, a group highly vulnerable to media and technological influence. The news coverage indicates behavioral changes, particularly concerning decreased learning concentration and reduced communication in school environments. Therefore, this research seeks to examine the phenomenon through a phenomenological approach that emphasizes understanding the lived experiences of the subjects involved while also analyzing how the media constructs this issue through its Instagram reporting (Rahmawati 2022).

This raises concerns that excessive use of online games has a negative impact rather than a positive impact on students' learning concentration. Student learning concentration is an important factor in the success of student learning outcomes. Good student concentration allows students to absorb information more effectively, understand the subject matter and be able to complete assignments well. Therefore, it is important to know to what extent the phenomenon of students using online games affects communication between teachers and students in the classroom towards increasing student concentration (Sani Susanti 2024). This study is expected to provide useful information for schools, teachers, students and parents of students so that the management and use of online games can minimize negative impacts and maximize their benefits for positive things so that they can help the student learning process in the classroom. With the background above, this study is expected to provide answers to the questions given related to the problems in the study.

The problem addressed in this study concerns the impact of online games on adolescents, as illustrated in the Instagram news case titled "*Allowance Spent on Online Games, Bengkulu Teen Pretends to Be Mugged*" posted by @metrotv. The purpose of this research is to analyze the impact of online games on adolescents based on the content of the news reported by @metrotv.

## RESEARCH METHODS

This study is categorized as field research and employs a qualitative phenomenological approach to understand the meaning of a phenomenon related to the effects of students' experiences in playing online games and their learning concentration based on what they have directly experienced (Sugiyono 2020). Phenomenology focuses on how individuals perceive, interpret, and understand the phenomenon within their daily consciousness and actions. This research is based on a reported case on Metro TV's social media regarding the impact of online games on adolescents. The data collection technique used is a literature study through an analysis of news posted on Metro TV's Instagram account, @metrotv. Data analysis was conducted using the Voyant Tools application. The researcher carried out observations on Metro TV's social media to identify the subjects and objects of the study, particularly to examine the extent to which online games may reduce communication in the classroom and ultimately affect students' learning concentration during the learning process.

## RESULT AND DISCUSSION

Online gaming inherently requires a stable internet connection. There are no specific limitations regarding the types of devices used, as online games can be accessed through computers, laptops, smartphones, and a variety of other digital devices, provided that these devices are connected to the internet. This definition is further supported by Burhan, who explains that online games constitute computer-based activities that rely heavily on internet connectivity, with service providers typically offering various supplementary features to enhance the gaming experience. In practice, several essential components are required for engaging in online gaming, including a computer or smartphone and reliable internet access.



## Figure 2. Voyant Tools Word Cloud Analysis

Based on the word cloud visualization generated through Voyant Tools, it is evident that the terms "game" and "online" appear in the most dominant sizes. This indicates that these two words represent the primary topics most frequently discussed in news coverage and public comments on Metro TV's Instagram account. The prominence of these terms suggests that the discourse analyzed is centered on the phenomenon of online gaming and its impacts on society, particularly on adolescents.

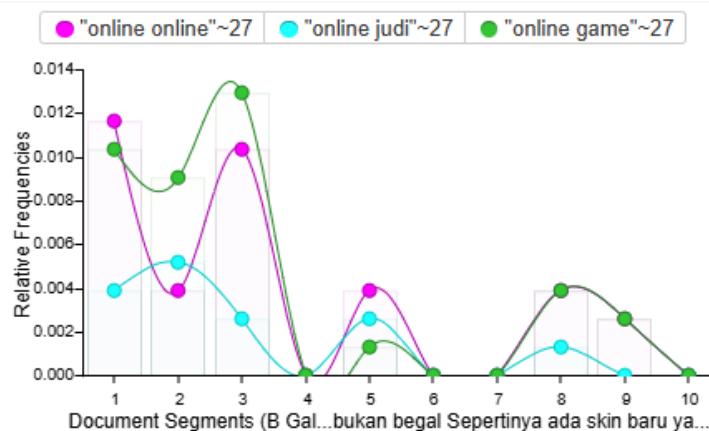
In addition, the appearance of the words "judol," "judi," and "bocah" in relatively large sizes signifies that the public often associates online games with online gambling practices. The term "bocah" reflects concerns regarding the involvement of children or teenagers in such activities. Consequently, public discourse not only views online gaming as entertainment but also as an activity that carries significant risks for younger age groups.

The emergence of the terms “pemerintah,” “bansos,” and “rakyat” demonstrates that discussions about online gaming do not occur in isolation; rather, they intersect with broader social and political narratives. The public appears to express criticism or expectations toward the government concerning the handling of this issue. The use of the term “bansos” further reveals that some comments incorporate economic and welfare contexts, indicating a perceived relationship between online gaming problems and societal socioeconomic conditions.

Furthermore, words such as “uang,” “duit,” “skin,” and “up” indicate substantial discourse regarding financial aspects of online gaming. These terms refer to top-up activities, the purchase of digital items, or monetary expenditures made by players. This implies that the public perceives the online gaming phenomenon not only from a behavioral perspective but also from an economic standpoint, which may be detrimental to users, particularly when conducted excessively.

Other words such as “susah,” “korban,” and “main” highlight the negative experiences encountered by some individuals as a result of online gaming. The term “korban” suggests narratives in which individuals are affected emotionally, socially, or financially due to addiction or problematic gaming behavior.

Overall, this word cloud illustrates that discourse surrounding online gaming on Metro TV's social media does not merely portray gaming as a form of digital entertainment but encompasses complex issues such as online gambling, economic impacts, government involvement, and social risks for children and adolescents. The visualization demonstrates public concern regarding the consequences posed by this phenomenon and shows how online gaming is perceived as having broad implications for various aspects of social life.



**Figure 3. Results of the Trend Analysis Graph Generated by Voyant Tools.**

The Trends Graph generated by Voyant Tools illustrates the patterns of occurrence of three key terms “online online,” “online gambling,” and “online game” across several segments of the analyzed document. This visualization demonstrates how the relative frequency of each term fluctuates throughout the text, offering insights into the thematic emphasis present within the discourse or public commentary.

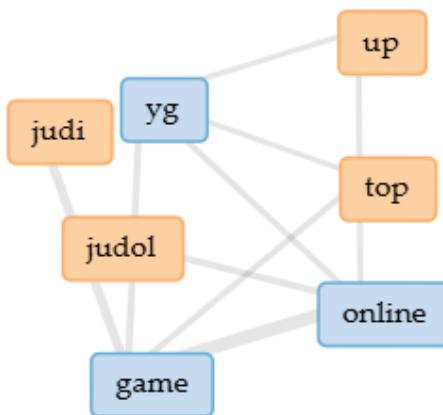
Overall, the term “online game” exhibits the highest relative frequency compared to the other two terms in the early segments of the document. This indicates that discussions related to online gaming constitute the most dominant theme in the initial part of the narrative or reporting. The peak frequency of “online game” in segments 2 and 3 suggests that the early sections of the document include substantial descriptions of the online gaming phenomenon and its implications for social behavior, particularly among adolescents.

Meanwhile, the term “online online,” although less prominent than “online game,” displays a relatively consistent pattern across several segments. Its increased frequency in segments 1, 4, and 6 implies that this term is often used as a general expression to describe online activities more broadly, beyond the specific context of digital gaming. This reflects that the conversation does not exclusively focus on online games but encompasses a wider set of digital activities relevant to the issues being analyzed.

In contrast, the term “online gambling” appears with the lowest relative frequency among the three. Nonetheless, its presence in segments 1, 5, and 8 indicates that the topic of online gambling remains a meaningful component of the public discourse. Although not dominant, the occurrence of this term suggests that some members of the public associate online gaming with potential risks of deviant behavior, such as gambling. This highlights broader social concerns regarding the misuse of digital platforms, especially among young users.

In the middle segments of the document (segments 4–6), a noticeable increase in the frequency of all three terms emerges, signaling that this portion contains concentrated discussion on the intensity of online gaming, online gambling issues, and the resulting social impacts. Following segment 7, the graph shows a sharp decline in the frequency of most terms, indicating a reduction in thematic focus toward the end of the document.

In summary, the Voyant Tools Trends Graph reveals that “online game” serves as the central focus of the document, followed by the more general phrase “online online,” while “online gambling” though less frequent still contributes meaningfully to the overall discourse. These patterns indicate that the analyzed discussion not only addresses the technical and behavioral dimensions of digital gaming but also reflects societal perceptions regarding potential risks, behavioral deviations, and broader social effects stemming from online activities.



**Figure 4. Analysis Voyant Tools visualization tools links**

The network visualization generated by Voyant Tools illustrates the relational structure among several frequently occurring terms within the analyzed dataset. This graph highlights co-occurrence patterns, demonstrating how specific keywords appear together within the same textual contexts, thereby revealing underlying thematic associations in the discourse.

The central nodes “yg,” “online,” and “game” function as key connectors within the network, indicating their high degree of co-occurrence with other terms. The prominence of “online” and “game” suggests that discussions concerning online gaming constitute a core thematic focus within the dataset. Their strong connectivity with other nodes, including “judol” (a colloquial contraction of “judi online,” meaning online gambling) and “judi,” underscores the extent to which online gaming and online gambling are framed within overlapping discourses.

The terms “judi” and “judol” cluster closely with “game,” indicating that conversations surrounding online gambling frequently intersect with discussions about gaming activities. This relationship reflects a broader public concern regarding the blurred boundaries between online gaming and gambling, particularly in social media discourse where these terms are often used interchangeably or contextually linked.

Meanwhile, the nodes “up” and “top” appear on the periphery of the network but maintain notable co-occurrence links with “online.” These terms are commonly associated with topping up game credits or in-app purchases, suggesting that economic aspects of online gaming such as purchasing virtual items or credits also emerge as part of the conversation.

The presence of “yg” as a highly connected node reflects colloquial usage typical in Indonesian digital communication. Although linguistically functional rather than thematic, its strong connections indicate that the surrounding discussions frequently employ informal language, which is characteristic of user-generated commentary on social media platforms.

Overall, the network graph reveals three primary thematic clusters:

- (1) online gaming (centered around “online” and “game”),
- (2) online gambling (signaled by “judi” and “judol”), and
- (3) digital transactions related to gaming (“up” and “top”).

These interconnected clusters suggest that public discourse does not treat online gaming, gambling, and virtual transactions as isolated topics; rather, they are intertwined within a broader narrative concerning digital behavior, risk, and youth engagement in online environments.

## CONCLUSION

The Voyant Tools analysis demonstrates that public discourse on Metro TV’s Instagram is largely dominated by the topic of online gaming, with strong associations to online gambling and concerns about youth involvement. Terms such as “judol,” “judi,” and “bocah” indicate that the public perceives online gaming as closely linked to risky behaviors and potential negative impacts on adolescents. The trends analysis confirms that “online game” appears most frequently across document segments, while “online judi” remains a consistent secondary issue. The network visualization shows that gaming is also connected to financial activities such as top-ups and in-game purchases. Overall, the findings highlight that online gaming is viewed not only as

entertainment but as a broader social issue involving behavioral risks, economic consequences, and public expectations for government intervention.

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