

Confucius Ideas on Popular Video Games in Indonesia

Ferril Irham Muzaki

Department of Preschool and Elementary Education, Faculty of Education, Universitas Negeri Malang

Corresponding : ferril.irham.fip@um.ac.id

ABSTRACT

Article Info

Volume 7 Issue 6

Page Number: 211-216

Publication Issue :

November-December-2020

Article History

Accepted : 10 Dec 2020

Published : 27 Dec 2020

The purposes of this study are to identify Confucius ideas in video games that are popular in Indonesia. The research method used in this research is content analysis, namely (1) analysis of the use of speech utterances, (2) implied meaning and (3) responses to video games. Sources of data come from existing games (1) Call of Duty, (2) Halo, (3) Red Dead, (4) Battlefield, (5) Last of Us, (6) Final Fantasy, (7) Portal, (8)) Assassin's Creed, (9) Tomb Raider and (10) Command and Conquer. The results of this study are (1) Confucius' ideas are conveyed in verbal form, (2) symbolic and (3) nonviolence. These Confucius ideas are a representation of universal humanistic values.

Keywords : Confucius, Speech Utterances, Video Games, Audio Visual

I. INTRODUCTION

With the development of information and communication technology, online gaming is an inseparable part of the trend of modern world life today. Video games, more so those based on cyberspace, have a combination of ideas built on universal principles. Solomon (2017) explains that video games are an inseparable part of life which is currently a trend in the global world. Confucius and his ideas provide that understanding.

Zhu and Chhachhar (2017) provide an explanation that video games have messages that can be translated as messages that can be analyzed based on the characterizations of game characters. To develop the characteristics of a game player, adequate performance is required. In this case the ability to

develop spiritual values and character education becomes dominant.

Video games have messages that can be translated into messages that can be analyzed based on the characterizations of the game characters. Wu (2019) describes developing a wide range of skills for elaborating comprehensive and consistent ideas. In this case, various kinds of ideas and ideas are elaborated to maintain the principle so that it can be carried out optimally and move within universal principles.

Confucius ideas are ideas that put forward the principle of universal humanism. Video games play an impact on the life of humanism universally. Gong (2020) explains that developing spiritual values is synonymous with the use of video games as a means

of conveying messages. For this reason, we need principles that prioritize a sense of humanity based on an elaborative point of view.

II. RESEARCH METHODS

This study uses a content analysis approach to video games that are played on various consoles. Content analysis uses an approach from Neuendorf (2017) with carried out by comparisons, namely (1) analysis of Speech usage, (2) Acts and (3) Responses for existing video games which are concluded with the premises in the game content. The results of the triangulation are compared with (1) the values that exist in Indonesian culture and (2) the social norms that exist in Indonesian society. The data from this study are (1) symbols installed in the game, (2) sentences uttered by characters in video games and (3) interactions between characters in the game. Sources of data from this study consisted of 10 game series, namely (1) Call of Duty, (2) Halo, (3) Red Dead, (4) Battlefield, (5) Last of Us, (6) Final Fantasy, (7) Portal, (8) Assassin's Creed, (9) Tomb Raider and (10) Command and Conquer. The ten video games were analyzed to then synthesize the messages in the game. The results of the synthesis are adjusted to the values and norms of behavior that exist in Indonesian society.

III. RESULTS AND DISCUSSION

3.1 Results

3.1.1 Confucius ideas in verbal form

The ability to provide discourse is a skill to understand an object. Gong (2020) explains to understand an object and an idea, an individual, even though he puts forward the principles of developing moral values and character education. Ideas for developing a master plan for character education based on verbal speech.

Zhu and Chhachhar (2017) provide an explanation the ability to feel the suffering of other individuals is

an inseparable part of the skills in building a discourse. The idea of developing discourse is reflected in individual actions in the idea of developing intelligence to feel the suffering of other individuals.

Table 1	
The Element of Confucius' Wisdom in Video Games	
Speech	Implied Meaning
The healthy human mind doesn't wake up in the morning thinking this is its last day on Earth. But I think that's a luxury, not a curse. To know you're close to the end is a kind of freedom. Good time to take ... inventory	Even though the state pays attention to the values of nationalism and patriotism
I've struggled a long time with survivin ', but no matter what you have to find something to fight for. You mustn't allow yourself to be chained to fate, to be ruled by your genes. Human beings can choose the kind of life that they want to live. What's important is that you choose life ... and then live. "	Individuals although trying to follow the rules in haste Individuals although trying to be wise in determining the direction of life

The idea of being able to have various kinds of situations and conditions is an ideal level of policy that promotes individual independence in behavior. Gong (2020) explains the values of ideal character education are an inseparable part of building independence and ideas. At the ideal level, the character education policy even puts forward the human aspect.

The idea of developing an intellectual level as well as individual and group values is an inseparable part of spiritual values. The spiritual values approach is an inseparable part of the value system and character education governance. To develop the principle of integer effort between the value of character education and learning video games.

3.1.2 Confucius ideas in symbolic form

Ideas to develop community-based ideas that provide opportunities to explore main ideas. In character education value lines, even though someone learns techniques to explore ideas and ideas that are thorough and consistent. Thought to develop skills of exploring values on an ongoing basis

Table 2	
The Element of Confucius' Nationalism in Video Games	
Speech	Implied meaning
"Science isn't about why - it's about why not."	Even though individuals see science as the main thing in everyday life
Don't ever stop. Always keep going, no matter what happens and is taken from you. Even when life is so unfair, don't give up. " A famous explorer once said, that the extraordinary is in what we do, not who we are. " Given enough time, any man may master the physical. Given enough knowledge, any man may become wise. It is a true warrior, who can master both	Someone even trying to master science and technology consistently Someone though did extraordinary things for the country Someone even taking action to protect the country

Chiang (2017) explains the idea of developing character education values. The idea of elevating the digestibility parameters of peace symbols. To develop symbolic based ideas, it is recommended that efforts

to introduce actions that lead to the values of peace and character education are recommended.

Ideas for developing adequate environmental thinking. In this situation, developing the values of character education with human nuances is an inseparable part of the state and society system. To develop community governance, an individual although mastering the steps to develop in an integrated manner.

3.1.3 Confucius in nonviolence form

Approach not to behave aggressively in everyday life, to develop adequate measures. Li (2020) explains that the development of non-violence identity is an approach to acting according to useful protocols to develop ideas of spiritual values and character education based on creative steps in developing ideas about spiritualism.

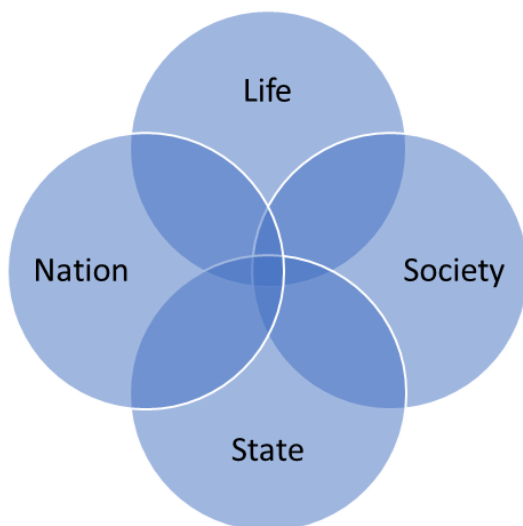
Table 3.	
The Element of Confucius' Patriotism in Video Games	
Speech	Implied meaning
Some trees flourish, others die. Some cattle grow strong, others are taken by wolves. Some men are born rich enough and dumb enough to enjoy their lives. Ain't nothing fair. " If history only remembers one in a thousands of us, then the future will be filled with stories of who we were and what we did. A hero need not speak. When he is gone, the world will speak for him "Right and wrong are not what separate us and our enemies. It's our different standpoints, our perspectives that separate us. Both sides blame one another. There's no good or bad side. Just two sides holding different views."	Someone though struggling to survive for the country A person despite fighting for his country by imitating the struggles of predecessor figures Even though someone sees things as not black and white, sometimes there is a gray side to life

Barr (2019) explains that the approach to acting in accordance with the times and technology is an inseparable part of the foundation and ideas in developing spiritual values. Individuals, although developed to learn and master the principles of innovation, provide opportunities for adequate exploration of spiritual values. The development to hold character education in the elementary school environment is a reflection of the development of character and spiritual values. In this case, even though character education is developed based on policy directions that provide colors in the form of fun learning.

3.2 Discussion

Confucius is an attempt to maintain a value in order to remain in an order. To develop values based on Confucius. Chiang (2017) explains that even though someone develops ideas to develop ideas that will be given to individuals or communities to create a development of values that reflect the spiritualism possessed by each community.

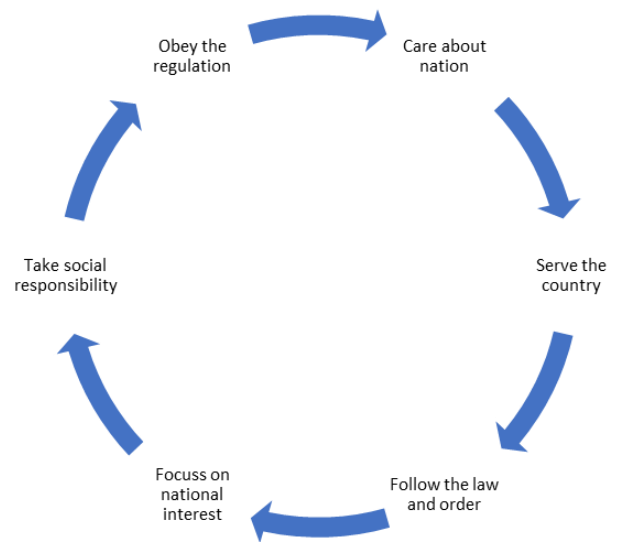
Graphic 1 Wisdom in national interest



Kaplan (2018) explains that the existence of a hegemony is closely related to the control over the resources owned by each individual or group with the aim of creating an order, which in turn will be able to maintain rules in order to remain in the created order.

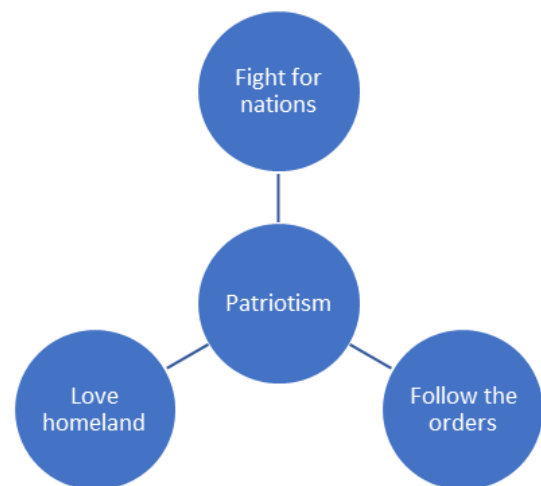
Confucius has the principle of every element even though it is maintained by promoting the mastery of ideas that reforms an orderly individual order. In this case, Confucius is an effort to control another individual or community.

Graphics 2 Nationalism



Games are a collection of ideas about everything. In an ideology, even though the individual becomes the starting point of a collection of thoughts that is reflected in the behavior and thoughts of the community. Barr (2019) explains that games have a collection of ideas about seeing things and how to act as a starting point for words, actions and providing opportunities for transformation and idea recognition.

Graphics 3 Patriotism



The form of recognition of ideas and groups of ideas is reflected in words and actions as well as symbols which are reflected in the behavior and flow of thoughts of the characters. Li (2020) explains that ideology is part of adequate planning, covering the governance system and of thinking as the embodiment of actions and ideas that provide comprehensive thinking. Individuals have desires that come from their own thoughts.

Graphic 4 Moral Values on Video Games based on Confucius Ideas



The values of character education are a reflection of the ability to transform ideas and ideas. Sung, et al (2019: 2) stated that the ability of an individual to complete ideas is an inseparable part of the individual's value system. The development of video games nowadays opens up opportunities to put forward ideas that are suitable for spiritual values.

Conclusions and Suggestions

Conclusions

Video game play in children is one of the impacts of the development of information and communication technology. In video games, on the one hand there are positive elements, but on the other hand, video games can also have an impact in the form of measurable activities. To carry out measurable activities, an individual even learns to understand a collection of ideas that exist in various cultures and ideas. To prioritize abilities in action that are reflected in the behavior of each community.

Suggestion

The ideas conveyed in video games are part of the message the owner of the idea wants to convey to players in a game. The development of values and ideas reflected in the existence of video games creates a collection of ideas that provide opportunities for exploration of ideas. These messages are a reflection of the behavior of each character along with the storyline in the video game that has ideological nuances. Video games are used to convey messages that are reflected in the actions of the characters.

IV. REFERENCES

- [1]. Barr, M. (2019). Graduate skills and game-based learning: using video games for employability in higher education. Palgrave Macmillan.
- [2]. Chiang, S. (2017). Integrating Video Games into the Elementary School Classroom.
- [3]. Gong, X. (2020). Exploration of Application of Confucian Conception of Critical Thinking to the Teaching English as a Foreign Language in China. *International Journal of Literature and Arts*, 8 (3), 134.
- [4]. Kaplan, U. (2018). Rebuilding the "Eastern Country of Ritual Propriety": Decorum Camps, Sŏwŏn Stays, and the Confucian Revival in Contemporary Korea. *Sungkyun Journal of East Asian Studies*, 18 (1), 59-84.
- [5]. Li, N. (2020). Playing the past: Historical video games as participatory public history in China. *Convergence*, 1354856520967606.
- [6]. Neuendorf, KA (2017). *The content analysis guidebook second edition*. USA: Cleveland State University.
- [7]. Solomon, D. (2017). *The Motivational Appeal of Video Games* (Doctoral dissertation, Alliant International University).
- [8]. Sung, HY, Hwang, GJ, Chen, CY, & Liu, WX (2019). A contextual learning model for developing interactive e-books to improve students' performances of learning the Analects of Confucius. *Interactive Learning Environments*, 1-

14.

- [9]. Wu, J. (2019). Confucian revival and the hybrid educational narratives in contemporary China: a critical rethinking of scale in globalization and education. *Globalization, Societies and Education*, 17 (4), 474-488.
- [10]. Zhu, XY, & Chhachhar, AR (2017). Modernization of Confucianism: An Ethnographic Observation of Cultural Promoting Community. *Mediterranean Journal of Social Sciences*, 8 (2), 137-137.

Cite this article as :

Ferril Irham Muzaki, "Confucius Ideas on Popular Video Games in Indonesia ", *International Journal of Scientific Research in Science, Engineering and Technology (IJSRSET)*, Online ISSN : 2394-4099, Print ISSN : 2395-1990, Volume 7 Issue 6, pp. 211-216, November-December 2020. Available at

doi : <https://doi.org/10.32628/IJSRSET207641>

Journal URL : <http://ijsrset.com/IJSRSET207641>