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FAMILY COMMUNICATION PATTERN ON ADDICTIVE ONLINE GAME TEENAGER IN TIRAM VILLAGE TUKAK SADAI SOUTH BANGKA

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Abstract

The phenomenon of online gaming addiction among adolescents in Tiram Village yields various psychosocial repercussions, including a decline in academic performance, diminished social interactions, and deteriorating family intimacy, notably in the intensity of communication. The dynamics of family communication patterns concerning adolescents addicted to online gaming constitute a critical issue that necessitates comprehensive investigation. This study analyzes the focal problem by employing McLeod and Chaffee's Family Communication Patterns Theory, which encompasses four distinct communicative typologies: consensual, pluralistic, protective, and laissez-faire. This research adopts a descriptive qualitative approach, utilizing in-depth interviews with parents and adolescents exhibiting tendencies toward online gaming addiction. Furthermore, the researcher conducted casual observations, ensuring the trustworthiness and validity of the collected data through prolonged engagement in the research locale. The findings indicate that family communication patterns play a pivotal role in shaping online gaming addiction behaviors among adolescents in Tiram Village, Tukak Sadai Subdistrict, South Bangka Regency.

Keywords: Addiction, Family Communication Pattern, Family Communication, Online Game

Abstrak

Fenomena kecanduan game online pada remaja di Desa Tiram menimbulkan berbagai dampak terhadap psikososial, seperti menurunnya prestasi akademik, berkurangnya interaksi sosial, serta berkurangnya kedekatan dalam keluarga termasuk intensitas komunikasi. Pola komunikasi keluarga dengan remaja pecandu game online dikaji sebagai fokus permasalahan dan dianalisis melalui teori Family Communication Patterns (McLeod & Chaffee) dengan empat kategori pola komunikasi, yaitu consensual, pluralistic, protective, dan laissez-faire. Metode penelitian menggunakan metode kualitatif deksriptif dengan menggunakan teknik wawancara mendalam melalui orang tua dan remaja yang terindikasi memiliki kecenderungan adiksi terhadap game online. Penulis juga melakukan casual observation dengan keabsahan pengumpulan data yang dilakukan penulis melalui prolong engagement didaerah tersebut. Hasil penelitian menunjukkan pola komunikasi keluarga memiliki peran penting dalam membentuk perilaku adiksi game online di Desa Tiram Kecamatan Tukak Sadai Kabupaten Bangka Selatan.

Kata kunci: Adiksi, Game Online, Komunikasi Keluarga, Pola Komunikasi

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INTRODUCTION

Online gaming constitutes a type of computer game that utilizes computer networks (Local Area Networks or the Internet) as its primary medium. According to Andrew Rollings and Ernest Adams, as cited in Bachri Thalib et al., online gaming is categorized more accurately as a technology rather than a specific game genre; it serves as a mechanism to interconnect players rather than representing a distinct gameplay pattern.

Driven by rapid technological advancements, particularly in internet infrastructure, a single game can now be played simultaneously by ten or more individuals. Although games are frequently targeted at children, a substantial proportion of online game users comprises adolescents who engage in regular gameplay. Syaifudin (2018) identifies Multiplayer Online Battle Arena (MOBA) as a prominent form of online gaming, noting that this genre predominantly emphasizes cooperative behavior among team members. MOBA involves multiple players within a single team who must synergize and formulate strategies to destroy the opposing team's base (Sari et al., 2023).

According to survey data reported by Syaifuddin (2018), as cited in Sari et al. (2023), a total of 50 MOBA players participated in the study. The sample included 32 male and 18 female respondents, whose ages ranged from 17 to 26 years. In addition to this demographic variation, the participants also represented a wide range of gameplay durations, reflecting differing levels of experience and engagement with MOBA games.

A high frequency of engagement with a specific online game renders it difficult for individuals to abstain, ultimately precipitating addiction. Online game addiction is clinically indicated by playing for 4 to 5 hours daily, accompanied by a continuous preoccupation with the game and the prioritization of gaming over other daily activities (Yusuf et al., 2019). Furthermore, Novrialdy (2019) defines addiction as an impairment in self-control regarding gaming, where gaming takes precedence over other activities, leading to adverse consequences for the individual.

Excessive online gaming yields significant psychological impacts. Students exhibiting online game addiction generally demonstrate low motivation toward academic achievement, primarily due to deficient academic planning and diminished learning motivation (Chen & Gu, 2019). Lestari et al. (2019) further elaborate that online game addiction and prolonged usage can manifest in cognitive and behavioral symptoms, including a loss of control over gaming habits, tolerance, and withdrawal symptoms. This is corroborated by Lemmens et al. (2009), who state that online game addiction materializes as an inability to regulate gaming behavior, subsequently engendering social and emotional complications for the affected individual.

Concerns from the residents of Tiram Village were articulated by a representative village official. Based on the researchers' observations and subsequent discussions, the official emphasized that the phenomenon of online game addiction among local adolescents has become a matter of critical concern, and concerted efforts are currently being implemented to mitigate this issue within the youth demographic.

LITERATURE REVIEW

Communication patterns constitute the structural relationship between two or more individuals in the accurate transmission and reception of messages. Djamarah (2002), as cited in Sariwati et al. (2024), defines communication patterns as the form or structure of the relationship between two or more individuals during the message transmission or reception process. This process utilizes appropriate methods to ensure the intended message is accurately comprehended. This conceptualization aligns with McLeod and Chaffee (1973), cited in Rizal Gani Prastya and Rande (2018), whose Family Communication Patterns Theory posits that family communication is an interactive process between parents and

children built upon two primary dimensions: conversation orientation and conformity orientation.

In the context of adolescent addiction, McLeod and Chaffee's framework was further developed by Koerner and Fitzpatrick. Their iteration of the theory categorizes family communication patterns into four distinct typologies by intersecting the primary dimensions: consensual (high conversation, high conformity), pluralistic (high conversation, low conformity), protective (low conversation, high conformity), and laissez-faire (low conversation, low conformity). Koerner and Fitzpatrick (2002), as cited in Yulie et al. (2020), subsequently expanded this concept by emphasizing that family communication serves as the principal medium for the formation of a child's identity and the management of interpersonal relationships among family members. The communication dynamics established within the family significantly influence how children perceive themselves and their environment, as well as their decision-making processes in daily life.

Zaldy Munir (2010), cited in Kurnia Sari et al. (2020), describes parents as a man and a woman united in marriage, prepared to assume the responsibilities of fatherhood and motherhood for their offspring. This parental identity is inextricably linked to their role in establishing and nurturing familial relationships with their children. This is consistent with Hadi (2016), who asserts that parents have the fundamental obligation and responsibility to nurture, provide for, educate, and protect their children.

Hurlock (1992) defines adolescents as individuals falling within the age range of 13 to 21 years. Early adolescence spans from 13 to 16 or 17 years of age, whereas late adolescence ranges from 17 to 18 years. Based on this definition, adolescence is characterized by physical and mental development and adaptation as individuals transition from childhood to adulthood. It operates as a threshold to adulthood, wherein adolescents begin to adopt behaviors associated with adults, accompanied by alterations in emotions, physical attributes, interests, and value-based behavioral patterns. These transitional vulnerabilities significantly increase susceptibility to addictive behaviors.

Pande and Marheni (2015), as cited in Rizai (2021), state that online game addiction is manifested through excessive usage that fundamentally disrupts daily functioning. Furthermore, Ma'rifatul and Nuryono (2015), cited in Rizai (2021), outline specific behavioral indicators of online game addiction. These include playing the same game for more than three hours daily for over a month, exhibiting irritability and anger when restricted from gaming, spending excessive out-of-school hours playing, falling asleep inappropriately, neglecting academic assignments resulting in poor grades, and preferentially choosing gaming over physical social interactions with peers.

Analyzing family communication patterns serves as a crucial identification strategy for understanding online game addiction behaviors among adolescents in Tiram Village, South Bangka. This phenomenon warrants critical attention from the perspective of communication psychology, offering a foundational reference for developing targeted interventions to manage adolescent behavioral dynamics amidst continuous technological and societal advancements.

RESEARCH METHOD

This study employs a qualitative descriptive design with a case study approach to examine the dynamics of family communication patterns in relation to online game addiction behavior among adolescents in Tukak Sadai Village, South Bangka. Data collection was conducted using two techniques, namely observation and interviews.

Observation, according to Matthews and Ross (2010) as cited in Herdiansyah (2019), is defined as a method of data collection through human senses. In this study, the observation technique applied was casual observation conducted directly by the researcher. Interviews

are defined as a question-and-answer process involving two or more individuals to obtain information. The type of interview used in this study was semi-structured interviews, allowing for flexibility in capturing field conditions. According to Herdiansyah (2019), semi-structured interviews are characteristic of qualitative research as they emphasize an emic perspective and focus on the viewpoints of research participants.

The subjects of this study consisted of seven adolescents and their respective parents, selected through a sampling process. Sampling, as defined by Creswell and Poth (2018), refers to the process of selecting a subset of individuals or units from a larger population to draw inferences about the population's characteristics. Specifically, this study employed purposive sampling. According to Etikan et al. (2016), purposive sampling focuses on selecting information-rich cases that can be studied in depth to address the research questions effectively.

To minimize bias, the researcher also engaged in prolonged engagement. Based on Lincoln and Guba, as cited in Creswell and Poth (2018), prolonged engagement involves spending sufficient time in the research setting to understand cultural dynamics and build trust with participants. In this study, the researcher resided in the research area for an extended period to ensure the accuracy of data obtained from observations and interviews.

Miles and Huberman, as cited in Ali Anggito and Johan Setiawan, propose that qualitative data analysis involves three main stages: data reduction, data display, and conclusion drawing/verification. The use of appropriate research types, methods, data collection techniques, and credibility strategies in this study constitutes a systematic process aimed at producing scientific and rigorously analyzed qualitative data. These stages are intended to describe the phenomenon constructively and to present a comprehensive understanding of family communication patterns in relation to adolescents' online game addiction behavior in Tukak Sadai Village, South Bangka.

Data analysis in case study research is a systematic process involving the organization, categorization, and interpretation of data to achieve a holistic understanding of the case. According to Yin (2018), case study analysis should begin with a clear analytical strategy, such as relying on theoretical propositions or developing an in-depth case description. The primary focus of this analysis is to address "how" and "why" questions by integrating multiple sources of evidence, including interviews, observations, and archival documents, to construct a coherent narrative.

RESULTS

The findings of this study indicate that family communication patterns among adolescents addicted to online games in Tiram Village encompass the four patterns proposed by McLeod and Chaffee, namely consensual, pluralistic, protective, and laissez-faire. Each pattern is reflected in daily interactions between parents and children, including the intensity of conversations, direction of communication, freedom of expression, and level of compliance.

Consensual Communication Pattern

According to McLeod and Chaffee, the consensual communication pattern refers to a family type characterized by high levels of both conversation orientation and conformity orientation. In such families, children are encouraged to express their opinions, engage in discussions, and reach mutual agreements with their parents. However, parental authority and decision-making remain respected, creating a balance between freedom of expression and adherence to family values and norms.

This pattern is generally characterized by the following aspects:

Conversation intensity: High; parents frequently remind or engage children in discussions about gaming and other activities.

Direction of communication: Two-way; parents provide opportunities for children to explain their reasoning, although final decisions remain with the parents.

Freedom of expression: Children are given space to express their opinions, although these are not always accepted.

Compliance: Children tend to comply as they feel involved, although sometimes with reluctance.

Based on the interviews conducted by the researcher, several families were identified as applying the consensual communication pattern. For instance, Milisandi, a parent of an adolescent addicted to online games, stated:

“Even though I work, we usually make time to talk every day, most often during dinner. That is my time to listen to my child’s stories so that they feel heard. However, when it comes to important matters such as school grades, study time, or gadget use, I still provide direction and establish clear rules. If their opinion makes sense, I accept it. But if it goes off track, I explain the reasons and may still disagree if necessary. My child usually follows what I say, although sometimes they don’t seem too happy about it.” (Milisandi, 01/09/2025).

This is also acknowledged by her son, Rhido, an adolescent with online game addiction in this study, who stated:

"I talk to my parents almost every day. Usually during dinner or before bed. That's when I tell them about school activities or things that happened in the game. They give me space to speak, and even ask why I want to play longer or join online tournaments. But there is still a limit; my mother always reminds me about online games. If my opinion differs, they listen first, but ultimately, they still explain why the final decision must align with what they say, like prioritizing grades and school assignments. Consequently, I usually obey, even though my face clearly shows my disagreement." (Rhido, 01/09/2025)

Echoing the previous informant, Mr. Ali, a parent of an adolescent addicted to online games, stated:

"We make it a habit to speak openly with our child, so if we want to establish a rule, we ask him first and listen to what he has to say. Even though we listen, we still have benchmarks that we consider important, such as study time, meal time, and bedtime. The child usually obeys because we explain slowly why the rules are set that way." (Ali, 03/09/2025)

Furthermore, Alvin, Mr. Ali's son and also an adolescent addicted to online games, stated:

"I am used to having long conversations with my parents, especially about why I enjoy playing games. They often ask, 'What do you get from that game?' or 'Why do you want to join an online game tournament?'. My parents also give me the

opportunity to speak and make suggestions, for example, I can determine my playing time as long as my homework is done. But ultimately, there are still rules that must be followed, because they have their own views on what is safe and good for me. Usually, I obey, because I understand their reasoning." (Alvin, 03/09/2025)

From the interview results explained by several parents and adolescents addicted to online games in Tiram Village, Tukak Sadai Subdistrict, South Bangka Regency above, it can be concluded that most share similar responses. Parents who apply a consensual communication pattern with their online game-addicted children are undoubtedly more open with them, yet still enforce the established parental rules. This aligns with the Family Communication Patterns Theory proposed by McLeod & Chaffee, which states that in families with a consensual pattern, communication is characterized by a high intensity of conversation. Parents and children converse frequently, regarding both daily activities and online gaming habits. Although conversations often take the form of reprimands, children still feel cared for because parents attempt to involve them in the dialogue. The communication direction is two-way, where children are given the opportunity to express their reasons when they wish to play longer. Although the final decision remains in the hands of the parents, the children feel their voices are heard.

The child's freedom to express opinions is also relatively maintained; for instance, when a child states that gaming is a form of entertainment or a means of playing with friends, parents listen, even if they ultimately restrict playing duration. In this situation, the child's compliance emerges, albeit sometimes accompanied by a sense of compulsion. Children from families with a consensual pattern generally follow the rules because they feel the rules have been mutually discussed.

Pluralistic Communication Pattern

According to Jack M. McLeod and Steven H. Chaffee, the pluralistic communication pattern is characterized by a high level of conversation orientation and a low level of conformity orientation. In this family type, communication interactions emphasize mutual respect and shared interests rather than strict social rules or hierarchical control. Parents encourage children to express their opinions openly, participate in discussions freely, and consider multiple viewpoints in the decision-making process. As a result, children are able to broaden their understanding and develop the capacity to interpret issues from diverse perspectives. This communication pattern is commonly reflected in open dialogue, democratic interaction, and the absence of rigid behavioral restrictions within the family. This pattern is typically characterized by:

Conversation intensity: High; parents frequently remind or converse with children regarding games or other activities.

Communication direction: Two-way; parents afford children the opportunity to explain their reasoning, although the final decision rests with the parents.

Freedom of expression: There is space for children to voice their opinions, even if they are often not followed.

Compliance: Children are generally obedient because they feel involved, although sometimes with a sense of compulsion.

Based on the interview results conducted by the researcher, several families utilize the consensual pattern. Among them is Mrs. Milisandi, a parent of an online game-addicted adolescent, who stated:

"Even though I work, we usually take the time to talk every day, most often during dinner. That is my time to listen to my child's stories so he feels heard. But when it comes to important matters like school grades, study hours, or gadget usage, I still provide guidance and set clear rules. If his opinion makes sense, I accept it. But if it deviates or goes off track, then we explain the reasons and remain in disagreement if necessary. The child usually obeys what I say, even though sometimes he doesn't seem too happy about it." (Milisandi, 01/09/2025)

This is also acknowledged by her son, Rhido, an adolescent with online game addiction in this study, who stated:

"I talk to my parents almost every day. Usually during dinner or before bed. That's when I tell them about school activities or things that happened in the game. They give me space to speak, and even ask why I want to play longer or join online tournaments. But there is still a limit; my mother always reminds me about online games. If my opinion differs, they listen first, but ultimately, they still explain why the final decision must align with what they say, like prioritizing grades and school assignments. Consequently, I usually obey, even though my face clearly shows my disagreement." (Rhido, 01/09/2025)

Echoing the previous informant, Mr. Ali, a parent of an adolescent addicted to online games, stated:

"We make it a habit to speak openly with our child, so if we want to establish a rule, we ask him first and listen to what he has to say. Even though we listen, we still have benchmarks that we consider important, such as study time, meal time, and bedtime. The child usually obeys because we explain slowly why the rules are set that way." (Ali, 03/09/2025)

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2. Protective Communication Pattern

The interview results also indicate the presence of parents who apply a protective communication pattern to adolescents addicted to online games. The protective pattern is characterized by high socio-orientation and low concept-orientation, resulting in communication that is more one-way and emphasizes obedience to parental rules. Children are afforded little space to express their opinions, while parents underscore the importance of norms, rules, and supervision of the child's behavior.

Based on the interview results, the behavior of online game-addicted adolescents in families with a protective pattern is analyzed through four indicators, namely: daily game playing duration, playing frequency per week, impact on school, social, and family activities, and signs of dependency. This narrative will illustrate how parents enforce rules and how children adapt to these directives, while also demonstrating the influence of the protective pattern on the child's gaming behavior.

The following is the result of the researcher's interview with an informant named Ayani, the parent of Repi Novanda:

"When he was addicted to the Free Fire game, it was incredibly stressful. He could play for up to 6 hours a day, ate in a rush, sometimes neglected school assignments, and consequently, his grades dropped. His father and I had set clear rules: only 1–2 hours on school days, and more time allowed on weekends. But as children do, he was sometimes stubborn. Once, I came home from the market, and he was still playing even though I had told him to stop. So, I immediately confiscated his phone. He sulked for a whole day, but I consider that a necessary risk for his own good. The atmosphere at home also became somewhat tense; his younger sibling complained because he wouldn't help or take turns playing. Even when gathering, he was often absent. That is why we established a strict schedule and provided other activities like volleyball practice so he wouldn't constantly be on his phone. If he violates the rules, he must be ready for the sanctions. I am not anti-game, but I do not want my child to go overboard and forget about school and other important matters." (Ayani, 04/09/2025)

Repi Novanda, the adolescent addicted to online games, stated during the interview:

"Yes, Sis, because we rarely talk at home with my parents, playing online games became my escape. And when you are addicted to online games, it feels impossible to put the phone down. Waking up, the first thing I look for is my phone; once I start playing, I often lose track of time. I've even played until midnight even though I had school the next day. School assignments are rarely done, sometimes I just do them carelessly so I can quickly resume playing. My parents have set rules: on school days I can only play for 1–2 hours, on holidays I can play longer. But sometimes I am disobedient; I pretend to stop but continue playing secretly. I got caught once, my phone was immediately confiscated, and I was so upset that I didn't speak to them for a whole day. As for the game I play most often, it's Free Fire. Playing Free Fire also makes me top-up frequently, at least 50 thousand rupiah per top-up. Sometimes I use my pocket money, sometimes I ask for money using the excuse of buying school supplies. I was scolded once for spending quite a lot of money just for skins and bundles. I also often reject my younger sibling's invitations to play or skip family gatherings because I prefer pushing my rank. Eventually, my relationship with my family became somewhat distant, and my school grades also dropped. Now, I try to follow the rules, although it's still hard sometimes when I'm engrossed in playing." (Repi, 04/09/2025)

Similar responses were also obtained from the next informant, Mrs. Eka Wati, the parent of Rehan Kurniawan, who stated:

"When our son plays games, especially Mobile Legends and Free Fire, it is very difficult for him to stop. Sometimes he talks to himself while playing, as if he is oblivious to the world around him. We actually have strict rules at home, like limiting playing hours, requiring him to finish assignments before playing, and if he violates them, I reprimand him. We don't want prolonged arguments, because we fear it will make him rebel and worsen his habits. In front of us, he

appears obedient, because he knows he will be scolded if he misbehaves. He can hold his phone for more than 6 hours a day, especially when no one is watching. His academic performance has visibly declined, and he rarely converses with the family. When eating together, he often holds his phone, sometimes only answering with 'yes... yes'. If the rules are too strict, he becomes clever at playing secretly. Consequently, we are also confused about how to gradually detach him from it." (Eka wati, 02/09/2025)

When the researcher interviewed Rehan Kurniawan, the adolescent acknowledged what his mother had stated:

"Well, how should I put it... I really love playing Mobile Legends and Free Fire. Sometimes when playing together (mabar) gets exciting, my mother says I often talk to myself, even though I'm actually talking to my friends since the game has a built-in voice chat feature. It feels so exciting that I lose track of time. My father and mother often say that if I want to play, I have to finish my homework first, and on school days I can't play for long. If I break the rules, my phone can be confiscated and I get scolded. That's why in front of them I look obedient, but actually, sometimes I play secretly. I can play for up to 6 hours a day, especially if no one is watching. School gets a bit disrupted, and I rarely chat with my parents. Even when eating, I'm playing on my phone. Sometimes I understand that they care about me, but if the rules are too strict, I look for ways to keep playing, even if I have to go out with friends under the pretext of group work." (Rehan, 02/09/2025)

From the information provided by the two informants above, the protective communication pattern shows that parents set playing time limits and clear consequences for violations. Similar findings emerged with the next informant, Mrs. Santi, who stated:

"Oh, regarding online games at home, we are very strict, because we are afraid he will play for so long that he loses track of time. We don't discuss it often at home because we've already informed him from the beginning; what his father and I said is clear. Deri usually obeys in front of us, afraid of the punishments we impose; sometimes his phone is confiscated, sometimes he is not allowed to go out, and he was once scolded by his father because his homeroom teacher reported that Deri never does his homework and his grades keep dropping, and we are certain it's because of online games. If calculated, he can play for 4 to 5 hours a day. As for the game, I'm not exactly sure, but from what I hear, it sounds like gunshots, and because of that, he rarely talks to us either. Once, when his phone time was restricted, he threw a tantrum. It's obvious he is already addicted. That's why we are strict, so that habit can be reduced." (Santi, 01/09/2025)

For the previous informants from the children's side, the perceived communication pattern is not much different. Children tend to accept the rules made by parents but feel they are rarely invited to discuss them. This situation leads children to sometimes look for ways to

keep playing despite the prohibition, such as playing secretly when parents are not looking. The next informant provided an answer that also aligns with these findings. The child admitted to feeling their playing time was strictly limited, yet still tried to circumvent the rules. The following is the response from the informant named Deri:

"Usually, I play Free Fire for 4–5 hours a day, almost every day for a full week. Sometimes I get exhausted. As for whether I've ever been scolded or not? I was once, because my homeroom teacher complained to my dad that I rarely do my homework, which caused my grades to drop. Then, if there's a family event, I'm too lazy to join because I'd rather play games. Especially if my friends are online at night asking to play together, it's really hard to refuse, so I end up playing late into the night." (Deri, 01/09/2025)

Based on the interview results, communication between parents and children in families with a protective pattern indicates that parents emphasize compliance and supervision of the child's online gaming habits, while children tend to follow the established directions and rules. This is consistent with McLeod & Chaffee's theory, which states that the protective pattern is characterized by high socio-orientation and low concept-orientation, making communication more one-way and leaving children with limited space to express their opinions.

3. Laissez-faire Communication Pattern

In this study, it was found that several parents applied a laissez-faire communication pattern towards adolescents addicted to online games. According to McLeod & Chaffee, the laissez-faire pattern is characterized by low concept orientation and low socio-orientation, resulting in very minimal communication between parents and children, and passive family interactions. Children under this pattern possess almost complete autonomy to determine their personal behaviors and decisions, including gaming habits, without clear guidance or supervision from parents.

Based on the interview results, the behavior of online game-addicted adolescents in families with a laissez-faire pattern is analyzed through four indicators, namely: daily game playing duration, playing frequency per week, impact on school, social, and family activities, and signs of dependency. This description will illustrate how the lack of parental involvement affects the child's behavior, including the risk of gaming dependency and its impact on daily activities.

"If you count it, he can play for more than 2 hours a day, sometimes it seems like there is no break at all. I work in the plantation every day, from early morning until late afternoon. So, I can't monitor him continuously. I come home exhausted, see him playing, and usually just say, 'Remember to eat, don't forget to shower.' That's it, I don't forbid him. I figure, it's his hobby; as long as he is happy, let him be. His school attendance is also spotty. Once, he only went to school two or three times a week. He said he was tired or sleepy because he

played games all night. I only told him, 'Well, if you don't go to school, you'll fall behind in your lessons,' but if he still wants to stay at home, I don't force him. I think he will eventually realize it himself. Sometimes I want him to join me at the plantation or help around the house, but he prefers staying in his room with his phone. Well, I just let him be; the important thing is that he is happy." (Zaima, 05/09/2025)

The description above is the result of the researcher's interview with one of the informants, Mrs. Zaima, the parent of an adolescent named Sabrio. The interview results with the parent indicate the characteristics of a *laissez-faire* communication pattern, where parents tend to have minimal involvement and supervision over their children's activities. This is also acknowledged by the child, Sabrio, who stated:

"I usually play games for more than two hours every day, sometimes continuously without any breaks at all. My parents are busy working in the plantation from morning to afternoon, so they rarely can monitor me playing games, without forbidding or limiting my playtime. Sometimes I also skip school, only attending two or three times a week because I'm tired or sleepy after playing all night. They let me play games as I please; the important thing is that I still feel happy. I feel that my parents want me to be happy, so they give me full freedom to manage my own playing time, even though sometimes it makes me neglect school or homework." (Sabrio, 05/09/2025)

Similar to the informant's answer above, Mrs. Suhana, the parent of Muhammad Riski, also stated the same thing, namely that she never supervised her child's behavior due to her busy work schedule:

"I know Riski can play games for hours, even more than 6 hours almost every day. I don't know what game he plays, but from the sound, it's like gunshots. He has also played until morning; well, maybe because we didn't see it directly at the time. As a result, his schooling became somewhat messy, he skipped several activities, and if there's a family gathering, he often doesn't join because he is engrossed with his phone. I realize he seems addicted, especially when his friends in the game keep inviting him to play; it's very hard for him to stop. Sometimes I can only rub my chest in patience, because if I want to reprimand him, the timing never matches. Yes, because my husband and I are already at the plantation early in the morning. When we come home tired, he is already carried away in his own world." (Suhana, 04/09/2025)

Next is Riski's statement regarding his online gaming habits:

"More than 6 hours a day almost every day. Sometimes I even continue until morning when it's a holiday. As for school, I frequently skip several school activities like the scout (Pramuka), and that caused my school grades to drop drastically. Honestly, I feel like I'm already addicted. Because it's really hard to

stop, bro, especially when teammates keep inviting me to play continuously. Wow, it feels like there's an urge to accept every invitation, even though my body is exhausted." (Riski, 04/09/2025)

Based on the interview results, the laissez-faire communication pattern is clearly visible in the relationship between parents and online game-addicted adolescents. This pattern, as explained by McLeod and Chaffee, is characterized by low concept orientation and low socio-orientation, resulting in very minimal family communication and a lack of parental involvement in the child's life. Parents tend to let children regulate their own duration, frequency, and manner of playing games, without any discussion, supervision, or strict rules. This condition gives children almost complete freedom, but simultaneously causes negative impacts such as frequently skipping school, decreased social and family interactions, and the emergence of signs of gaming dependency. Thus, the laissez-faire pattern indicates that low family communication involvement can reinforce online game addiction behaviors in adolescents, as children are more influenced by external factors compared to parental guidance.

DISCUSSION

In families with a consensual pattern, it was found that parents and children frequently engage in open conversations, for example, during dinner or before bedtime. Children are given the opportunity to express their opinions regarding the duration of game playing, but the final decision remains determined by the parents. This pattern aligns with McLeod & Chaffee's theory, where a high conversation orientation operates in tandem with a high conformity orientation. Consequently, children feel heard but still follow the rules, albeit sometimes with a sense of compulsion. These findings indicate that the consensual pattern is relatively effective in limiting game addiction, although it still precipitates minor latent conflicts.

Regarding the interview results conducted by the researcher with Mrs. Milisandi, it is highly evident that the pattern applied by Mrs. Milisandi with her online game-addicted child utilizes a consensual communication pattern. From her explanation, it can be ascertained that the child is provided with space to speak and express opinions, yet is still expected to agree with and obey the final decision made by the parents.

Pluralistic Communication Pattern

The pluralistic pattern was frequently identified in the results of this study. Parents adopting this pattern tend to open spaces for discussion and provide opportunities for children to present their reasoning, even when they wish to play longer. Children feel valued, while parents offer advice without coercion. In accordance with McLeod & Chaffee, this pattern reflects a high conversation orientation and a low conformity orientation.

In the context of online game addicts, children under the pluralistic pattern still exhibit a tendency to play excessively; however, open communication assists them in becoming more aware of their responsibilities, thereby minimizing the negative impacts on school and family life. The emergence of the pluralistic pattern as one of the dominant typologies indicates that many parents in Tiram Village prioritize a persuasive approach over strict control.

Regarding the interview results conducted by the researcher with Mrs. Suryani, it is clearly evident that the pattern applied by Mrs. Suryani with her online game-addicted child utilizes a pluralistic communication pattern. From the explanation, it is discernible that families adhering to this pattern are highly open to discussing and exchanging ideas, yet they do not overly emphasize uniformity of views or absolute compliance with parental rules.

Protective Communication Pattern

The protective pattern is also widely applied and constitutes one of the dominant patterns alongside the pluralistic pattern. Parents emphasize obedience through strict rules, while the space for discussion is highly limited. Children appear compliant but frequently feel pressured or seek ways to continue playing secretly. These findings are congruent with McLeod & Chaffee, who characterize the protective pattern as having a low conversation orientation and a high conformity orientation. In the context of online game addiction, the protective pattern is indeed capable of suppressing playing duration, but it carries the risk of weakening emotional communication and parent-child intimacy. This is evidenced by the statements of several children who prefer to remain silent or obey the rules out of fear of punishment.

Regarding the interview results conducted by the researcher with Mrs. Santi, it is evident that the pattern implemented by Mrs. Santi with her online game-addicted child employs a protective communication pattern. From the explanation, it can be determined that parents place greater emphasis on obedience and uniformity of values within the family without providing much room for open discussion. Communication is typically unidirectional, wherein parents regulate and direct the child's behavior without extensive dialogue or lengthy explanations.

Laissez-faire Communication Pattern

In the laissez-faire pattern, communication between parents and children is highly minimal. Parents tend to be preoccupied with work and allow children to self-regulate their gaming habits. This aligns with McLeod & Chaffee, who state that the laissez-faire pattern is marked by low conversation orientation and low conformity orientation. Consequently, children are free to play for hours without control, even to the detriment of their schooling and family activities. This pattern was indeed identified, but not as frequently as the pluralistic or protective patterns.

Regarding the interview results conducted by the researcher with Mrs. Zaima, it is explicitly clear that the pattern applied by Mrs. Zaima with her online game-addicted child utilizes a *laissez-faire* communication pattern. From the explanation, it is evident that interaction between parents and children is extremely minimal, and parents grant almost boundless freedom to the child in managing their own life.

Parents tend not to communicate or discuss important matters in daily life extensively with their children, including the child's behaviors and habits. Clear rules or boundaries are rare or entirely non-existent, leaving the child free to determine what they wish to do without much guidance or control from the parents.

Among the four patterns, this study found that the pluralistic and protective patterns are more dominantly utilized by parents. The pluralistic pattern provides a space of freedom for children to express their opinions and build mutual agreements, whereas the protective pattern emphasizes obedience and strict rules. Both patterns demonstrate parental efforts in addressing the challenges of online game addiction behavior, albeit through disparate approaches.

Consequently, the results of this study affirm that family communication patterns play a pivotal role in shaping children's behavior. The pluralistic pattern possesses the potential to encourage children to be more open and responsible, while the protective pattern places a heavier emphasis on compliance. Meanwhile, the consensual and *laissez-faire* patterns still manifest, but in smaller numbers. This illustrates the existence of variations in communication strategies selected by parents, which are significantly influenced by their backgrounds, family conditions, and the intensity of their involvement in their children's daily lives.

CONCLUSION

Research concerning family communication patterns among online game-addicted adolescents in Tiram Village, Tukak Sadai Subdistrict, South Bangka, concludes that family communication plays a crucial role in the dynamics of adolescent behavior. Communication transcends mere interaction; it functions as a primary instrument in shaping, directing, and regulating tendencies toward addictive behaviors. Through the relational patterns established within the household, parents wield strategic control to mitigate the risks of excessive digital dependency in their children.

The phenomenon of addiction within this region demonstrates that the severity of an adolescent's addiction is profoundly influenced by the quality of communication between parents and children. Analysis of daily communication patterns indicates that openness and the effectiveness of dialogue serve as determining factors in reducing the prevalence of online game addiction. Consequently, the effectiveness of communication within the domestic environment constitutes the paramount key in efforts to intervene in and prevent

addictive behaviors among adolescents in Tiram Village. This study is expected to be further developed through the application of quantitative methods that employ measurable units and statistical analysis, thereby enabling scientifically grounded explanations of influence and effectiveness. Such an approach may generate testable hypotheses to address and complement the limitations inherent in the methods used in the present study.

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