

# CHAPTER I INTRODUCTORY

## 1.1 Background Issues

The gaming industry cultivation in Indonesia can be withdrawn in the period of over 15 years ago. At that time, there were already a lot of game consoles like Nintendo, Playstation and etcetera (Yi, 2017). In business, the gaming industry in Indonesia began to develop because legal games from outside also began to enter. At present, the Indonesian video game industry and market is the largest in Southeast Asia (Chung, 2016). The result of research from the global video game industry research institute, Newzoo, as quoted by the Creative Economy Agency (Bekraf) said Indonesian gaming market has around 43.7 million gamers and has the potential to generate up to USD 880 million or equivalent to Rp. 12.5 trillion (Chung, 2016).

Video games have become an important part of media and contemporary global entertainment (Markey, Markey, & French, 2015). The issue between the potential video game effects on behavior is related to aggression tendencies and violence gore such as moral positioning like preferences of good or wicked characters and option in video games.

Many games today give players "Life is Strange" choices that produce different outcomes which can be good or bad (Drouin, 2019). Game such as A different outcome can be exemplified as a game of "Life is Strange" where Max has the ability to turn back time must return the time before he himself uses his power for the first time, because of that power, Arcadia Bay was hit by a devastating cyclone that would eventually kill everyone. But if Max does not choose to use his

strength then his best friend name Chloe will be killed and Max who knows he cannot do anything and must willingly accept the death of his best friend (Dechering & Bakkes, 2018).

Moral dilemma is a situation where a person is forced to choose between two or more conflicting choices, either of which entails transgressing a moral principle (Conway, Weiss, Burgmer, & Mussweiler, 2018). For example, in a war with enemy forces known to be ruthless, groups of civilians hide in order not to be killed. Imagine in the room, the mother of a baby carrier who is crying. Here arises a great moral dilemma. She must hold the baby's mouth by agreeing the baby lose his breath or let the baby cry and all those who are hiding getting killed.

This study intended to inspect the relationship between moral positioning of video gamers and personality traits, social abilities and aggression tendencies.

## **1.2 Research Question**

Based on the background description that has been discussed, there are two problems that will be expressed by the author in the research formulated as follows:

1. Can the game be used as a moral dilemma education medium?
2. What kind personality chooses certain choices in moral dilemmas?

## **1.3 Research Purpose**

The purpose of this study is as follows:

1. To discover how the influence of games on personality and moral dilemmas.
2. As one of prerequisites of graduation of bachelor degree (S-1).
3. As an opportunity for students to apply the knowledge gained during their education.

#### **1.4 Research Benefit**

The benefits of “The Study of The Relationship between Moral Dilemma Answer in Video Games with Personality” are as follows:

1. For General Audience

Able to increase the insight of video game players and educate players about the effects of playing games related to moral dilemmas.

2. For Author

To develop knowledge about human personality and moral dilemmas.

3. For Academics

To contribute knowledge regarding Human Computer Interaction especially Video Game Usage and Personality of gamer.

#### **1.5 Writing System**

The research is arranged systematically in five chapters, which of the following:

##### **CHAPTER I: INTRODUCTORY**

This chapter discusses the background issues, research question, research purposes, research benefit and systematic discussions used by researcher.

##### **CHAPTER II: LITERATURE REVIEW**

This chapter contains the theoretical basis used by researchers in the study of the relationship between moral dilemma answer in video games with personality and other relevant information.

### **CHAPTER III: RESEARCH METHOD**

This chapter explains the methods that will be used in examining the relationship between personality and video games, spread questions about related matters as well as data and analysis progress.

### **CHAPTER IV: DISCUSSION**

This chapter explains the results of research, data processing and discussion of the results of data processing.

### **CHAPTER V: CONCLUSIONS AND RECOMMENDATIONS**

This chapter is the final part of the report which consists the overall conclusions and recommendations of the research.