CHAPTER V

CONCLUSIONS AND RECOMMENDATIONS

This study aims to know whether there is an influence of the intensity of game playing Mobile Legends: Bang-Bang and the intensity of YouTube gaming access towards toxic behavior among students. The hypothesis of this study is there is an influence of the intensity of game playing Mobile Legends: Bang-Bang and the intensity of YouTube gaming access towards toxic behavior among students. In testing the hypothesis, researcher used questionnaire and collected data from 118 respondents which are students that actively playing Mobile Legends. This chapter will discuss the conclusion and recommendations of this research.

5.1 Conclusion

Based on the results of this study, it can be concluded that both the intensity of playing Mobile Legends and the intensity of YouTube gaming access have a significant and positive influence on toxic behavior in games among students.

The regression analysis showed a significance value (p-value) of 0.000 for both independent variables, indicating that they each have a statistically significant influence on toxic behavior. The R Square value of 0.666 implies that 66.6% of the variation in toxic behavior can be explained by the two independent variables studied, while the remaining 33.4% is influenced by other factors not examined in this research.

This finding supports the Cultivation Theory, which posits that repeated exposure to specific media content (such as gaming videos containing toxic language or behavior) can shape the audience's perception and normalize such behaviors in real life. Students who frequently consume gaming content or engage intensely in online games are more likely to imitate and internalize the toxic behaviors they observe.

In conclusion, the study highlights the need for greater awareness among students, educators, parents, and content creators about the potential effects of media consumption on behavior, particularly in gaming environments. Preventive steps such as media literacy education, parental supervision, and responsible content creation are recommended to reduce the spread of toxic behavior in online gaming communities.

5.2 Limitations

The research faced several limitations during the execution; the limitations of this study are in follows:

1. Since this research only considers players who actively plays Mobile Legends and actively watch YouTube gaming contents, it is undetermined for users who only active playing Mobile Legends but not actively watching YouTube gaming contents. Therefore, the results cannot be attributed to any other category of players.

2. Since this research is only focus on Mobile Legends: Bang-Bang and YouTube gaming, there is a narrow focus on the media. Since there are a lot of online games and social media such as League of Legends, PUBG Mobile, Twitch, TikTok, etc. as the factors that might affects toxic behavior among students.

5.3 Recommendation

Based on the result of this research in the previous chapter, there are still limitations in this research. However, this study is expected to provide useful contribution regarding the association of the intensity of game playing Mobile Legends: Bang-Bang and the intensity of YouTube gaming access towards toxic behavior among students, as follows.

1. Theoretical

The findings of this study provide evidences on how the intensity of game playing Mobile Legends: Bang-Bang and the intensity of YouTube gaming access towards toxic behavior among students. The total influence of both dependent variables is 66.6%, means 34.4% of the variables that influence toxic behavior among students have not been explored yet in this research, such as peer influence, parenting style, mental health, etc. For the future researchers, it is hope that this research can be used as a data source or reference for future research that will be conducted based on more complete and broader information.

2. Practical

The findings showed that the intensity of game playing Mobile Legends and the intensity of YouTube gaming access tend to be high. This study also provides further knowledge on the intensity of game playing Mobile Legends and the intensity of YouTube gaming access towards toxic behavior among students. This evidence could be a resource for further research on related subjects.

3. Social

The finding of this research showed what factors can influence toxic behavior among students. This evidence is important as the reference in developing campaign and good behavior among Mobile Legends player to be aware of toxic behavior.