

## Development of Social Competence through Play Activities: Lost in the Digital Age

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### Abstract

Technological developments in the digital era have generally changed children's play activities. Even though there are many digital games nowadays, the social interactions that usually occur in traditional games are slowly disappearing. This research will then be carried out to see the development of children's loss of social competence when playing. This research will be carried out using a qualitative approach. Through literature studies, researchers use secondary data derived from various research results and previous studies which still have relevance to the content of this research. The results of this study then found that traditional games can increase a child's interaction to improve social competence in the child. However, the emergence of technology in the digital era is slowly eroding traditional games. The consequence is reduced social interaction that occurs in children so that later the development of their social competence also disappears in this digital era.

**Keywords:** *Social Competence, Traditional Games, Digital Era.*

### A. INTRODUCTION

The times are growing rapidly, and technology is also experiencing very advanced growth. This affects the way or process of playing children. Currently, children are more familiar with modern games or better known as using digital technology and the internet. Many modern games are already popular with children, both offline and offline-based. Offline games such as Playstation (PS), while online games such as FreeFire, Mobile Legend, Video games, and many more, so children do not know about traditional games (Danovitch, 2019). Even though traditional games are better for children's social development. With traditional games how to play children have more sense of cooperation, togetherness, socialization, and mingling with their friends because they meet face to face. So even though children are currently in the digital era, it is also necessary for children to get to know traditional games. To improve children's social behavior (Bondy & Ramos, 2021).

Now, many studies discuss traditional games. In addition to preserving local culture, this traditional game has many benefits. Yulianti and Fuadah examined a traditional children's game known as the lojo game to form the hard-working character of elementary school/Madrasah Ibtidaiyah students (Rogstad, 2021). In his research, he conveyed how the formation of the character of this hard work can be observed from playing lojo. The study also conveyed that this lojo game could be done in groups. However, the researchers did not explain the effects on children's social skills. This lojo game can stimulate children's development (Abbott et al., 2022).

Prastyana stated that traditional games strengthen children's character education which will affect children's social behavior in the environment. That way, the implementation of traditional games can be implemented in various environments, both formal (school environment), informal (family environment), and non-formal (community environment). His research conveyed many traditional games, complemented by how to play them and the values contained. However, no social skills and behaviors discussion emerges from these traditional games (Pramono et al., 2021).

Furthermore, Husain and Walangadi's research found that traditional games in Gorontalo can foster character values. Compared to existing online games, traditional games have far more positive values. However, as with other studies, this research still does not discuss how traditional games can improve social competence in the digital era (Kurniawan et al., 2022).

Some of these studies do not explicitly discuss what aspects of social skills are contained in traditional games and are difficult to obtain in this digital era. So the authors are interested in researching the effectiveness of traditional games on the social development of elementary school students in the digital era. What are the things and benefits that can be obtained from traditional games on the social development of elementary school students

## **B. LITERATURE REVIEW**

### **1. Social Competence**

Social competence consists of the words competence and social. In general, competency in the Big Indonesian Dictionary is often equated with the word ability, skill, and expertise. Everyone tends to like people with more abilities than others, and everyone has a different tendency to like other people's abilities. This condition is adjusted to the level of closeness and the type of relationship between individuals (Sudirman et al., 2019).

Mishra stated that to manifest trust in other people, it can be built in various ways. The process of realizing trust must take four dimensions: openness, caring, reliability, and competence. Competence is one dimension that generates trust. People trust other parties because of their competence (Przegalinska et al., 2019).

Social life is so important for self-development that is increasing socialization towards closer relationships such as friendship requires strong social skills. Likewise, Hurlock said that social competence is a person's ability or skill to relate to others and

be involved in satisfying social situations. The existence of this social competence results in deeper interpersonal relationships (Liu et al., 2021). In line with that expressed by Asher and Parker, social competence is an integral component of closer relationships, such as friendship. When a person starts a relationship, his social skills will facilitate the development of that relationship into a close relationship or friendship (Chan et al., 2022).

Social competence plays an important role in one's social development so that one can express more social concern and be more sympathetic and helpful. This condition requires individuals who can use skills and knowledge to interact with others positively. Rubin and Krasnor formulate social competence as an ability that tends to persist in achieving personal goals in social interaction and maintaining positive relationships with others in various situations (Zava et al., 2020). Achieving personal goals while maintaining positive relationships with others is at the heart of the notion of social effectiveness and positive social interaction. The ability that is termed tends to settle down confirms the existence of social competence as part of the personality (Brackett et al., 2019).

Allport said that social competence attempts to understand and explain how individuals' feelings, thoughts, or behavior are influenced by other people's actual, imagined, or implied presence. Allport also stated that the people in front of us are not the only people who influence us in social competence (Wilson, 2022).

Based on various studies that have been carried out, the concept of social competence is relative so that there is no single definition that is used together, even in some communities, social competence is adjusted for age and gender. This condition is evident in the varied descriptions of experts on social competence. In line with what was revealed by Krasnor that at the theoretical level, social competence is more a construct that regulates behavior than a specific form of behavior (Howard & Gutworth, 2020). The displayed behavior results from a transactional process between interacting parties, which is highly contextual so that the appropriate behavior for each situational context can vary in form so that individual differences appear (Elfenbein, 2021).

Based on the opinions above, it can be concluded that social competence is the ability of individuals to work together, build social interaction with the surrounding environment by using knowledge about themselves and being skilled and able to communicate well with a sense of empathy (Archambault et al., 2022). Those who are socially competent can take advantage of environmental resources in the form of talents and learning outcomes in the form of adaptation, such as understanding and dealing with social situations appropriately, manifested in the form of appropriate and accurate behavior (Frankenhuis et al., 2020).

## **2. Traditional Game**

The term game comes from the basic word "play," which gets the affix "role". According to the Big Indonesian Dictionary, "play" is doing something used for playing, goods or things that are played with, actions that are not taken seriously, just

normal (Hamer & Lely, 2019). Meanwhile, according to Mulawan, a game is a particular situation or condition in which a person is looking for pleasure or satisfaction through an activity called “play” which can take the form of concrete and abstract objects. In conclusion, a game is a playing situation related to certain rules and goals to seek pleasure and satisfaction (Atkinson, 2022).

According to Mulyani, traditional games are mandatory games inherited from our ancestors and need to be preserved because they contain local wisdom values. In line with this statement, Marzoan & Hamidi concluded that “traditional games are activities that are carried out voluntarily and cause pleasure for the perpetrators, governed by game rules that are carried out based on hereditary traditions” (Al Muhdhar et al., 2019). In line with this statement, “traditional games are games that are played from generation to generation which have a cultural value and are usually played using the language or characteristics of a particular area” (Thalib & Ahmad, 2020).

Playing for children is exciting, especially with traditional games that have many benefits for children. The benefits of traditional games, according to Subagiyo, include: children becoming more creative, can be used as therapy for children, developing children’s intellectual intelligence, develop children’s interpersonal emotional intelligence, developing children’s logical intelligence, developing children’s kinesthetic intelligence, developing children’s natural intelligence, developing children’s spatial intelligence, developing children’s musical intelligence, and developing children’s spiritual intelligence (Coates & Pimlott-Wilson, 2019).

In traditional games are usually the rules used are made directly by the players, with traditional games, children can explore the various knowledge contained in the game. Traditional games also introduce the concept of winning and losing so that children will release their emotions when playing. According to Laksmitaningrum, traditional games have several benefits for children, namely social benefits, discipline benefits, and ethical benefits (Madondo & Tsikira, 2021).

Based on the description above, it can be concluded that traditional games are a result of the culture of the people who have grown and lived until now, games left by their ancestors that are carried out voluntarily, where the game is played using the language and characteristics of certain areas that must be preserved to strengthen national identity. Traditional games make people skilled, tenacious, agile, agile, and so on, and they benefit children (Miller, 2020). Then traditional games have many benefits, whereas traditional games can have a very good impact in helping develop children’s emotional and social skills. In addition, the benefits of traditional games include influencing aspects of children such as psychomotor, affective, and cognitive aspects. Traditional games can affect children’s aspects and traditional games, and there are positive values for children (Kacar & Ayaz-Alkaya, 2022).

### **3. Digital Era**

The digital era is a period where most people in that era use digital systems in their daily lives. According to the Communication Technology Timeline quoted by

Dan Brown, various electronic media worldwide began to spread in the early 1880s, starting with telephone communication devices, tape recorders, and radio. Other electronic goods such as television, cable TV, and cell phones were only used by many people around the 1940s – 1970s (Flensburg & Lai, 2021). Communication technology from electronic media initially still used an analog system and only recently switched to a digital system marked by the transformation of media products such as e-books, the internet, digital newspapers, e-libraries, e-shops, etc. This period is also often referred to as the digital revolution. This digital revolution started in the early 1990s in the world. By keeping in mind the principles of the digital system, the digital era is an era in which the flow of information through communication media is clear, accurate, and fast (Hesmondhalgh & Lobato, 2019).

The development of digital technology is where the presence of computers began, the birth of the internet, cellphones (cellphones), and social networks. Examples of digital devices include televisions, handheld gaming devices, digital clocks, smartphones, computers, and laptops (Solahudin & Fakhruroji, 2019). While examples of technology conversion include changing printed books into electronic books (E-Books), letters into Electronic Mail (Email/Gmail), typewriters into computers, telephones into cell phones (cell phones), gramophone became cassettes, then CDs (Compact Disk) switched to MP3/MP4, and analog clock became digital clock then Smartwatch (Syvertsen & Enli, 2020).

The digital era, which has now become part of people's daily lives, especially the younger generation, will indeed change the pattern of life, including learning patterns and information dissemination patterns. The paper era is slowly but surely shifting. When digital dictionaries can be obtained easily and cheaply, for example, they can be inserted into a cell phone, and then printed dictionaries will be threatened. If you need a translation, you can open "Pocket Dict" on your cellphone. If not sufficient, look for the printed dictionary (Room et al., 2020).

Along with technological advances, when smartphone capabilities are improving, and the types of digital dictionaries are more complete, pocket dict will transform into a kind of Arabic dictionary that is now widely used, but in a digital version (Application/software). If that happens, we can be sure that many people will no longer need printed language dictionaries. Aren't digital dictionaries cheaper and more flexible in their use? (Mortazavi et al., 2021).

Not only that, but digital versions will also replace, step by step, journals, magazines, books, and even newspapers. Scientific journals, usually expensive because there are not many prints, are now starting to switch to digital form. Libraries are happy to subscribe to online journals because they are cheap and don't take up space. Almost all newspapers now have online versions. And textbooks have also started to have digital versions. If that happens, the dissemination of information is truly through a new version, namely information digitization (Rauschnabel, 2021).

## **C. METHOD**

The form of this research is qualitative research. This type of research is research that uses literature studies. The research data were obtained from mixed results of previous studies and studies whose discussion is still relevant to the content of this research. When the researcher successfully collects the research data, then the data will be processed by the researcher so that later the results of this research can be found (Winarni, 2021).

## **D. RESULT AND DISCUSSION**

### **1. Social Development of Elementary School Children**

One aspect of human development is social development. Nurmitasari stated that social development as an aspect of child development means the development of children's behavior in adjustments according to the rules and social demands that apply in society. With children able to adapt, they will build social skills from the experiences and opportunities they get. Social development will be more complex as you get older. Social development shows the ability to interact and coexist with the social environment.

One of the ways children adjust is by socializing. Socializing has the basic word socialization. Socialization is a process of learning to form social behavior to adapt to the surrounding community. So that children can live side by side with the surrounding environment and are well received by the surrounding environment. Several factors can influence social development, including family environment, emotional and mental capacity, education, socioeconomic status, maturity, and child intelligence (Yukhong et al., 2019).

In social development, there is the social behavior and not social. Some social behavior includes sympathy, competition, cooperation, empathy, generosity, friendly, familiar behavior, and imitation. While some unsocial behavior is aggressive, behaving in power, disobedience, fighting, egocentrism, and antagonism towards the opposite sex. This can appear when the child is in contact with other people. In line with Yusuf, who stated that social development is a person's ability to establish social relationships. This social and non-social behavior is part of the child's ability to behave in his social environment.

Peer relationships between elementary school students show the social development of elementary school students. There is an expansion of social interaction in children, where children do not only interact within the scope of the family. In addition, children learn to think about other people. This thought can be seen in how children reflect on themselves in association with others. So that when children interact, they will also show what they interact with. With children interacting in a good environment and a supportive community, the child's behavior will also show good things in the child's social development. Conversely, with children who are in a bad environment. Therefore, the supervision of parents and teachers greatly affects children's social life (Alsubaie, 2022).

## **2. Traditional Games on the Social Development of Elementary School Students in the Digital Age**

Every aspect of development does not just exist. Social development is not only based on awareness, but many things can stimulate it. One of the things that can stimulate children's social development is using traditional games. Traditional games are the same as games in general. Activities that pleasure the players are carried out voluntarily with rules passed down from ancient times.

In addition, it is said to be a traditional game because the materials used are very simple and easy to find in the community. Traditional games are also often referred to as social games because more than one person plays many traditional games. In Febriyanti and Saridewi, traditional games are also known as folk games. Traditional games are not only used as entertainment but as a means of maintaining social relations of an individual with other individuals.

In this digital era, it is a pity that this traditional game is rarely played. Many children do not know traditional games and prefer to play modern games using advanced technology, which does not contain social values because it only relies on digital technology. In contrast to traditional games played without using the internet, activities are carried out together by meeting face to-face (Çevik et al., 2021).

Even though there are many benefits of this traditional game. In general, traditional games are a means of playing for children without much expense, can increase caring behavior and love for local culture, have high social values, have traditional values, and can develop the togetherness and kinship that children have from an early age.

Nevertheless, it can be said that traditional games are effective as a means of social development for children. Traditional games can help children's social adjustment. Social adjustment is the first step for children to socialize in social development because they will gain learning experience. Where children must be able to adapt themselves to social demands. At elementary school, one of the developmental tasks is social adjustment and socializing with peers.

Traditional games in groups and meetings directly support children's social adjustment. But not all groups are like that. In line with Shah, there were differences in social adjustment when traditional group games were used as independent variables for the control and experimental groups. Because the experimental group with the same game will experience a high increase, in contrast to the control group. In which the control group did not play traditional games, while the experimental group played traditional games.

It should be noted that the social adjustment of elementary school students when going to school occurs from the start of new students entering school. To facilitate social adjustment later in a wider range of environments. Therefore, children must achieve social adjustment with the guidance of parents and teachers, such as by letting children play, especially in this all-digital era.

Besides that, traditional games contain many aspects of social skills that must be developed. Among them are skilled in adjusting, self-control, empathy, obeying

rules, interacting, working together, and respecting others. Meanwhile, according to Setiawan, social skills in traditional games are healthy competition, cooperation, empathy, and responsibility.

Children developing these skills can avoid anti-social behavior. Even better, traditional games improve children's social behavior. In addition, traditional games are also competitive, so children can learn to compete healthily when playing with their friends.

Playing with peers can improve children's social competence. Children who do not play will have different social competencies from children who do play. Through traditional games that are easy to play, children can solve problems, communicate, and socialize well with the people around them (Hukkelberg et al., 2019).

In this digital era, children's games do not contain aspects of social skills like traditional games. This interaction is not like playing directly because the media children use digital technology. Even though children play in the same place, each child focuses on gadgets or digital technology that contains modern games. Technology is increasingly sophisticated, but children's social development will not significantly increase if there are no efforts to improve it from teachers and parents.

In addition, traditional games can be used as learning media. Implementation of learning using traditional games facilitates child development. In this modern, all-digital era, indicators of children's social development in learning to use traditional games can increase.

On the other hand, traditional game-based learning makes students more familiar with. Making traditional games as media in learning can create competitive conditions between groups. Children will discuss and cooperate so as not to lose to their opponents. Even though it's very common for elementary school students to experience things like awkwardness. The main important thing is the child's behavior in socializing, at least not being an anti-social child.

At the same time, traditional games in learning also increase student scores. This is in line with Handayani, who conducted research with independent variables and the same subject. Where it shows that initially, the average value in this study was 72.4. Then it experienced a significant increase where the average value became 82.4.

Traditional games can also be used in extracurricular activities. Traditional games can be an innovation in extracurricular activities. Using traditional games in extracurricular activities helps improve children's social competence. Where usually, high-grade students have extracurricular activities that students take part in. So apart from being a suggestion for developing children's social skills, it is also an engaging learning and extracurricular innovation.

### **3. Shifting Traditional Games in the Digital Age**

Compared to traditional games, the current generation prefers to play various online and various other games compared to traditional games. This is because online games have many types of games that are more entertaining than traditional ones so that children can play the games they like, such as PUBG, where the game is war. Kids

love this game because it's fun with lots of challenges. Online gameplay application where the game area is wide with real pictures. Online games like PUBG can play together in a team and can communicate with each other.

The excitement of online games can also be played globally, where they have to beat each other. This game can also be played with other people abroad, such as Malaysians who are members of the game. In online gameplay, different game locations add to the challenge, and the player's abilities can be upgraded to become strong. Then, children can also participate in in-game match events, which can provide new challenges and prizes if they win. This is very entertaining to play online games, and of course, this is very different from traditional games, where the gameplay remains the same, and there are no changes, there are not even challenges that make children bored playing traditional games. Along with the times and technological advances, traditional games are starting to be abandoned by children today. This is followed by other aspects of their daily interactions when they play together. One individual and another in a group influence each other, so they try to play a new game (Alfadil, 2020).

The influence of social friends where children are encouraged to play modern games, maybe they are getting bored or want to try new games, which are more exciting and fun according to them. On the other hand, of course, some of their playmates have already played games, or other games that are very interesting to them, by seeing their friends' entertaining games, other children like them and want to play these games. Moreover, this game, modern games can add friendship among children. Children who play games make friends and strengthen friendships by being able to play with their friends. But if the child doesn't play online games, then there are no friends. Meanwhile, traditional games are not played anymore because they are boring and because of the influence of friends who no longer play these games, so children also have no friends to play with. Even the influence of parents who prohibit children from playing traditional games which makes children dirty, encourages children to no longer play traditional games.

Traditional games such as kite games, hide-and-seek games, snails, and rubber are part of the culture where these games are made by humans and are passed down from generation to generation. However, the development of the times has made children's games change. These changes include that children no longer play traditional games but more modern games, such as online games. One of the reasons for the change in children's games in the village is the presence of modern games such as gadgets such as android mobile phones and the invention of the internet so that modern game designers who are more attractive have spread it throughout society.

Changes from traditional games to modern games, such as online games, are due to contact with another group. This contact starts with children in the gampong who have face-to-face contact with other children who have gadgets and play modern games. The contact is made through social friends. Likewise, his friends familiar with modern games also have contact with other communities outside the village. He studied these modern games until he could master them and play them. This game

has been maintained until now because modern games are more entertaining for children, and they don't feel bored when playing them (Chóliz et al., 2021).

Improving children's interaction patterns where children often play games with their friends and interact with each other, especially when playing online games in groups. This modern game, namely online games, can increase children's friendships where children are not only friends with other children from the village, but they are also friends with children outside the village whom they recognize when playing games in cottages or coffee shops have a wifi network. Then, parents can control their children's whereabouts, especially when they are not at home, such as often being in a cottage with a wifi network and playing games. So parents, when looking for children, go straight to the place. Children also don't play far from their homes because they need a wifi network to play games, and in the village, there is already wifi available in the cottage. Even parents know their child's social friends by seeing them often when sitting with them. If their child has bad social friends, then parents can prevent it.

Along with the times and advances in technology, things considered traditional or better known as "old school" by the current generation, are starting to be left behind. So is the case in children's play. With the existence of modern games, even children have left traditional games, which are the legacy of the previous generation. The existence of modern games, which are more individualistic, has led to reduced time for playing and interacting with other children, and children become individuals who live their lives more individualistically. This is very different from traditional games, which offer a positive value for children's development. In addition, traditional games are also one of the cultural heritages because there are also regional songs that should continue to be preserved and maintained. Traditional games are considered special because there are things that differentiate them from modern games that are currently developing. If we can examine more traditional games, we will find very interesting game values and, of course, very good for developing children's characters. A good game for forming children's character is to have a balanced side.

Modern games, such as online games or play stations, are considered much more interesting, practical, and modern. This raises several influences on the development of children's character. If we look at it, traditional games tend to encourage children to move and be active so that they will be much healthier. Besides that, traditional games, mostly done together, encourage children to learn to work together and respect each other. Meanwhile, modern games can be played alone, sitting quietly, and relaxing. So that a healthy body, the ability to adapt and learn to work together is very difficult to get from modern games. In addition, there are other reasons why children are not familiar with traditional games because there is no role for parents to provide knowledge to their children both in family institutions and in the social environment of the general community (Szymkowiak et al., 2021).

Traditional games have positive values that can be instilled in children from an early age through the games they play, for example, playing with poles, indirectly

teaching and nurturing these children to be responsible, personally, and as a team or group. Of course, these values are all very good and useful in a child's life. Traditional games can also help children establish social relationships to socialize with the family, school, and even the wider community. At the same time, modern games bring children to life contrary to traditional socio-cultural values of a civilized society and noble character. The presence of modern games today has faded from traditional games, and it is very worrying that they have impacted mentality, character, and various problems that arise in our children today. Children's health problems and various other problems, both physically and non-physically, are the impact of modern games, apart from the fading of traditional games, which children in the village usually play.

In the end, the shift from traditional games in the digital era to more modern games causes a decrease in interactions carried out by children, so that in the future, they experience a decline in the development of social competence and create human beings who are more individualistic.

## **E. CONCLUSION**

One of the developments in children is social development which must be consciously pursued. Where children are expected to be able to behave following social demands. It is known that children at elementary school age are having fun playing. With children playing, there is socialization and communication with friends. However, the way children play using digital technology hinders proper social interaction in this digital era. It's another thing when ancient children played traditional games. Traditional games themselves contain a lot of social skill values. Children playing traditional games can learn to socialize, communicate, respect the opinions of others, obey rules, control themselves, empathize, and work together. Not just playing through traditional games that are used as learning innovations and extracurricular activities that can make it more interesting. So that children can become more familiar by discussing and playing with each other. As well as keeping children from becoming anti-social individuals.

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