

THE KOIN JAGAT GAME ON THE DESTRUCTION OF PUBLIC FACILITIES IN INDONESIA: A CDA STUDY

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ABSTRACT

This study aims to analyze the impact of the coin jagat game phenomenon on the social life of Indonesian society using the Critical Discourse Analysis (CDA) approach. The study focuses on the narrative related to the phenomenon of Koin Jagat and the response given by the government. The urgency of this research lies in understanding the impact of digital technology on social behavior, including in education involving students. According to Van Dijk's theory, media language has an important role in shaping public opinion. The phenomenon resulting from the existence of the Koin Jagat game is the cause of the destruction of public facilities and disruption of social order. By understanding the phenomenon, educational institutions can develop a better digital literacy curriculum. This research uses a qualitative approach with a text analysis method sourced from national media online news data. The data collected is analyzed using Van Dijk's theory which includes analysis of the macrostructure, superstructure, and microstructure of the text.

INTRODUCTION

The Internet is the most important part in this digital era, especially in every life. The internet has become an important part in helping people in various fields. People can easily access anything using the internet, especially in the field of entertainment. Online entertainment is one of the entertainment options that is favored by various groups because it is very easy to access. The development of internet technology and mobile devices such as smart phones, laptops, and computers makes the internet the right choice to access various services. With the development of the Internet and electronic devices, internet games have become a familiar leisure activity for the community (Kim et al., 2022). Online games are played by more than 700 million people worldwide (Z Maleki Pirbazari & M Ashournejad, 2021).

In the current era, people like to use the Internet as an easy tool, especially in accessing online games without knowing the limits of place and time. Online games have both positive and negative impacts. By playing online games, gamers can improve cognitive functioning, such as perception, spatial cognition, and top-down attention (Cudo et al., 2023). When people's lives are dominated by playing online games, they will often experience problems such as sleep deprivation, day and night changes, physical aggression, depression, and various social, academic, and vocational problems (Singh et al., 2020). Therefore, the internet and online game culture will have



various effects on society. Many online games have been created and can be downloaded by everyone, one of which is an online game application called “Jagat”.

In Indonesia, there is an online game that is being discussed by the public and the government. This online game is called “Jagat”. Koin jagat is being discussed because of the actions of its users who are very detrimental to the surrounding environment. Based on the data listed on Google Play, Jagat is a social application created to keep users close to their family and friends. The app was initially used to show the real-time location of one user to another, as well as mark favorite and memorable places. Users could also send emojis to other users. However, in December 2024 the Jagat app then offered the Jagat Coin game. This game is a location-based game.

Location-based games are understood as games that use the real-world location of their users as an integral part of the game (Baer et al., 2022). The koin jagat game system is by searching for coins that are scattered at certain points in a place. When the player finds a coin, then the coin can be exchanged for a total prize of Rp 850,000,000. The Koin Jagat game first boomed in the city of Jakarta in early 2025 in January. Over time, Koin Jagat is also available in several cities in Indonesia, such as Bandung, Bali, and Surabaya. The uniqueness of Koin Jagat lies in its integration of digital rewards with physical activities in the real world. Unlike existing mobile games, Koin Jagat encourages users to physically explore their surroundings, creating a hybrid experience between virtual gameplay and real-world interaction. With its economic incentive system where coins can be exchanged for real money, it adds a highly competitive and high-risk dimension that sets Koin Jagat apart from other location-based games. Before the launch of the Koin Jagat game, in Indonesia there was also a location-based game similar to the Koin Jagat game, the online game was Pokémon Go.

The Pokemon Go phenomenon has similarities in play and its impact on society. Pokémon GO is a location-based augmented reality mobile game in which players need to walk and explore physical environment to catch, collect, evolve, and look for virtual Pokémon creatures (Saaty et al., 2021). Similar to Pokemon GO, the coin jagat game also requires players to walk and explore the environment to earn coins. However, despite the similarities in game mechanics that encourage physical activity in the real world, there are differences in the goals and social impact of the two games. Pokemon GO is designed with an entertainment orientation, where players are encouraged to collaborate, compete healthily, and get to know their surroundings in a positive way. Meanwhile, the game Koin Jagat emphasizes digital economic achievement through the collection of coins that can be exchanged for certain rewards, which then triggers aggressive behavior, destruction of public facilities, and social conflicts due to unhealthy competition between players. If Pokemon GO encourages exploration with a relatively safe and controlled approach, then Koin Jagat shows the dark side of gamification when not accompanied by adequate regulation and digital literacy. To critically examine the social consequences of the Koin Jagat phenomenon, this study is based on the theoretical framework of Critical Discourse Analysis (CDA). According to Suwandi in (Zey Anastasya & Anwar Effendi, 2023), discourse analysis is an analytical study closely related to the function of language or the use of language as a means of communication. CDA allows for an examination of how discourse surrounding the game reflects and reinforces social norms and changes in player behavior in the public sphere.



Previous studies on location-based games such as Pokémon GO have discussed many positive aspects, such as increased physical activity, motivation for environmental exploration, and social interaction between users. For example, research by (Lee et al., 2021) showed that Pokémon GO has an impact on physical activities, such as walking, improving mood and social interaction, and several aspects of cognitive ability, including memory, attention, and concentration. In addition, research by (Wang, 2021) showed that Pokémon Go has a very positive effect on physical activity, including an increased number of steps walked or jogged, distance traveled, and time spent on physical activity. However, the main focus of these studies tends to emphasize aspects of entertainment and technological innovation, rather than adverse social consequences.

Research on the Jagat Koin game itself is still very limited, even though this phenomenon has triggered real impacts in the form of damage to public facilities and social chaos. The urgency to study Koin Jagat lies in its rapid spread, high user engagement, and the emergence of social issues such as excessive crowds, vandalism, and interpersonal conflicts. Unlike previous location-based games that encourage collaboration and healthy interaction, Koin Jagat introduces a competitive and reward-based system that can trigger aggressive and unethical behavior. This raises critical questions about the social impact on users caused by the Koin Jagat coin-hunting game. The research gap lies in the lack of studies that critically explore the social consequences of location-based games that involve high economic incentives and competitive interactions in public spaces. Therefore, this study is designed to fill this gap by investigating the social impact of Koin Jagat game players.

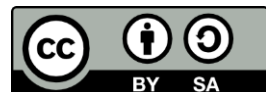
Based on the background above, this study aims to dig deeper into the negative impacts caused by the Koin Jagat game phenomenon. Although several studies have discussed location-based games and digital technology in terms of innovation or economic potential, studies that specifically highlight social consequences, especially in the context of games that trigger harmful behavior in public spaces, are still very limited. The Koin Jagat game generated significant social responses, such as damage to public facilities, increased crowds, and conflicts between players. This condition raises concerns about how virtual forms of interaction can directly impact people's social lives.

2. LITERATURE REVIEW

In this research, we focus on critical discourse analysis that focuses on online news or discourse written by journalists at certain institutions. Therefore, we need a research base such as the theories of experts in the field of critical discourse analysis to be the basis for analyzing online news with a topic in the form of an application called Koin Jagat, which is known to have a controversy similar to the Pokémon Go controversy in the community.

Koin Jagat and Pokemon Go have the same concept of making applications, namely by making the location feature in a smartphone a feature or main focus in running the two applications. Applications that emphasize the location feature as the main feature are called "location-based games", but in the context of Koin Jagat, the developers themselves admit that the application they made is a type of social media type application with the main features of location and gamification. Thus, the theory of location-based games is required to support this critical discourse analysis.

Prior studies, such as Winand et al. (2022), have focused on the benefits of location-based applications like Pokémon Go, especially regarding physical activity and social engagement.



However, few have investigated their potential drawbacks, such as disruption of public order or conflict over the use of communal spaces. This study seeks to address that gap by analyzing how both the positive and negative impacts of applications like Koin Jagat are constructed through media discourse

This study stands out for applying van Dijk's CDA framework to a localized media case — the portrayal of Koin Jagat in Indonesian digital news. It not only aims to reveal possible media bias, but also to explore how discourse around digital technologies reflects broader societal values and concerns related to the transformation of social space in the digital era.

2.1 Critical Discourse Analysis

Discourse is something we often encounter in daily life, whether in spoken or written form in social practices. Through various media provided to support the quality of communication by facilitating the publication of discourse to achieve certain goals. The achievement of the goals of the discourse text will impact the readers or society through interpretation and other factors that influence that impact (Locke, 2004:39).

Van Dijk (1998, 2008:8) views discourse not merely as a linguistic product, but as a social practice that reflects and reinforces dominant ideologies. With that impact, various cultures in texts and language play an important role in conducting critical discourse analysis. Early studies about discourse in 1960s, Van Dijk stated that many studies of "context," either in linguistics or in formal approaches, still limited in notion "verbal context" of previous (and sometimes following) words, sentences, prepositions, utterances or turns of conversation. Context are unique data that presented in occasional situation using of language, in subjective definitions stated by (Van Dijk, 2008:7).

After these aspects are presented, several objectives for this research are supported by the contributions of experts in CDA. The experts we chose are due to their relevance to the topics we will study, specifically CDA theorist, Van Dijk. Van Dijk holds the view that Critical Discourse Analysis consists of three types in the categorization for discourse analysis. Van Dijk argues that Critical Discourse Analysis includes the analysis of text, context, and social cognition, each intended for the purposes of Critical Discourse Analysis. Although his model includes three core dimensions (textual structure, social cognition, and social context), this research concentrates on the two most applicable aspects for media analysis: textual structure and social cognition (Fairclough, 2010; Machin & Mayr, 2012).

2.2 Van Dijk: Text Analysis

As previously explained, in Analisis Wacana Kritis by Dewi Ratnaningsih mentioned that Van Dijk's theory has 3 perspectives for analyzing discourse: text analysis, context, and social cognition, which serve as guidelines for conducting discourse analysis. To explore "Koin Jagat", we think Van Dijk's theory fits our research.

In the book Analisis Wacana Kritis written by Dewi Ratnaningsih, Van Dijk reveals that there are 3 types of text analysis that can be applied to conduct critical discourse analysis, namely macrostructures, superstructures and microstructures (Ratnaningsih, 2019). It is crucial to determine the type of analysis required that is appropriate to the context being discussed because Van Dijk in his book *Discourse and Context a Sociocognitive Approach* p.4 said that context is closely related to the phenomenon written about in the discourse which is not only described but also explained.



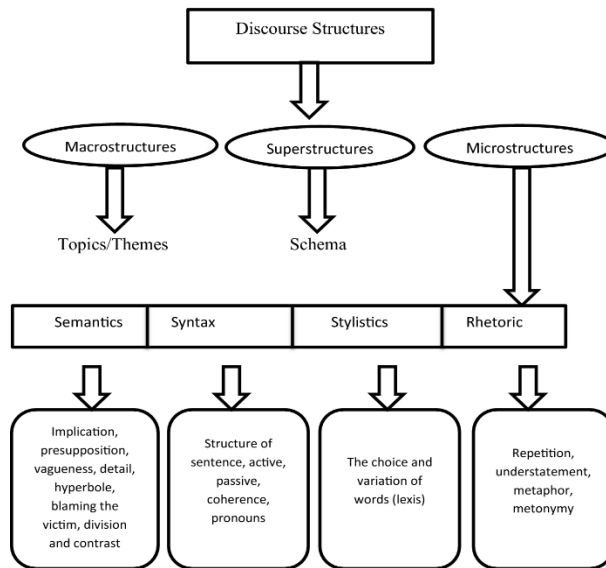


Figure 2. 1 Discourse Structure

Macrostructure

Basically, Text analysis is a method that focuses on the structure of text. Ratnaningsih said that Van Dijk theory analyses three structures (Ratnaningsih, 2019). Macrostructures are the part of the global structure, the main focus is theme and topic in order to analyze discourse. Themes is a thing that covers all parts of the text or the things that are most relevant from text. Why are themes and topics implemented in macrostructure? The thing that is very close to the theme is the topic. The definition of the image of the object desired by the news author and discourse is a topic. Van Dijk has a view of a text that has a coherent view. Discourse uses topics to be a barrier to compose texts, supported by subtopics and facts that support the existence of general topics. By compiling and supporting the existence of general topics, the analyzed discourse can describe how the discourse is structured, displayed, and consumed by society.

Main Theme	The impact of <i>Koin Jagat</i> on society and the environment.
Sub Themes	<ol style="list-style-type: none"> 1. <i>Koin Jagat</i> Controversy 2. Positive and Negative Impacts of <i>Koin Jagat</i> on the Community Environment

Table 2. 1 Macrostructure Analysis

For instance, Main Theme of the text from *harianjogja.com* news is “Dampak Koin Jagat Pada Masyarakat dan Lingkungan” or “The Social Impact of Koin Jagat to Society”. Shows that the main theme is the social impact, also social impact is highlighted for this Koin Jagat. Sub themes consist of 3 type explanations of this news, in order to support the main theme with sub themes and facts from the fields or place that Koin Jagat was implemented.

Superstructure

Text analysis in superstructure focuses on the scheme of the text. The similarities scheme is common to find in the news or other texts, how the created a text and showed it to the reader in detail. Analysis of schemes include summary and story in superstructure. Summary analysis consists of the title and lead of the text, Story analysis consists of situation and commentary of the



text. Superstructure analysis tied tightly to how the writer compiled his writing (Ratnaningsih, 2019). In short, the scheme is the outline for news author to write some valuable information.

Microstructure

Text analysis in micro structures focuses on the semantics, syntax, stylistics, and rhetoric (Titscher et al., 2000). Each focus has a variety of topic derivatives to be analyzed. Semantics consist of setting the text. Van Dijk's theory in Dewi Ratningsih's book entitled Analisis Wacana Kritis (Theory and Implementation) reveals that semantics focuses on analyzing the setting, details, intentions, presumptions and nominalizations of a text.

- Semantics

Semantics is a field of study that focuses on finding the meaning of writing. In semantics, it examines how words, word groups, sentences and discourses mean different things from different perspectives. Within this scope, it also examines how meanings are created, interpreted, and understood by speakers and listeners. In short, semantics is a study very close to linguistics and CDA that aims to examine the meaning and significance of a piece of writing.

Van Dijk's theory in Dewi Ratningsih's book entitled Analisis Wacana Kritis (Theory and Implementation) reveals that semantics focuses on analyzing the setting, details, intentions, presumptions and nominalizations of a text.

- Details

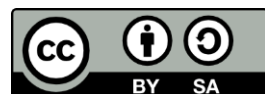
There are some limitations from raw information to discourse. Raw information could be the basis to develop discourse, for instance is details. Dewi Ratnaningsih states that in Van Dijk theory, details used for supporting the arguments from news author show advantageous to write in the text. Details are how the discourse author shows some act expression implicitly. Detail would explain the phenomenon clearly. To analyze details, every problem must pay attention to not only one dimension but every dimension. In short, Details is a thing to support the information from the discourse, it will explain the phenomenon clearly.

This aspect bridges the gap between text and society. Social cognition refers to the mental frameworks, beliefs, or shared knowledge possessed by journalists and readers when interpreting an event (Van Dijk, 2008). In this context, the researcher observes how collective interpretations regarding safety, public order, or digital disruption influence the way media frames Koin Jagat.

By applying Van Dijk's CDA framework, this research aims to uncover the ideologies hidden within media narratives about Koin Jagat and to understand how these discourses influence public attitudes toward digital technologies in social life.

Previous research by Winand et al. (2022) on location-based games such as Pokémon Go highlights the benefits for physical activity and social interaction. However, that study does not address the potential negative impacts of similar applications, such as public disorder or misuse of public space. This leaves a research gap that this study seeks to fill by exploring how both positive and negative impacts of applications like Koin Jagat are constructed through media discourse.

The novelty of this research lies in its application of van Dijk's CDA theory to local media discourse on a controversial application and in its attempt to understand the role of media in shaping public perception of emerging technologies that may have both social benefits and public order implications.



RESEARCH METHOD

3.1 Research Design

The research conducted is a study using qualitative methods with a textual analysis approach. This qualitative method using a textual analysis approach was conducted by collecting and observing social phenomenon to understand the context in a source. Qualitative method includes a various approaches, such as a qualitative content analysis of text and other types of research (Wiesner, 2022). The qualitative method used in this research aims to determine the opinions of people who feel disturbed by the coin search activity in the Koin Jagat game, supported by Van Djick's theory, which states that text interpretation can be analyzed using various critical discourse analysis tools within a specific social context (Hamed, 2022). Using qualitative methods, we analyzed an online news text by exploring the meaning of the text about social impact in the source to understand the social context contained within the text. We critically examine written or spoken texts to uncover hidden meanings, power dynamics, and ideologies embedded within the discourse, often considering the social context and practices surrounding the text. The result of the data analysis using this method aim to identify hidden patterns of discourse behind the text to shape the perceptions of people who feel disturbed by the actions of coin seekers.

We analyzes the text in the news that discusses the Jagat application to reveal the hidden meaning behind the use and influence of the Jagat application in society. Qualitative research is a research that uses data in the form of words used in the data collection process (Anastasya Z, Effendi A., 2023). Through the analysis of the news about the Jagat Coin, we sees how the Jagat application creates a space for social interaction in the digital era.

3.2 Instruments

We searched for news articles related to the topic discussion regarding the impact of the Koin Jagat game on damage to public facilities. To obtain news articles that were relevant to the authenticity of the news being discussed, we found several news articles discussing how the Koin Jagat game was one of the causes of damage to public facilities in various cities such as Jakarta, Bandung, Bali, and Surabaya. Based on news about the Jagat app sourced from <https://leisure.harianjogja.com/read/2025/01/18/508/1201010/heboh-perburuan-koin-jagat-ini-dampak-positif-dan-negatifnya>, we identified both positive and negative impacts from the analyzed news.

The results of the data analysis present findings obtained from the research process conducted using the online news media text analysis method in accordance with Van Dijk's theory (Ratnaningsih, 2019), which states that context is something that surrounds the text so that the text can be understood comprehensively. The data obtained was analyzed to identify the social impact contained within the phenomenon of the Koin Jagat game under study.



3.3 Analytical Framework

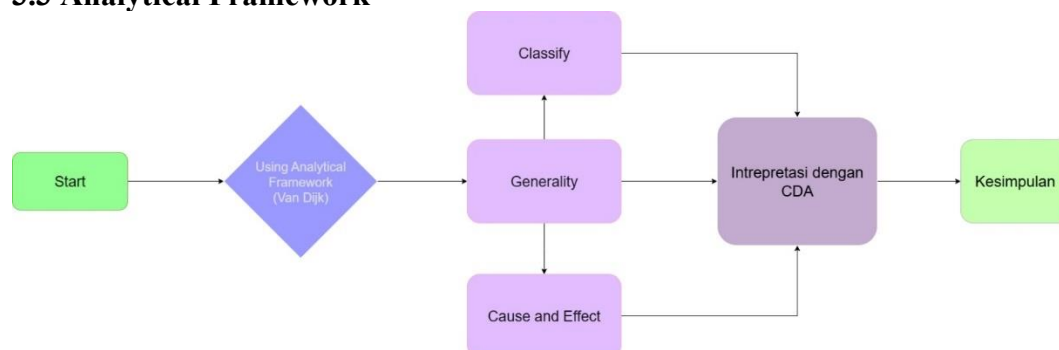


Figure 3. 1 Analytical Framework

The discourse will be easier to understand by using an analysis divided into three main parts to examine public perception.

1. **Classify**
Organize categories containing explanations about who is involved, what happened, the type of text, and the diction used.
2. **Generality**
Identifying the main theme or recurring pattern of ideas to describe a particular group.
3. **Cause and Effect**
Connecting how the narrative influences society in shaping opinions, creating stigma, strengthening power, etc.

According to Van Dijk's theory, Critical Discourse Analysis (CDA) connects the analysis of text structure which is important in deeping the interpretation of discourse. The text structure analyzed the structure and strategy of discourse to highlight the topic (Syaifullah et al., 2024). The integration of these three elements reveals hidden meanings and ideological strategies in the text in a critical manner.

RESEARCH FINDINGS AND DISCUSSION

In this section, we discussed the findings and discussion of research related to the results of data analysis and discussion of the text structure analysis of news about Heboh Perburuan Koin Jagat di Indonesia on January 18, 2025.

Findings

This section describes the results of data analysis and answers to the problem formulated in this study. the source of data used comes from the Harian Jogja news which discussed the Heboh Perburuan Koin Jagat in Indonesia on January 18, 2025. We obtained the data through the online news text. After the data is collected, we analyzed it by focusing on three main aspects, namely macrostructure, superstructure, and microstructure.

a. Macrostructure

Macrostructure is part of text structure that focuses on themes and topics to analyze discourse. Van Dijk's view of macrostructure is that texts have a coherent perspective. The existence of a supporting general topic means that the discourse being analyzed will describe how that discourse is structured, presented, and consumed by society. The theme of "Heboh Perburuan Koin Jagat" from the January 18, 2025 edition of Harian Jogja news focuses on the controversy



surrounding Koin Jagat, which is clearly evident in every paragraph of the article. Several ideas form a common theme, namely the controversy surrounding the Koin Jagat game in Indonesia.

b. Superstructure

Detail is used as news author strategy to emphasize the part he wants to communicate. Through details, news author behavior can be communicated implicitly to strengthen the meaning of a text.

Superstructure analyzes the schematic framework of a talk or writing to reveal the dominant power starting from the opening, content and closing sections as in Harian Jogja news which has these three main elements. According to Madkur (2018, as cited in Lestari et al., 2022) detail is a deliberate emphasis to create a certain image to the audience, either positive or negative.

c. Microstructure

Detail is used as news author strategy to emphasize the part he wants to communicate. Through details, news author behavior can be communicated implicitly to strengthen the meaning of a text. Details relate to information on how to express ideas or opinions described by the speaker or writer in the discourse. In Koin Jagat news from Harian Jogja news, one of the details can be seen from paragraph 15 as follows:

“Berdasarkan teori perilaku sosial, individu mungkin meyakini bahwa tujuan mendapatkan koin dibenarkan sekalipun dengan cara yang tidak tepat, karena keterbatasan empati atau kesadaran akan dampak tindakan mereka terhadap orang lain dan lingkungan,” kata Kasandra.

Discussion

Based on the findings from Harian Jogja on January 18, 2025, which have been explained by we in the findings section, we discuss the issue and analyze it in more depth.

a. Macrostructure

The general theme of the Harian Jogja news on January 18, 2025, is about the controversy surrounding Koin Jagat in Indonesia. This can be clearly seen in almost all paragraphs in the news, with several paragraphs showing the theme of the Koin Jagat controversy in Indonesia. The results of the analysis can be seen as follows:

Table 1. Macrostructure in *Kontroversi Koin Jagat*

No	Description	Paragraph	Sentences
1.	Kontroversial Koin Jagat	6	Pj Gubernur Jakarta, Teguh Setyabudi, menghimbau warga Jakarta untuk tidak merusak fasilitas umum.
		7	Pj Wali Kota Bandung, A. Koswara, meminta agar pengembang aplikasi Jagat menghentikan permainan berburu koin di lokasi publik jika merusak fasilitas umum.
		8	Kabid Humas Polda Metro Jaya Komisaris Besar Polisi Ade Ary Syam Indradi, jangan melakukan aktivitas atau kegiatan yang bisa merugikan pihak



			lain, merusak fasilitas umum, merusak alam dan apabila nanti ada pihak yang merasa dirugikan, tentunya wajib kami menindaklanjuti.
2.	Negatif Impact of Koin Jagat	13	Psikolog Klinis Forensik dari Universitas Indonesia (UI), Kasandra Putranto berpendapat bahwa “Permainan itu berpotensi menimbulkan perilaku negatif jika individu merasa tertekan untuk bersaing atau jika mereka merasa bahwa mereka harus melakukan apa saja untuk mendapatkan koin tersebut.”
		14	Menurut Kasandra, “Permainan itu pun bisa memicu perilaku agresif dan menimbulkan kerusakan fasilitas, seperti yang terjadi di Gelora Bung Karno (GBK).”
		15	“Berdasarkan teori perilaku sosial, individu mungkin meyakini bahwa tujuan mendapatkan koin dibenarkan sekalipun dengan cara yang tidak tepat, karena keterbatasan empati atau kesadaran akan dampak tindakan mereka terhadap orang lain dan lingkungan,” kata Kasandra.
3.	Need to be rational	16	Menteri Pemberdayaan Perempuan dan Perlindungan Anak (PPPA), Arifah Fauzi, mengajak masyarakat, terutama anak-anak, untuk lebih cerdas dan rasional dalam menyikapi fenomena maraknya pencarian Koin Jagat di sejumlah daerah.
		17	"Mungkin masyarakat kita gampang percaya, ini sebetulnya harus ada penyadaran, pemahaman, tidak mudah tergoda dengan informasi-informasi yang kita belum tahu kebenarannya," kata Arifah Fauzi.
		18	Fenomena ini, lanjut Arifah Fauzi, banyak melibatkan anak-anak dan menimbulkan kepanikan dan kerusakan akibat aktivitas menggali tanah secara



			sembarangan. Arifah menegaskan perlunya penelusuran informasi dari kehadiran aplikasi Koin Jagat yang tidak jelas asal usulnya dan pentingnya edukasi terhadap masyarakat.
		19	"Ini perlu ada kesadaran dan menyadarkan masyarakat kalau melakukan sesuatu ya rasional gitu. Jadi, jangan terbawa oleh isu-isu yang kita tidak tahu kebenarannya," kata Arifah.
4.	The Koin Jagat and recurring phenomena	20	Pakar Keamanan Siber, Alfons Tanujaya, mengatakan yang membedakan Koin Jagat dan Pokemon Go berupa hadiahnya yang nyata.
		22	"Ini jadi pasar yang menarik karena banyak orang Indonesia yang lebih memilih cara instan untuk mendapatkan uang. Mereka berlomba-lomba untuk mencari koin tanpa bekerja keras," kata Alfons, beberapa waktu lalu.
		26	"Dengan data lokasi dan informasi pribadi lainnya, ada potensi penyalahgunaan jika tidak dikelola dengan baik. Misalnya, aplikasi ini bisa disalahgunakan untuk memata-matai pengguna," kata Alfons.
5.	Take care of public facilities	29	"Fasilitas umum harus dijaga karena itu milik bersama dan perawatannya harus selalu diperhatikan. Sebaiknya ada kerja sama yang baik antara masyarakat dan pemerintah agar senantiasa memperhatikan hal ini," kata Anggota Komisi A DPRD DKI Jakarta, Zahrina Nurbaiti.
		33	"Meningkatkan literasi digital untuk memastikan masyarakat memahami dampak aktivitas online terhadap dunia nyata, termasuk etika bermain gim berbasis lokasi," kata Anggota Komisi D DPRD Provinsi DKI Jakarta, Bun Joi Phiau.

b. Superstructure



Superstructure in discourse analysis is a schematic analysis of how information elements are arranged in a complete form. In the Harian Jogja newspaper, the general framework is divided into three main elements, namely the opening, content, and closing. The superstructure data analysis can be seen in the following table.

No	Element	Paragraph
1.	Opening	Paragraph 1
		Paragraph 2
		Paragraph 3
2.	Content	Paragraph 4
		Paragraph 5
		Paragraph 6
		Paragraph 7
		Paragraph 8
		Paragraph 9
		Paragraph 10
		Paragraph 11
		Paragraph 12
		Paragraph 13
		Paragraph 14
		Paragraph 15
		Paragraph 16
		Paragraph 17
		Paragraph 18
		Paragraph 19
		Paragraph 20
		Paragraph 21
		Paragraph 22
		Paragraph 23
		Paragraph 24
Paragraph 25		
Paragraph 26		
Paragraph 27		
Paragraph 28		
3.	Closing and suggestion	Paragraph 29
		Paragraph 30
		Paragraph 31
		Paragraph 32
		Paragraph 33
		Paragraph 34

c. Microstructure

Details are news author strategy to highlight certain elements or issues in the news so that listeners can believe and understand them. In several paragraphs, we tries to inform readers about



the damage caused by the Koin Jagat game in Indonesia. The writer specifically mentions several types of damage caused by the game. This is indicated by eleven mentions of “rusak.” These include the following:

1. Banyak keluhan muncul mengenai kerusakan fasilitas umum yang disebabkan oleh para pemburu koin yang terlalu fokus mencari hadiah.
2. Di Jakarta, kawasan Gelora Bung Karno (GBK) menjadi lokasi ramai para pemburu koin. Sementara di Bandung, taman-taman kota seperti Taman Tegalega dan Taman Sukajadi mengalami kerusakan parah.
3. Teguh menekankan agar masyarakat menjaga lingkungan sekitar dan tidak mengabaikan kerusakan yang dapat ditimbulkan oleh permainan tersebut.
4. Selain itu, Pj Wali Kota Bandung, A. Koswara, juga meminta agar pengembang aplikasi Jagat menghentikan permainan berburu koin di lokasi publik jika merusak fasilitas umum.
5. Koswara menyarankan agar permainan tersebut dialihkan ke tempat yang tidak merusak taman atau fasilitas publik lainnya, seperti lapangan terbuka atau lokasi tertutup yang lebih aman.
6. Kabid Humas Polda Metro Jaya Komisaris Besar Polisi Ade Ary Syam Indradi juga turut berkomentar soal perusakan fasilitas akibat permainan Koin Jagat.
7. "Tolong jangan melakukan aktivitas atau kegiatan yang bisa merugikan pihak lain, merusak fasilitas umum, merusak alam dan apabila nanti ada pihak yang merasa dirugikan, tentunya wajib kami menindaklanjuti," kata Ade, Senin (13/1/2025).
8. Pihak pengembang aplikasi Jagat pun merespons dengan mengimbau penggunaanya untuk lebih berhati-hati dan tidak merusak fasilitas publik.
9. Mereka berjanji akan berdiskusi lebih lanjut dengan pihak pemerintah untuk mencari solusi yang tepat agar permainan ini tidak merusak lingkungan.
10. Dampak negatif lainnya, kata dia, permainan itu pun bisa memicu perilaku agresif dan menimbulkan kerusakan fasilitas, seperti yang terjadi di Gelora Bung Karno (GBK).
11. Fenomena ini, lanjut dia, banyak melibatkan anak-anak dan menimbulkan kepanikan dan kerusakan akibat aktivitas menggali tanah secara sembarangan.

CONCLUSION

After analyzing the data as described in the previous study, we draws several conclusions based on the findings and discussion. Based on the findings and discussion in this study, we concludes that in the Harian Jogja news article entitled “Heboh Perburuan Koin Jagat, Ini Dampak Positif dan Negatifnya” we identifies the macrostructure, superstructure, and microstructure.

In the macrostructure analysis, we conclude that the theme or topic of the Harian Jogja news article titled “Heboh Perburuan Koin Jagat, Ini Dampak Positif dan Negatifnya” generally discusses the controversy and negative impacts of the Koin Jagat game in Indonesia.

In the superstructure analysis, we concludes that in the Harian Jogja news article titled “Heboh Perburuan Koin Jagat, Ini Dampak Positif dan Negatifnya” there are three elements: the first element is the opening, consisting of paragraphs 1-3. The second element is the content, consisting of paragraphs 4-28.



The final element is the conclusion, consisting of paragraphs 29-34. In the microstructural analysis, we can conclude that in the Harijan Jogja news article, there is one piece of detailed information in several paragraphs. We of the news article uses the word “rusak” 11 times, referring to the negative impact of the Koin Jagat game.

Based on the analysis conducted, it was found that coin hunting activities have resulted in environmental damage, such as the destruction of parks and public spaces as a result of the irresponsible behavior of coin seekers. The emergence of this game has also impacted the social life of the community, with many residents feeling disturbed by the crowds and other negative impacts caused by coin seekers.

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