The Influence of Emotional Intelligence on Toxic Behavior in Playing the Online Game Mobile Legends

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Abstract: This study aims to determine whether there is an influence of the emotional intelligence of vocational students on toxic behavior in playing mobile legends online games. This study used a survey method and data collection was carried out using questionnaires. The population in this study is students of SMK Karya Guna 2 Bekasi who play Mobile Legends online games for at least 1 year. The research sample was selected based on a purposive sampling technique with 94 respondents and using SPSS Version 25. The percentage of emotional intelligence results of SMK Karya Guna 2 Bekasi students is 80% to 68% and is in a strong category, (2) the results of the percentage of toxic behavior are 56% to 28% and are in the sufficient to the weak category, (3) Based on a simple linear regression test, there was a significant negative influence between emotional intelligence on toxic behavior with a regression coefficient value of -0.260 and was in the weak category with a value of -0.370. The research results are only an initial description of the phenomenon. More in-depth research and more comprehensive data collection techniques are needed. The higher the emotional intelligence that students have, the lower the toxic behavior carried out by students, conversely the higher the toxic behavior carried out by students, the lower the emotional intelligence that students have. Currently, emotional intelligence is very much needed in students. The current phenomenon is that many students engage in toxic behavior in the online game that is widely downloaded, namely Mobile Legends. Based on the literature review, there is a gap in the research theme of emotional intelligence towards toxic behavior.

Keyword: Emotional Intelligence, Toxic Behavior, Online Games, Mobile Legends, Bekasi.

INTRODUCTION

Advances in communication technology have implications for advances in media so that people can more easily convey information without being hindered by time and place. Communication media consists of print, electronic, and the Internet. This progress can undoubtedly affect not only a person's intellectual intelligence but also emotional intelligence. According to Ratnasari et al. (2020), emotional intelligence is a person's ability to monitor their feelings and emotions towards themselves and others. Emotional intelligence can differentiate between these two things and then use that information to guide further thoughts and actions.

Emotional intelligence has five essential aspects: recognizing emotions, managing emotions, self-motivation, recognizing other people's emotions, and building relationships (Goleman, 2009).

Emotional intelligence is a moral attitude formed through experience throughout life and can be rooted and become a person's character (Andriyanto, 2016). Emotional intelligence is essential for every individual to have. Because if every individual has good emotional intelligence, they can face technological developments wisely. One form of technological development is the presence of the Internet. The Internet is a computer network of various devices connected via protocols to provide information. The Internet also provides resources that can be accessed by every individual throughout the world (Putri, 2020).

The internet is not only used by people to search for information but also as a means of entertainment, one of which is online games. *Online games* are virtual based or use electronic devices and require an internet network to play (Rosa et al., 2021). Based on data from Statista, according to a survey on online games conducted by Rakuten Insight in April 2022, it was found that 85% of Indonesian respondents aged between 16 and 24 years stated that they usually play free-to-play online games, and 46 percent of Indonesian respondents stated that they are playing online games every day (Nurhayati, 2022). There are many online games spread worldwide, one of which is the online game Mobile Legends. According to data from katadata.co.id, the Mobile Legends game is the 3rd most popular game in Indonesia with the most downloads on Playstore and Applestore, namely having reached more than 100 million downloads (Aninsi, 2021).

The online game Mobile Legends is a free-to-play game in the Multiplayer Online Battle Arena (MOBA) genre, played by working together as a team to destroy all of the opponent's core buildings so players can win the game. The key to successfully playing this game is good playing skills and the ability to recognize, understand, and manage emotions. Therefore, emotional intelligence is an essential factor in the Mobile Legends game. Then, the Mobile Legends game can also be won if the player has the right strategy. To create the right strategy, each team member must interact with each other by communicating well between players so that the strategy can run smoothly. If the interactions that occur within the team are harmful, they can trigger negative emotions and behavior such as flaming, griefing, cheating, scamming, and cyberbullying (Saarinen, 2017). This negative behavior is a form of toxic behavior. A person who has good emotional intelligence will have an easy life. Even when facing various problems, they will be calm and can solve them smoothly. This emotional intelligence shapes a person's personality to avoid toxic behavior when playing online games.

According to Fauzan et al. (2021), toxic behavior is negative behavior carried out by online game players towards other players. Toxic behavior has been a persistent problem in the competitive online gaming industry and other types of online gaming. The competitive game environment makes players emotional when they experience defeat or things do not go according to plan (Kantono et al., 2020). Toxic behavior in online games can create poor team performance because this game reduces the team's winning ratio to below 50% (Fauzan et al., 2021). Usually, someone who engages in toxic behavior is more skilled at playing online games, so they engage in toxic behavior towards other players who are not yet proficient.

Toxic behavior can generally occur in teenagers because adolescence is an essential period of development, where it is a period of transition and change. According to Santrock (2003), adolescence (adolescence) is a transitional developmental period between childhood and adulthood, including biological, cognitive, and social-emotional changes. The various changes that occur in teenagers, including physical, personality, intellectual, and role changes in the family and the environment, require them to adapt effectively.

This unbalanced condition will result in teenagers experiencing confusion about what behavior, attitudes, values, and rules they should follow or what is known as the process of searching for identity. Hence, adolescence becomes an essential period in individual development. According to Novianty (2016), adolescence is characterized by emotional development, which shows a sensitive and reactive nature as well as negative and temperamental emotions towards various events or social situations, such as irritability, anger, moodiness, and sadness. Toxic behavior that occurs in teenagers causes a psychological

condition that shows low emotional intelligence. Therefore, emotional intelligence is needed for every teenager because emotions determine whether or not someone can control their behavior, especially toxic behavior.

Teenagers with good emotional intelligence will be able to handle their feelings well and deal with other people's feelings effectively. Apart from that, someone with high emotional intelligence can behave or act according to the rules in their life. So that someone can use the Mobile Legends online game according to the rules and avoid toxic behavior. Research regarding the influence of online games on emotional intelligence has previously been conducted. Andriyanto's research (2016) concluded that based on the statistical results of the t-test carried out, results were obtained which showed that multimedia games had a significant influence on students' emotional intelligence with a calculated t value of 5.599, which was more significant than the t-table (2.093) and obtained a significance value of more than 0.000. smaller than 0.05.

Other research that is relevant to this research is Wiyono's (2013) research entitled The Influence of Information and Communication Technology (ICT) on Emotional Intelligence (EQ) in Students at SMKN 1 Samarinda. Research shows that information and communication technology significantly influence emotional intelligence, with R=0.433 and p=0.000. This means that the increasing development of information and communication technology, such as the presence of the online game Mobile Legends, can significantly impact students' emotional intelligence.

Research by Taradiba et al. (2023) entitled The Influence of Emotional Intelligence on Aggressive Behavior of Students at SMP Trampil East Jakarta found that emotional intelligence influences aggressive behavior. Suppose it is related to the research that will be carried out, according to Martdianty (2020). In that case, aggressive behavior is a form of toxic behavior because aggressive behavior is behavior where a person cannot control his emotions, so emotional intelligence is needed to control his emotions.

The reason the researcher took the research subject at SMK Karya Guna 2 Bekasi was because, according to the results of observations and information received by the researcher on several students, the researcher found that many of the students at SMK Karya Guna 2 Bekasi played the online game Mobile Legends and showed toxic behavior, namely verbal violence—abuse using harsh words.

Based on the results of Opensignal's research on a scale of 100, the city of Bekasi is in 16th place with 66.4 points for the best online game-playing experience (Kuncorojati, 2020). Then, according to our school data from the Ministry of Education and Culture, it was found that SMK Karya Guna 2 Bekasi is the school with the most students in the East Bekasi sub-district, and East Bekasi is the sub-district with the most Vocational High Schools (SMK) in Bekasi City. Namely, there are 21 schools. So, it is possible to obtain sufficient data and see the influence of emotional intelligence on toxic behavior in playing the online game Mobile Legends.

The affordability of the research location is also the reason for choosing the research location at SMK Karya Guna 2 Bekasi because there is easy access to find out and research more deeply regarding the problems you want to research and reduce the funds spent, and there is time efficiency. In connection with the background description above, methods or methods appropriate to the topic of discussion are used to solve a problem under study. This method will create data whose truth can be trusted. The type of research used in this research is quantitative research with a survey method using respondents as samples and questionnaires in collecting data.

According to Ratnasari et al. (2020), emotional intelligence is the ability to control one's feelings and emotions towards oneself and others, differentiate between two things, and use information to guide thoughts and subsequent actions. Someone with good emotional intelligence is likely to be successful in life because they can master thinking habits that

encourage productivity. Emotional intelligence is not just about feelings. However, emotional intelligence also requires us to recognize and appreciate our feelings and the feelings of others, learn to respond appropriately, and use information and emotional energy effectively in daily life and work (Saputra et al., 2017).

According to Yunalia et al. (2020), teenagers need to have emotional intelligence because, in general, teenagers are easily influenced by their friends, both positive and negative influences. If teenagers have good emotional intelligence, they will be able to understand their feelings and have an empathetic attitude toward other people's feelings so that good relationships can be established between them.

Adolescents are also required to have emotional intelligence because emotional intelligence is a moral attitude that continues to develop, which makes the character of each person. After all, it is formed from experiences throughout human life (Andriyanto, 2016).

According to Goleman (2009), emotional intelligence includes five essential aspects, namely:

1. Recognize Emotions
   A person is required to recognize and understand feelings through self-awareness. Recognizing feelings from moment to moment is essential for self-understanding. Someone with self-awareness can make decisions about problems because they are highly sensitive to their feelings.
2. Managing Emotions
   Managing or dealing with emotions is done so that feelings can be expressed appropriately. If someone cannot manage their emotions, they need the ability to comfort themselves and the ability to overcome anxiety and offense.
3. Self-Motivation
   Paying attention, self-motivation, self-control, and creativity are things that can be done to regulate emotions. This means being able to control and restrain oneself towards satisfaction and adapt to enable the realization of a goal.
4. Recognize other people's emotions
   Recognizing other people's emotions or empathy is understanding hidden social signals and knowing what others need or want.
5. Building Relationships
   Maintaining good relationships with other people is a skill that supports popularity, leadership, and successful interactions or interpersonal effectiveness.

In Indonesia, the word toxic means poison; this term can refer to a poisonous person or someone who has a bad influence on the environment around him (Chairunisa, 2022). Meanwhile, in Indonesia, behavior is an act or action of a person responding to something. According to Martdianty (2020), toxic behavior hurts other people. Toxic behavior can arise from individuals or organizational management. This toxic behavior can impact productivity and have a contagious effect, just like toxic behavior in online games. Toxic behavior in online games is negative behavior that can occur in players or teams. Knowledge and experience regarding toxicity are based on interpersonal relationships between players and continuous interaction between players (Fauzan et al., 2021).

According to Kantono et al. (2020), toxic behavior is difficult to resolve; everyone can only rely on the behavior, nature, thought patterns, emotions, awareness, lifestyle, and education of each individual.

Toxic behavior in online games is seen as a common phenomenon in all online games. Toxic behavior has several types, namely flaming, griefing, cheating, scamming, and cyberbullying (Saarinen, 2017). Moreover, toxic behavior in online games will pose a significant threat to the gaming industry. For example, a quarter of customer complaints to gaming companies are complaints about toxic behavior from players (Blackburn et al., 2014). Usually, lousy behavior

in multi-player games is called toxic because many players are exposed to this behavior through the game's dependence on player interaction such as the amount of time and energy that players invest in the game, so victims of toxic behavior tend to feel the emotional effects in the real world (Kwak et al. al., 2015). Toxic behavior is a problem that will always exist in online games because a person will be motivated by themselves to be able to win the match and tend to get emotional if they lose. People will be more vulnerable to forms of toxic behavior in the online world because they have no sense of responsibility for their behavior while playing, especially if they do not have a name. Toxic behavior in playing online games will continue to occur and hurt the social life of each individual until someone has self-awareness and stops playing online games. There are several aspects of toxic behavior, according to Saarinen (2017), including:

1. Flamming comes from the primary word flame, which means fire. The term flaming is defined as the act of sending insulting messages in text or voice chat, such as threatening, giving negative comments, calling people rude names, and sexual harassment.
2. Griefing is a state of loss that triggers a sadness reaction that manifests in a series. In online games, griefing is a behavior where someone gets pleasure from what they are doing and deliberately reduces the enjoyment of the game for other people, such as playing unsportingly, forcing their will, and carelessly.
3. Cheating is a form of fraud carried out by someone to gain profit. Cheating behavior in online games is like using illegal applications that provide advantages over themselves.
4. Scamming is a mode of fraud that aims to obtain material benefits in the form of money or something valuable that belongs to another person. Scamming behavior in online games is trading goods to other players by posing as someone else to gain profit.
5. Cyberbullying is a form of intimidation that occurs through electronic contact and involves the internet or cell phones. One form of action carried out by individuals or groups by bullying is through the communication features in games.

The variables in this research are variable X and variable Y. The relationship between the two variables is asymmetrical, which means that variable X (Emotional Intelligence) influences variable Y (Toxic Behavior). This research focuses on emotional intelligence towards toxic behavior in playing the online game Mobile Legends. This research is essential because emotional intelligence is vital for every student. Therefore, this research wants to determine whether vocational school students' emotional intelligence influences toxic behavior in playing the online game Mobile Legends. In this research, variable X emotional intelligence consists of 5 dimensions explained according to (Goleman, 2009): recognizing emotions, managing emotions, self-motivation, recognizing other people's emotions, and building relationships. Then, toxic behavior, which is the Y variable according to Saarinen (2017), has five dimensions, including flaming, griefing, cheating, scamming, and cyberbullying.
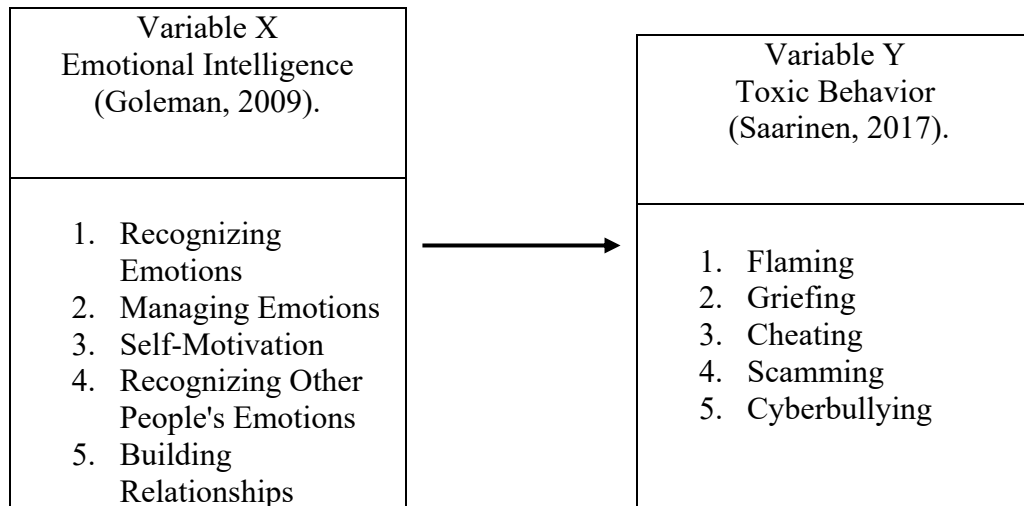
Variable X Emotional Intelligence (Goleman, 2009).	Variable Y Toxic Behavior (Saarinen, 2017).
1. Recognizing Emotions 2. Managing Emotions 3. Self-Motivation 4. Recognizing Other People's Emotions 5. Building Relationships	1. Flaming 2. Griefing 3. Cheating 4. Scamming 5. Cyberbullying

Figure 1. Conceptual Framework

The hypothesis in this research is based on the results of temporary answers to the research problem formulation. The reason it is said to be temporary is because the results of the answers that the researcher gave were only based on the researcher's observations of vocational school students but were not based on facts obtained through data collection. Then, the hypothesis needs to be tested for truth based on empirical data from the research. Based on the results of the problem formulation, the hypothesis in this research is:

H0: There is no influence of the emotional intelligence of vocational school students on toxic behavior in playing the online game Mobile Legends.

Ha: There is an influence of vocational school students' emotional intelligence on toxic behavior when playing the online game Mobile Legends.

METHOD

The research uses a quantitative type of research. The explanatory survey method is used in this research. According to Kriyantono (2014), an explanatory survey is a survey that is used to find out the causes of a situation or condition and what influences it. This was done to determine the influence of vocational school students' emotional intelligence on toxic behavior in playing the online game Mobile Legends. The population in this study was 1,578 students at SMK Karya Guna Bekasi2, consisting of 947 male students and 631 female students. The sampling technique used is purposive sampling, namely a technique for determining samples with special considerations so that they are worthy of being used as samples. This sample was carried out by taking people selected by the researcher according to the specific characteristics of the sample (Abidin, 2015). The data collection technique used a questionnaire via Google Forms, distributed to 94 respondents based on sample calculations using the Slovin formula. This research also uses literature study to collect data through reading, understanding, and analyzing various literature, study results (research results), or studies related to the research to be carried out.

There are several testing techniques in data analysis, namely using a simple linear regression test to determine the influence (positive or negative) and how big the influence is (Priyatno, 2023). T Test (Partial) to find out whether the hypothesis that has been formulated will be accepted or rejected, F Test (Simultaneous) to test the truth of the influence of the independent variable (X) on the dependent variable (Y) together so it can be proven that the influence obtained is not a coincidence mere (Sugiyono, 2009), as well as the Pearson product-moment correlation test to measure the strength and direction of the linear relationship between two variables.

RESULTS AND DISCUSSION

Respondent Characteristics

This study's respondents were Karya Guna 2 Bekasi Vocational School students. Respondent characteristics include gender, age, class, major, play length, and play duration in 1 day. Based on the results of the questionnaire regarding the characteristics of respondents, the most dominant results were obtained, namely that respondents who were students at SMK Karya Guna 2 Bekasi, the majority of those who filled out the questionnaire were male, 18 years old, class XII students majoring in computer and network engineering, who had been playing Mobile Legends for a long time, namely < 3 years and duration of play in 1 day for < 3 hours.

Categorization Per Indicator

a) Categorization Per Indicator Variable X (Emotional Intelligence)

Table 1. Categorization Per Indicator (Variable X)

Indicator	Score		
	Maximum Score	Average Percentage	Criteria
Someone has a sensitivity to their feelings	1128	75%	Strong
A person can make their own decisions	1128	76%	Strong
Some can control themselves	1128	75%	Strong
Some can entertain themselves	1128	68%	Strong
A person can release feelings of anxiety, depression, and offense	1128	73%	Strong
A person can refrain from satisfaction	1128	72%	Strong
Someone can adapt	1128	75%	Strong
A person can understand what other people need or want	1128	79%	Strong
A person has a caring attitude towards other people	1128	80%	Strong
Someone can discuss and work together	1128	80%	Strong
Someone can read situations and interactions	1128	79%	Strong

Based on the categorization calculations per indicator of the emotional intelligence variable, it is known that the indicators "Having a Caring Attitude towards Others" and "Consulting and Working Together" are in the strong category with a percentage gain of 80%.

Table 2. Categorization Per Indicator (Variable Y)

Indicator	Score		
	Maximum Score	Average Percentage	Criteria
Sending text or voice messages that offend other people's feelings	1128	55%	Enough
Carrying out coercive will on others	1128	56%	Enough
Playing unsportsmanlike by behaving greedily and ignoring the team	1128	50%	Enough
Behaving unfairly towards other players, violating game rules, and using other applications to give yourself an advantage.	1128	46%	Enough
Commit fraud by impersonating someone else to sell goods or steal virtual goods.	1128	43%	Enough
Carrying out actions that endanger other people through electronic means of communication.	1128	28%	Weak

Then, in the toxic behavior variable, it is known that the indicator "Performing actions that endanger other people through electronic means of communication" is in the weak category with a percentage of 28%, while the rest are in the sufficient category.

Validity and Reliability Test Results

Based on the results of validity tests on data from 94 respondents, 51 statements consisting of 33 statements related to emotional intelligence and 18 related to toxic behavior were used. It is known that the results of the 51 statements obtained an rcount value greater than rtable so that it can be said that all statement items are said to be valid.

Table 3. Reliability Test Results

Variabel	Cronbach's Alpha	N of items
X	0,920	33
Y	0,911	18

The reliability test uses measurements from Cronbach's Alpha results. The reliability test results for variable X (emotional intelligence) were 0.920, while the reliability test results for variable Y (Toxic Behavior) were 0.911. These results have a value greater than r table 0.207, so this research is reliable or consistent.

Classic Assumption Test
a) Normality Test

This normality test is used to determine whether the dependent and independent variables are standard. The normality test in this study uses Kolmogorov-Simirnov (K-S) statistical analysis, namely if the significant value of the variable is > α=0.05. The distribution is expected, and vice versa. If the significant value of the variable is < α=0.05, then the distribution is said to be abnormal or not. Meets normality assumptions (Ghozali, 2018).

Table 4. Normality Test

One-Sample Kolmogorov-Smirnov Test		Unstandardized Residual
N		94
Normal Parameters[a,b]	Mean	.0000000
	Std. Deviation	9.20541092

Most Extreme Differences	Absolute	.089
	Positive	.089
	Negative	-.058
Test Statistic		.089
Asymp. Sig. (2-tailed)		.065c
a. Test distribution is Normal.		
b. Calculated from data.		
c. Lilliefors Significance Correction.		

Based on the normality test table above, the asymp.sig (2-tailed) value is 0.65 > 0.05, which is the basis for decision-making in the Kolmogrov-Smirnov normality test. This means that all variables are normally distributed to be analyzed further.

b) Linearity Test

The linearity test is used to determine whether the model specifications used are correct and whether the two variables have a linear relationship (Ghozali, 2018). Both variables are considered linear if the significance value is <0.05. From the SPPS output results above, the Sig value is obtained. Deviation from Linearity is 0.177. Therefore, it can be concluded that the independent variable (X) and the dependent variable (Y) have a linear relationship because the sig. A deviation value of 0.177 is more significant than 0.05.

Table 5. Linearity Test

ANOVA Table

			Sum of Squares	df	Mean Square	F	Sig.
Ytotal * Xtotal	Between Groups	(Combined)	5726.517	47	121.841	1.647	.046
		Linearity	1248.027	1	1248.027	16.874	.000
		Deviation from Linearity	4478.490	46	97.358	1.316	.177
	Within Groups		3402.292	46	73.963		
	Total		9128.809	93			

Hypothesis testing

To find the meaning of the influence of emotional intelligence (X) on toxic behavior (Y), researchers used a simple linear regression test, as well as the Pearson product-moment correlation test, to measure the strength and direction of the linear relationship between two variables. The results are as follows:

a) Simple Linear Regression Test

Based on the results of the Model Summary table above, it can be seen that the coefficient of determination (R Square) is 0.137 or 13.7%. Thus, this figure shows that the relationship between the independent variable (Emotional Intelligence) and the dependent variable (Toxic Behavior) is 13.7%. Meanwhile, the remainder (100%-13.7% = 86.3%) is influenced by other variables outside this regression equation or variables that were not studied.

Table 6. Model Summary

Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.370a	.137	.127	9.255
a. Predictors: (Constant), Xtotal				
b. Dependent Variable: Ytotal				

b) T-test

The T-test is used to find out whether the hypothesis that has been formulated will be accepted or rejected. The results of the T-test can be seen in the coefficient table. The level of significance used is 5% or $\alpha = 0.05$.

Decision-making criteria:

If $-t_{count} \geq -t_{table}$ or $t_{count} \leq t_{table}$ then H0 is accepted (there is no significant influence between the independent variable and the dependent variable)

If $-t_{count} < -t_{table}$ or $t_{count} > t_{table}$ then H0 is rejected (there is a significant influence between the independent variable and the dependent variable).

Table 7. T-Test

Coefficients[a]						
Model	Unstandardized Coefficients		Standardized Coefficients		t	Sig.
	B	Std. Error	Beta			
1 (Constant)	60.069	6.824			8.802	.000
Xtotal	-.260	.068	-.370		-3.817	.000
a. Dependent Variable: Ytotal						

From the results of the T test table above, it can be seen that the tcount value is (-3.817) < ttable (-1.986) and the significance value is 0.000 < 0.05. Therefore, H0 is rejected or Ha is accepted, which means that partially there is a negative influence between the emotional intelligence variable (X) and the toxic behavior variable (Y). The effect is negative because the tcount value is negative, meaning that if emotional intelligence increases then toxic behavior will decrease and vice versa if toxic behavior increases then emotional intelligence will decrease.

c) F test

Table 8. F Test

ANOVA[a]						
Model	Sum of Squares	df	Mean Square	F	Sig.
1 Regression	1248.027	1	1248.027	14.569	.000[b]
Residual	7880.782	92	85.661		
Total	9128.809	93			
a. Dependent Variable: Ytotal					
b. Predictors: (Constant), Xtotal					

From the results above, it can be seen that the significance value of the joint influence of X on Y is 0.000 < 0.05. Then, for the calculated F value of 14.569 > F, see Table 3.94. So, there is a simultaneous influence of Variable X (Emotional Intelligence) on Variable Y (Toxic behavior).

d) Pearson Product Moment Correlation Test

Table 9. Pearson Product Moment Correlation Test

Correlations				
		Kecerdasan Emosional	Toxic Behaviour
Kecerdasan Emosional	Pearson Correlation	1	-.370[**]
	Sig. (2-tailed)		.000
	N	94	94
Toxic Behaviour	Pearson Correlation	-.370[**]	1
	Sig. (2-tailed)	.000	
	N	94	94
**. Correlation is significant at the 0.01 level (2-tailed).			

Based on the Pearson product-moment correlation test table, it is known that the correlation coefficient value is -0.370 with a significance of 0.000. With this significance value, it can be concluded that variable X and variable Y have a negative relationship or can be said to have a correlation. Then, for the strength of the relationship between these two variables, it enters into a weak correlation with a value of -0.370.

Based on the results of the research above regarding the influence of emotional intelligence on toxic behavior, it has a significant negative influence. This results from a simple linear regression test obtained by the equation $Y = a + bX = 60.069 + (-0.260)$ of -0.260. Alternatively, the higher your emotional intelligence, the lower the toxic behavior you will get. In contrast, the lower the toxic behavior you have, the higher the intelligence you will get. It is, then, based on the coefficient of determination (R-square) value of 0.137. This shows that emotional intelligence influences toxic behavior by 13.7%, while the remaining 87.3% is influenced by variables not studied, such as religious behavior, self-concept, social intelligence, and spiritual intelligence.

Then, based on the results of the T-test, it can be seen that the count value is (-3.817) < table (-1.986), and the significance value is 0.000 < 0.05. This is also emphasized in the regression analysis value of 0.000 < 0.05, meaning that the regression analysis value is smaller than 0.05, so it can be stated that emotional intelligence influences toxic behavior. So, the emotional intelligence of students at Karya Guna 2 Bekasi Vocational School significantly negatively influences toxic behavior. Therefore, H0 is rejected, and Ha is accepted.

The results of this research are also in line with previous research conducted by Nugraha et al. (2019), which showed a negative relationship between emotional intelligence and bullying behavior. This means that the higher the student's emotional intelligence, the lower the bullying behavior. Conversely, the lower the student's emotional intelligence, the higher the bullying behavior.

Furthermore, based on the Pearson product-moment correlation test, the correlation coefficient value was -0.370 with a significance of 0.000. With this significance value, it can be concluded that variables X and Y have a negative relationship or can be said to correlate. Then, for the strength of the relationship between these two variables, it enters into a weak correlation with a value of -0.370. The negative sign (-) in the correlation coefficient value above indicates the opposite direction of the relationship and does not indicate the size of the coefficient value (Muhid, 2010). This means that the relationship between the two variables (X and Y) is inverse. The higher the variable X, the lower the variable Y, and vice versa. According to the research, the higher the emotional intelligence of students, the lower the toxic behavior they carry out.

Based on the categorization per indicator in the emotional intelligence variable, it is known that the average percentage that has the highest value is the indicator of having a "caring attitude towards others" and "indicators of deliberation and cooperation," which are in the dimension of recognizing other people's emotions and building relationships with them. The average percentage gain is 80%. Then, based on the average percentage of the toxic behavior variable, it is known that the indicator has a weak category, namely the indicator "carrying out actions that endanger other people through electronic means of communication," which is in the cyberbullying dimension with an average percentage gain of 28%.

According to Goleman (2009), there are several aspects of emotional intelligence, one of which is recognizing other people's emotions and building relationships. Recognizing other people's emotions or empathy is a person's ability to understand what others need or want and build relationships, a skill in successful interactions.

According to Santrock (2012), the 4th stage of development is at the vulnerable age of 15-18 years. At this time, individual thinking was more abstract, idealistic, and logical. Emotional development during this period is also more mature. Based on the average percentage results, it was found that Karya Guna 2 Bekasi Vocational School students had a

high level of empathy and willingness to work together. Empathy, or recognizing other people's emotions, is understanding hidden social signals and knowing what others need or want (Goleman, 2009). Every teenager needs to have an empathetic or caring attitude toward other people because of several factors, such as understanding, interacting, and having emotional reactions.

Then, teenagers in the transition period to adulthood are curious about human life around them and always want to know what their friends are experiencing (Diananda, 2018). Teenagers here desire to be liked and accepted by friends or a group. So, skills in building relationships are needed, such as being able to deliberate and work together. This ability to develop emotional intelligence is also essential for Generation Z or digital generation teenagers to protect themselves from the negative impacts of technological advances, such as toxic behavior.

Generation Z, or the digital generation, is the Net generation, or the internet generation, who live during the development of technology or the digital era and use much technology in their daily lives. Generation Z, or the digital generation, must have good emotional intelligence because by having good emotional intelligence, generation Z will be able to control their emotions, show a positive impression of themselves, try to adapt to the environment, be able to express emotional reactions appropriate to the situation and be able to solve problems (Budiana, 2021).

Based on research by Ferdiana et al. (2023), there is a positive relationship between emotional intelligence and independence in solving problems in Generation Z. Generation Z is considered to have emotional intelligence to solve problems and protect themselves from toxic behavior. Then, based on Budiana's research (2021), it is explained that the digital native generation, or the generation that has had access to the internet and technology since they were born, must have good emotional intelligence because with good emotional intelligence, they will be able to face the flow of technological developments wisely and be able to carry out his life is good.

In the end, generation Z must have emotional intelligence because by having good emotional intelligence, generation Z can not only protect themselves from toxic behavior but also from other lousy behavior so that they can solve problems and face the flow of technological developments wisely, especially in utilizing the online game Mobile Legends.

CONCLUSION

Regarding the emotional intelligence possessed by students at SMK Karya Guna 2 Bekasi, the average percentage results were 80% to 68% and were in a strong category. Meanwhile, toxic behavior averages 56% to 28% in the moderate to weak category. Based on the regression analysis value of $0.000 < 0.05$ or the regression analysis value is smaller than 0.05. This means that emotional intelligence influences toxic behavior. Then, the b value or regression coefficient of -0.260 states that for every additional 1% or 1 unit of emotional intelligence value, the toxic behavior value decreases by -0.260. The regression coefficient is negative, so the direction of the relationship between variable X and variable Y is negative. So, the regression coefficient on emotional intelligence significantly negatively affects toxic behavior. So, the harvested results show that H0 was ejected and Ha was accepted. Then, these results show that the higher the emotional intelligence students have, the lower the toxic behavior carried out by students; conversely, the higher the toxic behavior carried out by students, the lower the emotional intelligence students have.The magnitude of the influence in the R-Square coefficient of determination test produces a value of 0.137 or 13.7%, which means that the influence of emotional intelligence on toxic behavior is 13.7%, and the rest is influenced by other variables outside this regression equation or variables that are not studied such as religiosity behavior. , self-concept, social intelligence, and spiritual intelligence.

Then, based on the results of the Pearson product-moment correlation test, it is known that the correlation coefficient value is -0.370 with a significance of 0.000. With this significance value, it can be concluded that variables X and Y have a negative relationship or can be said to correlate. Then, for the strength of the relationship between these two variables, it enters into a weak correlation with a value of -0.370. Researchers hope that this research can be further developed by researchers who conduct qualitative research to obtain more in-depth data regarding emotional intelligence and toxic behavior.

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