

Legend: add=addition

[Technology](#), [Internet](#)



Legend: Add= addition Add: Chapter I Problem and its background

Introduction In present times , computer gaming has been popular mostly within the students' societies worldwide. Like a virus , excessive gaming has also been contagious within the society , creating an indestructible and unstoppable problem concerning its effects. In local concept , students and non-students here in the Philippines has been massively influenced with the habit of computer gaming even it sometimes affects their daily productive activities such as work , studies or even family relations. Same as in other countries , computer gaming can only be declared as a problem , if and only if it is in excess. And this problem has been uncured until now , and this also affecting mostly the student society's educative and productive activities.

Related Studies: Title: The Effects of playing on-line computer games in academic performance of students? Background of the study: The aim of this paper is to investigate a comparatively untouched area of research into games and education: whether or not there is a link between the frequency with which computer and video games are played, and academic achievement, as measured by traditional examination results, of those who play them. An online game is a game played over some form of computer network. This almost always means the Internet or equivalent technology, but games have always used whatever technology was current: modems before the Internet, and hard wired terminals before modems. The expansion of online gaming has reflected the overall expansion of computer networks from small local networks to the Internet and the growth of Internet access itself. Online games can range from simple text based games to games incorporating complex graphics and virtual worlds populated by many

players simultaneously. Many online games have associated online communities, making online games a form of social activity beyond single player games. The rising popularity of Flash and Java led to an Internet revolution where websites could utilize streaming video, audio, and a whole new set of user interactivity. When Microsoft began packaging Flash as a pre-installed component of IE, the Internet began to shift from a data/information spectrum to also offer on-demand entertainment. This revolution paved the way for sites to offer games to web surfers. Some online multiplayer games like World of Warcraft, Final Fantasy XI and Lineage II charge a monthly fee to subscribe to their services, while games such as Guild Wars offer an alternative no monthly fee scheme. Many other sites relied on advertising revenues from on-site sponsors, while others, like RuneScape, or Tibia let people play for free while leaving the players the option of paying, unlocking new content for the members

REVIEW OF RELATED LITERATURE Most of our youth and students today are fond of going into internet shop to use computer, without knowledge of their parents what they are up to. They will ask money from their parents telling that they have something to search in the internet for their project or assignments, although others do so, but there are some who just make it as an alibi so that they can compete skills with their peers through playing games online like for example war craft, battle realms, DOTA etc.

Related Literature Foreign Since Time named the microcomputer their " Man of the Year" in 1983 there has been a continued drive for public school teachers to become computer literate. A nationwide study concluded that although teachers have increased computer availability in their classrooms, they are not integrating

computers into the standard curricula. The present study examined "technophobia" as an explanation for low levels of computer utilization. Elementary teachers (N = 171), secondary science teachers (N = 117), and secondary humanities teachers (N = 200) in 54 schools across five urban school districts completed three measures of technophobia and a measure of demographic characteristics, computer/technology experience, computer availability, and current computer use. Results indicated that: (1) computers are available at all schools, but are not being used by many teachers; (2) many teachers are technophobic, particularly elementary teachers and secondary humanities teachers; (3) teachers are most worried about dealing with the actual computer machinery in their classroom, about computer errors, and about learning to use computers; and (4) predictive models showed that although computer experience is the most prominent predictor of technophobia, it is not the only predictor - age, gender, teaching experience, computer availability, ethnicity, and school socioeconomic status also play an important role in predicting technophobia. Implications of