# Effect of computer games

Technology, Internet

Internet is a global system of interconnected computer networks that use the standard Internet protocol suite (often called TCP/IP, although not all applications use TCP) to serve billions of users worldwide. It is a network of networks that consists of millions of private, public, academic, business, and government networks, of local to global scope, that are linked by a broad array of electronic, wireless and optical networking technologies. The Internet carries an extensive range of information resources and services, such as the inter-linked hypertext documents of the World Wide Web (WWW) and the infrastructure to support email. A social networking service is an online service, platform, or site that focuses on facilitating the building of social networks or social relations among people who, for example, share interests, activities, backgrounds, or real-life connections.

A social network service consists of a representation of each user (often a profile), his/her social links, and a variety of additional services. Most social network services are web-based and provide means for users to interact over the Internet, such as e-mail and instant messaging. Online community services are sometimes considered as a social network service, though in a broader sense, social network service usually means an individual-centered service whereas online community services are group-centered. Social networking sites allow users to share ideas, activities, events, and interests within their individual networks. The researcher aims to know what are the advantages and disadvantages of playing computer games and/or social networking sites like Facebook and Twitter.

According to buzzle. com the advantages of internet are: (a) Faster Communication: the foremost target of Internet has always been speedy

communication and it has excelled way beyond the expectations, (b) Information Resources Information is probably the biggest advantage that Internet offers, and (c) Entertainment it is another popular reason why many people prefer to surf the Internet. And the disadvantages are: (a) Theft of Personal Information if you use the Internet for online banking, social networking or other services, you may risk a theft to your personal information such as name, address, credit card number etc. (b) Spamming refers to sending unwanted e-mails in bulk, which provide no purpose and needlessly obstruct the entire system, (c) Pornography is perhaps the biggest disadvantage of the Internet, and (d) Virus Threat, users are often plagued by virus attacks on their systems. Virus programs are inconspicuous and may get activated if you click a seemingly harmless link.

The researcher wants to know if computer games/ social networking sites like Facebook is highly affect the study habits of the students of CAANHS-Main based on the time schedule of the students. Computer games/ social networking sites affect the study habits of the students; they are not just balancing their time in playing than in studying.

This study covers the two important factors; first, the effect of computer games in the study habits of the students, and second is how they balance their time in studying and in playing computer games/ surfing the net.

The researcher will do this by surveying the students of our school to determine which they're prefer most. The survey will done three sections per year level of our school, the cream sections, and the mentally challenged section (VII-Archangels, Hills of Rome, Septuagint, II- Testaments, Trees of

Eden and Sides, III- Musketeers, Kings and Triads, and IV- Evangelists, Elements and Truths).

This study will help students to balance their time in studying. They may use their time properly. They may save money and use it in important matters like for their project and not wasted in not important games.

For the parents, they can control their children in playing computer by making a schedule for their own good. Vacant time can have their bonding for their family. For the school including the teachers, they will have a satisfaction because there will be a lessen number of students with low grades and low scores in the test. And the achievement level will go up.

1. Social networking service - is an online service, platform, or site that focuses on facilitating the building of social networks or social relation among people who, for example, share interests, activities, backgrounds, or real-life connections.

2. Computer - A device that computes, especially a programmable electronic machine that performs high-speed mathematical or logical operations or that assembles, stores, correlates, or otherwise processes information.

3. Internet - is a global system of interconnected computer networks that use the standard Internet protocol suite (often called TCP/IP, although not all applications use TCP) to serve billions of users worldwide.

4. Theft - is the taking of another person's property without that person's permission or consent with the intent to deprive the rightful owner of it.

5. Spam - is the use of electronic messaging systems to send unsolicited bulk messages, especially advertising, indiscriminately.

1. What is computer addiction? Internet Addiction, otherwise known as computer addiction, online addiction, or internet addiction disorder (IAD), covers a variety of impulse-control problems, including: Cybersex Addiction – compulsive use of Internet pornography, adult chat rooms, or adult fantasy role-play sites impacting negatively on real-life intimate relationships.

Cyber-Relationship Addiction – addiction to social networking, chat rooms, and messaging to the point where virtual, online friends become more important than real-life relationships with family and friends. Net Compulsions – such as compulsive online gaming, gambling, stock trading, or compulsive use of online auction sites such as eBay, often resulting in financial and job-related problems. Information Overload – compulsive web surfing or database searching, leading to lower work productivity and less social interaction with family and friends. Computer Addiction – obsessive playing of off-line computer games, such as Solitaire or Minesweeper, or obsessive computer programming. (helpguide. org)

2. Treatment Outcomes with Internet Addicts

A total of 114 clients were evaluated. Demographically, 42% of clients were women and 58% of clients were men. Mean age for males and females were quite similar, 38 and 46, respectively. 84% were Caucasian, 5% were African-American, and 11% were of Asian descent, 28% held a masters degree or doctorate, 61% held a four-year bachelors degree, and 11% had earned a high school diploma. (Dr. Kimberly S. Young) 3. Intervention for pathological

and deviant behavior within an online community Traditional abstinence models of addiction are not practical interventions as Internet use has several academic and professional benefits. The focus of treatment should consist of moderation and controlled use (Young, in press).

In this relatively new field, outcome studies are not yet available. However, based upon individual practitioners who have seen Internet addicted subjects and prior research findings with other addictions, several techniques to treat Internet addiction have been developed: (a) practice the opposite time in Internet use, (b) employ external stoppers, (c) Set goals, (d) abstain from a particular application, (e) use reminder cards, (f) develop a personal inventory, and (g) enter individual therapy or a support group. The list is not comprehensive, but addresses the major interventions utilized within the experimental on-line consultation service.