

The effects of computer games to academic performance of students



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CHAPTER 1 THE PROBLEM AND ITS BACKGROUND Personal computer game (also known as computer game or simply pc game) is a video game played in the personal computer, rather than on a video console or arcade machine. Computer games have evolved from the simple graphics and game play of early titles like Space War, to a wide range of more visually advanced titles. PC games are created by one or more game developers, often in conjunction with other specialists (such as game artists) and either published dependently or through a third party publisher.

They may then be distributed on physical media such as DVDs and CDs, as Internet-downloadable shareware, or through online delivery services such as Direct2Drive and Steam. PC games often require specialized hardware in the user's computer in order to play, such as specific generation of graphics processing unit or an Internet connection for online play, although these system requirements vary from game to game. Space War, developed for the PDP-1 in 1961, is often credited as being the first ever computer game. The game consisted of two player-controlled spaceships maneuvering around a central star, each attempting to destroy the other.

Although personal computers only became popular with the development micro processor, mainframe and minicomputers, computer gaming has existed since at least the 1960s. One of the first computer games was developed in 1961, when MIT students Martin Graetz and Alan Kotok, with MIT employee Steve Russel, developed Space War On a PD-1 computer used for statistical calculations. The first generations of PC games were often text adventures or interactive fiction, in which the player communicated with the computer by entering commands through a keyboard.

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The first text adventure, Adventure, was developed for the PDP-11 by Will Crowther in 1976, and expanded by Don Woods in 1977. By the 1980s, personal computers have become powerful enough to run games like Adventure, but by this time graphics were beginning to become an important factor in games. Later games combined textual commands with basic graphics, as seen in the SSI Gold Box games such as Pool of Radiance, or Bard's Tale. By the mid-1970s, games were developed and distributed through hobbyist group and gaming magazines, such as Creative Computing and later

Computer Gaming World. These publications provide game code that could be typed into a computer and played, encouraging readers to submit their own software to competition. STATEMENT OF THE PROBLEM This study is about the computer games and its effects to the students; specifically the researchers tried to find out the answers to the following problems: 1. The socio - demographic profile of the respondents: 1. 1. Age; 1. 2. Gender; 1. 3. Year Level 2. What are the advantages and disadvantages of computer games? 3.

What are the possible effects of computer games to the students SCOPE AND DELIMITATION OF THE STUDY The present study deals on the perception and level of awareness of the students of Metro Manila College about Computer Games. The study is limited to 30 Education students both male and female in the S. Y. 2011 - 2012 who are studying at Metro Manila College.

DEFINITION OF TERMS (INTRODUCTION) Counterstrike- A total conversion mod for valve software's Half-Life, achieved great popularity on-line. Open

GL- Is a cross platform API for graphics rendering that is also used.

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PC Games- A video game played on a player on a Personal Computer, rather than on a video game console or arcade machine. Real Time Strategy Genre- Account to provide improved audio in Computer Games. Shareware Marketing-Whereby a limited / demonstration version of the full game is released to prospective buyers without charge has been used as a method of distributing Computer Games. Shareware Marketing-Whereby a limited / demonstration version of the full game is released to prospective buyers without charge has been used as a method of distributing Computer Games. Space War- One of the earliest known digital game.

Steve, Martin “ Shag” Graetz and Wayne Wiitanen of the fictitious “ Hingham Institute” conceived of the game in 1961, with the intent of implement it on a DEC PDP-1 at the Massachusetts Institute of Technology. Steam System- Develop by Valve Corporation Provides and alternative to traditional online services. Video Game Addiction- Another Culture aspect of gaming to draw criticism as it can have a negative influence on health and on social relations. Welfenstein 3D- Released as shareware by ID software in 1992, and is widely regarded as having popularized the first person shooter genre of Computer Games.