

Computer video games addiction



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Back in the 19th century when the first ever computer was built, the primary recognized purpose of the computer was to help man accomplish work easier, faster, and more precise. Computer back then was not a part of their lifestyle and is even an alien to the society but nowadays, this has finally become a daily routine of man. Undeniably, this technology has played and continually plays a big role in the development in the field of medicine, business, entertainment, and the like. These computers have expanded its uses and have introduced to people a fair large amount of new and exceptional software and applications that benefit the humankind.

Encompassed in these software and applications are computer games, also known as video games. Originally these were shaped to simply give entertainment to the software engineers and were not immediately revealed to the world. As years passed by, slowly it became an industry of electronic games evolving from non-colorful to two-dimensional to three-dimensional and now even the most complicated graphics no one even taught was possible. Everything was all about entertainment and fun and learning.

Moreover, the widespread use of video games has led to a series of questions. The most common question discusses the effects that the video/computer games have on the academic performance of the gamer. Researchers have found that each situation should be handled independently because the effects vary from individual to individual. This is a very alarming phenomenon that must be given attention especially by parents of kids aged 8-18. Most often, this age bracket is greatly affected by addiction and loss of control when surrendered in the temptation of unlimited gaming. This paper

is in point a fact about computer/video games addiction and how it declines the academic performances of students in school.

The overall objective of the study is to identify the different effects of computer/video games to the students' academic performance. Within this broad theme, the research has a number of specific objectives:

- * To make the students comprehend the damaging effect of computer/video games in their academic life;
- * To serve as an eye-opener to parents who are being tolerant to their children about computer gaming;
- * To identify possible solutions to the problem of computer/video games addiction; and
- * To improve the academic lives of the students upon reading this research.