

# Influence of computer games to the academic performance of students essay sample



**ASSIGN  
BUSTER**

The study aimed to find out the influences of computer games to the academic performance of second year college students at Bataan Peninsula State University Dinalupihan Campus during the Academic Year 2012- 2013.

Specifically, it sought to answer the following questions: 1. How may the profile of the students be described in terms of their: 2. 1 age and 2. 2 gender 2. 3 economic status 2. What are the factors that encourage the respondents to play computer games: 3. What are the influences of computer games to the academic performance of the respondents? 4. How may these problems be resolved?

#### Significance of the Study

The findings of this study will point out the influences of computer games to the academic performance of second year college students at Bataan Peninsula State University Dinalupihan Campus. It will be of great help to the Dean of Instructions, teachers, as well as to the parents and students themselves. To the Dean of Instructions, this study may be a benefit in seeking to enhance and broaden their point of view as to what must be taken into consideration with regards to the academic performance of the second year college students. To the teachers, this will help them to gain a new perspective on how to respond and deal with the problems that they encountered from the students who are affected academically by computer games. To the parents, this will help them to identify how computer games affect the academic performance of their children. It will also give the parents the knowledge about the proper guidance that they will provide to

their children. To the students, the study will help them in knowing how computer games will affect their studies.

#### Scope and Delimitation of the Study

The study aims to assess the influences of computer games to the academic performance of second year college students at Bataan Peninsula State University Dinalupihan Campus during the Academic Year 2012- 2013. To be included in this study are the age, gender, economic status, the effect of computer games to the academic performance of second year college students of BPSU-Dinalupihan Campus, and the suggested ways to resolve these problems.

The study is limited only to the college students of BPSU - Dinalupihan Campus.