

# Effects of computer games to young student



It is known that we are living in the technological era. Computers became an irreplaceable tool in everyday life of almost every person. The adult users generally use it for business purposes while youngsters for computer games. Computers are part of our life and are a very Important component in many spheres of modern life. And nowadays majority of young people spend their time either gaming or surfing the net. Computer games have become one of the favorite past time of young people from kids, teens and even adults.

These habits turn to an addiction that has a tremendous effect on young people. In an increasingly technology-dependent based society, people will continue to use computers not only for business but also for pleasure.

Computers have become a social and economic necessity that permeates every part of our lives, It Is feasible that In the future, every person In the world may own or use a computer. Therefore, necessary precaution must be taken In exploring all the uses of computers, and the negative consequences of using them on a daily basis. Acknowledgement

We would like to use this opportunity to acknowledge the people who helped us to accomplish our research paper. First of all we would like to thank the students who had a big part In accomplishing our research paper. They all gave their insights about our topic and honestly answered all the questions we asked. We also give the thanks to the Psychologists and Sociologists who gave us much Information and enlightened us about our topic. We would also like to thank our friends who are always there to help us and encourage us to make a successful research paper.

I also thank my partner in this research who is always there to help me accomplish the tasks in our research paper, and lastly we would like to thank our lord Jesus Christ for the strength and hope he gave us for the times we feel like we can't finish our research paper. Background of the study controversies about computer gaming addiction being linked to violence have been rampant since the 1980s. Studies show that most delinquents have had some time playing video games before doing a crime.

Although little to no proof is exhibited till today, we hope to share our insights on this matter. This research provides an exemplary background concerning a specific addiction amongst teens which is gaming, be it Pc or console, this research paper tackles the psychological aspect of a gamers behavior from consistent influence with factors emanating from games ranging from violent to educational ones, for as computer games grow in popularity, the negative and positive effects of usage should be studied.

Source: <http://> Statement of the Problem This study aims to answer the following What psychological reason implies to game addiction. How violence is usually associated with certain gaming genres. How game developing If games can affect human behavior dramatically that it can change the very being of a person. If simulation can replace human interactions in the future. Objective of the Study The general objective of this study is to understand the true nature of gaming.

Specifically, this research aims to fulfill the following: To understand why majority of the youth prefer isolation through gaming rather than solicitation, To know why addiction is prominent in today's generation; and To the ultimate reason of addiction to gaming. Significance of study This section will

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provide brief description on the various significances of the study given the three categories Educational, Technological and Psychological. To students. The proposed study serves the students as their reference or guide to today's temptation with present day technological marvels.

It will also help students into taking computer related courses to enlighten the next generation on the matter on computer addiction. To experts. The proposed study will help Psychologists and Sociologists to have a deeper understanding to the said matter. By this study they will come up with easier and effective treatment varying from correction to prevention. To future researchers. The proposed study will benefit and help them as a guide. The study can also open in development in association to whatever obstacle lies in the future with reference to this subject.

Scope and Limitation of the study This research paper focuses on the nature of how PC/Console games contribute to today's society, mostly students, for they are what make up the majority number of gamers, and whether it be negative or positive, this research paper aims to give a utter understanding of how this form of entertainment can give such a huge impact to today's society. CHAPTER II Materials & Methods In order to gather valuable data, the researchers conducted an oral interview with fellow gamers in a local computer shop (computer shop name disclosed).

Oral interview was used since it is more applicable to the kind of problem being studied and because their eyes were glued to the screen at the moment of the questioning. The Oral interview was a five-item interview that deals with the student's background and how gaming affected him/her

academically. The questions asked are: 1. Who or How was computer gaming introduced to you? 2. How often do you play? 3. Does gaming affect your class standing? 4. For you, is gaming good or bad? 5. What genre of game do you prefer?

Results A total of 5 students were interviewed on the 4th of April 2014, somewhere between the times of 13: 00 to 15: 00. The survey only lasted for not more than two minutes and the volunteers were very cooperative. The gathered data revealed that the first 3 of 5 interviewees were doing exceptionally well in school despite spending some 8 hours of gaming on a daily basis, where they favored a MOB genre articulatory LOL. The three of them were childhood friends and played together most of the time.

Interviewee 4 is a scholar in a prestigious school (FEE-East Asia College). Despite admitting she is a gaming addict; her habit never hindered her studies and managed to maintain an excellent streak of grades since her admission in the year 2012. She started playing games when her now ex-boyfriend introduced the MOB game LOL. Interviewee 5 is an average person, with average grades, above passing; stating that for him, gaming was just a past-time, spending some 6-8 total hours of gaming, at home and in a computer shop.

He favored the game Dragon Nest which is a MOBA-RPG game. He started playing it because he found it curious and fun. CHAPTER Summary

(Summarize MO and Lang) Conclusion We came to the conclusion that gaming addiction was mostly related to the influence of the number of players that play the game. Curiosity then mostly by invitation is how a player starts with

a game. Addiction, we believe, arises from peer pressure, or in worst cases, withdrawal from society due to negative treatment from people.