

# Online games: student behavior and academic performance

[Education](#)



In the present time, most adolescents get hooked on to online gaming. Online games are video games played through a form of computer network. Online games can range from simple text-based games to games incorporating complex graphics and virtual worlds populated by many players simultaneously.

Gaming faces criticism by groups who point out that some of the programs contain objectionable content. As the children clicked together with spreading of online games, parents and instructors are alarmed, but researchers questioned whether these games can be harnessed into educational purposes.

The purpose of this research is to know the Relationship of Playing online games to the students' behavior and academic performance and what are its positive and negative effects. With this research, people will be able to comprehend on what the students are enjoying so much about online games and why they let it affect their behavioral and academic performance.

## **Related Literature**

Electronic games have become ingrained in our culture. Children's fixation with these games initially alarmed parents and educators, but educational researchers soon questioned whether the motivation to play could be tapped and harnessed for educational purposes. However, although many claim that educational potential lies within video games, they still have not been universally regarded as a quality learning tool.

According to Patricia Greenfield (Mind and Media) claimed in 1984 that with increasing technology and increased research that future video games would

be a vital component to the educational process. David Sheff (Video Games: A Guide for Savvy Parents) said almost the exactly same thing in 1994.

It seems as if the issue of using video games for educational purposes is still not fully accepted and their implementation brings forth many concerns. Thus, it is also seen that we have constantly regarded video games as having high potential and that their use in education will be vital in the near future. However, these visions have remained the same as time has passed and the foreseeable goal of implementation has still yet to be reached, for we keep pushing the time line further into the future.

Video games are seen as a good learning tool because many think that they can teach children in ways that their teachers are failing by sparking their minds, stimulating their thinking, and inspiring their imagination.

Playing Online games are one of the medium of entertainment especially in the student of (Holy cross of Davao College). Virtual or cyber games over internet are direct personally to each individual user. It encourages and requires the participation of individual user or gamester. It is an inexpensive in the sense that the internet connections for the online games are easily accessible everywhere and anywhere and affordable days. This aspect works in association with the personal characteristic and importance of discipline to the individual (student) gamester. The effective advertisement and promotions of online games developers caught the youth or student's attention to response.

These qualities of online games advertisement give it immense influence over a vast range and sizeable number of student especially in (Holy cross of

Davao College). Certainly, it is not just a matter of a single flick. Online game is a business and profit has to generate. Apparently, businesses, or anyone for that matter, do not see many monetary profits from hardcore developmental animation, graphic development, and as businesses, they must do everything to maximize profits.

The children, teenager or students are where the money and corporate boards of many online game sites decided that these are the ones who must be targeted. The more children, teenager or students playing at strategic times of the day, the more they could advertise and give promos.