

The effect of playing online games on the academic performances of the selected s...

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Chapter I The Problem and Its Background A. Introduction The researcher wants to know the effects of playing online games on the academic performances of the students in Mt.

Moriah Christian Academy. The reason why the researcher have chosen this particular research topic was know the advantages and disadvantages of playing computer games on the academic performances of the selected high school students. The researcher aims to know how many high school students were addicted on playing online games. Some of the tasks of the researcher has to complete in order to attain the aims of the research paper were to do suveys within the MMCA, to know if the playing online games bring good or bad effects to the academic performances of the high school students. Some of the researcher intents were to help also some students when this research is already finished or done. B.

Background of the Study Online gaming is a technology rather than a genre; a mechanism for connecting players together rather than a particular pattern of game play. Online games are played over some form of computer network, now typically on the Internet. Some of the advantages of playing online games are; the ability to connect to multiplayer games, although single-player online games are quite common as well, and the ability to build the confidence of the individual in the game that they're used to play. Some of the disadvantages also on playing online games are; the students may be too much hooked on this game and may have insufficient time to study their lessons that their teachers taught them. In the year 2008, most high school students have played a lot of online gaming, and it is very popular. Way back in early 2007 there was a worldwide phenomenon which created a brand <https://assignbuster.com/the-effect-of-playing-online-games-on-the-academic-performances-of-the-selected-students-of-mmca-sy-2011-2012/>

new manner of video game - one which used "unusual-looking" dice and no playing field - the game was Dungeons and Dragons and because of the complicated math and time involved, it basically appealed to very smart people.

Somewhere around this same time, an additional group of intellectuals was making what would later turn out to be personal computers in their rooms. When the two came as one, the wide-reaching miracle of Internet role playing gaming was created. Because there was so much of an overlap in the audiences, fantasy role-playing games were the first programs produced for personal computers because of the large audience for them. With the arrival of the World Wide Web, they were also among the first offerings on the World Wide Web. Now, after the World Wide Web opened to business and personal use, online gaming is still today madly popular. Some online games like RPG (Role Playing Games) provide players the capability to assume the role or character of a fictitious character, often of which have abilities that are a little out of the ordinary, and also live in a wonderful fantasy world which is far from normal.

There is no "victory" or "losing" in role playing games; the objective is to build up your character - continue developing his powers, learn new ones, and acquire better equipment. There are some games in which you are allowed free roaming to essentially assume the responsibility of your character and exist in their life as you see fit. And there are several genres and gaming worlds from which to choose. Over 2 years later, Internet role playing gaming shows no signs of slowing down. C. Theoretical

Game theory is a mathematical method for analyzing calculated circumstances, such as in games, where a person's success is based upon the choices of others.

More formally, it is " the study of mathematical of conflict and cooperation between intelligent rational decision-makers. " An alternative term suggested " as a more descriptive name for the discipline" is interactive decision theory. Game theory is mainly used in economics, political science, and psychology, and other, more prescribed sciences, like logic or biology. The subject first addressed zero-sum games, such that one person's gains exactly equal net losses of the other participant(s). Today, however, game theory applies to a wide range of class relations, and has developed into an umbrella term for the logical side of science, to include both human and non-humans, like computers.

Classic uses include a sense of balance in numerous games, where each person has found or developed a tactic that cannot successfully better his results, given the other approach. They say " life is a game. What this metaphor means, is that in life there are rules, and your role is to play by the rules, attempting to maximize your gains and minimize your losses. When you utter the phrase " life is a game," it is usually in response to some dissatisfaction with the rules such as a personal setback, and is a way of distancing yourself from the emotional impact or the reality of things. A perfect example is the Oscar winning Italian film " Life is Beautiful," where a father convinces his very young son that being in a concentration camp is only a game. Game theory assumes that one has opponents who are

adjusting their strategies according to what they believe everybody else is doing.

The exact level of sophistication of the opponents should be part on one's strategy. If the opponent makes his/her decisions randomly, then one's strategy might be very different that it would be if the opponent is considering other's moves. To analyze such a game, one puts oneself in the other player's shoes, recognizing that the opponent, being clever, is doing the same. When this consideration of the other player's moves continues indefinitely, the result is an infinite regress. Game theory provides the tools to analyze such problems. D.

Conceptual Framework E. Statement of the Problem What are the effects of playing online games on the academic performances of the high school students of Mt. Moriah Christian Academy for the School Year 2011-2012? F. Hypothesis There is no significant relationship between the online gaming and the academic performances of the highschool students of MMCA. There is no effect of playing online games on the academic performances of the high school students of Mt.

Moriah Christian Academy. G. Significance of the studyThe research study primarily discusses the effect of playing online games on the academic performances of the selected high school students of MMCA for SY. 2011-2012. The need to explore the research problems or the consciousness and awareness of the effect of playing online games on the academic performances of the high school students. The results of the study would be beneficiary to the following: The Students: They could be beneficiary of this

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study for they can be aware of what are the effect when they're too much addicted on playing onling games.

And for they can know what will be the result on their academic performances when they will play online games most of their time. The Parents: The parent/s could be beneficiary of this study for they can help their son/daughter to divert their attention by having their bonding time with their child/children who used to be an online gamer. The Teachers: The teachers could be beneficiary to this study for they can help the students to their full awareness and alertness to their class when they're discussing or teaching the lessons. They can also help by keeping the attention of their students to their lectures.