

The effect of computer games essay



**ASSIGN
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The effect of computer games to the academic performance of the students of Lyceum International Maritime Academy. 1. What are computer games played by the maritime students? 2.

What are the effects of these computer games to the academic performance of the students? 3. What Recommendation will be drawn to improve the study habits of the students? The development in technology brings many things that the student or people don't have many years back. One of the things is computer gaming that provides a lan game or online games. Lan gaming is not using an internet connection but the online gaming has emerged as a popular source of entertainment and plays by people of all ages, especially for the students. It has the ability to link players together. It has been one of the most popular activities in entertaining students.

Computer gaming is a game played over some form of computer works. This is almost always means the internet or equivalent technology, but game have always used whatever technology was current. Modems before internet, and hard wired terminals before modems. Computer gaming can range from simple text based games to games incorporating complex graphics and virtual worlds populated by many players simultaneously. Many computer games have associated online communities, making online games a form of social activities beyond single player games.

Computer gaming has such a profound impacts on not only the young, but dynamically every age group as well. Related postgame of things So far, virtually anyone is able to go on a computer and punch through the keys and mouse in order to get a high score, chat with other players, get the rares

items, and level-up as fast as possible. Yes, there is no restriction as to whom, how or what online gaming can extent to.

The reseachers wanted to find out the effects of computer games to the academic performance of the students of Lyceum International Maritime Academy for them to know their limitations regarding the computer games, their effects and suggest measures to prevent them.