

# Negative effect of computer simulation to students

[Business](#)



Francis Bacon stated that knowledge is power and as the 21st Century goes, we realize the manifest of these words. This is a time where in education is empowerment, knowledge is power, and intelligence is a weapon, neo and transformation means have arisen for human competition that exceeds the pinnacle of human strength, as well as physical prowess. Intellect has been the foundation and core of the cyber age; and as intellect has been the basis of power, the competitions and challenges to push forth progress has equally been altered.

With the Introduction of defining tool of the 21st century, the computer, grand scale- based simulations have suddenly become today's past time for honing creative, and competitive skills for Individuals of all ages; computer simulations of countless varlets considered by previous generations as games have taken a considerable amount of humanity economics, life styles, progressions and ultimately time. Never has there been a technological uprising in society that may remotely compare to today's world.

In every office, every home or any area that aims to be reductive in their respective fields a silicon chippies device-based gadget is always a necessity and even mandatory at times. However, these devices of different types, despite being used and programmed primarily for work and productive means, have also been becoming the means for leisure entertainment in computer-based simulations that hold relaxing entertainment that is commonly passed off as ' games' or ' applications'. This event has become the center of many younger Individuals to Immerse themselves Into the alternate and somehow alienating world of a hyperspace where virtual worlds.

Eventually one will stumble upon the questions “ Just how deep has technology been rooted In humanity “ how is the modern generation affected in this technological revolution? ” “ what effects do these computers pose on the current populace especially on the youth? ” These are the questions that the writers of this paper hope to enlighten. These questions are linear with respect to the title and goal of this research; that is to know whether today’s computer simulations or ‘ gaming’ has adverse or constructive outcome to today’s youth. Background Information A game is a voluntary attempt to overcome unnecessary obstacles.

(Suits, 1970) Most people would dismiss games as a waste of time or an unnecessary activity because It has many risks such as addiction, depression, and obesity. But what exactly Is a game? Chris Crawford has a detailed definition on what Is a game. Crawford first mentioned that entertaining books and movies by themselves are not games, but when it becomes interactive, it becomes a plaything. There are two types no objective, then it is a toy. An example would be a toy car.

When the plaything has set goal then it is classified as a challenge.

An example would be a rubies cube. But there are two different types of challenges, if it is only played alone then it classified as a puzzle, however, if there are other people involved while playing then we classify it as a conflict. If a conflict, like a foot race, doesn’t let you interact with the other players we have a competition. But, when it is allowed to interact and interfere with the other players then we classify it as a game.

" In summary, a game is interactive, has a set goal, and involves other players or who can interfere and influence each there.

With this definition we could say that real life is also a game. Whether you spend your time on athletic pursuits, financial success or academic advancements, games in some form will always be a part of your life. The mentioned classification of games have all been transformed into computer simulations. Virtual playthings for babies can be downloaded on applications. Puzzles like the rubies cube can already be played on the personal computer.

Competitive sports such as basketball have also been translated into computer simulation and can be played with only with the use of Joysticks.

There are even computer simulations with physical aspects as well such as the WI which contain many sports games like bowling and darts which can be played Just in front of the television. With computer simulations taking over the whole concept of play, the researchers ask themselves whether these forms of play still hold the same essence as they were before they were translated into the matrix of technology and if there could be the other benefits that could arise from the transformation on the forms of play into the conventional computer simulations. Thus, this study. Statement of the Problem

This research aimed to determine the effects of computer gaming on the academic performance of Far Eastern University Magmata students for the year 2014 - 201 5 second semester.

Specifically, it aims to answer the following questions: 1. What is the demographic profile of the students in terms of: 1. 1 age; 1. 2 gender; 1. 3 socio-economic status of the family; 1.

4 academic performance during the previous academic year? 2. What is the respondents' profile in terms of playing computer simulation games in terms of: 2. 1 number of hours spent playing computer simulation games; 2. Yep of computer simulation games played? 3. Is there a significant relationship between playing computer simulation games and the academic performance of students when grouped according to problem no. 2? 4.

Based on the findings of the study, what recommendations may be proposed towards an improved academic performance? Significance of the Study The study is deemed useful to the following entities: The educational institutions are amongst the concern of this study, for it is important for them to have a working knowledge of the generation they are helping to create.

The professors that will be interacting and educating the young minds of trends. The governing body of a nation has the common interest of seeking the betterment, if not the best, of the health of their people. Ergo this study is equally important to those who are assigned in the public service to be informed of the effects of modern technology to the youth. Parents ought to know when to allow and cease their children when it comes to playing games and immersing to any type of playing ergo the writers of this paper also includes them as a member of the populace that must be given this information.

The students, and all those who participate and immerse themselves with the different types of computer simulations themselves must be informed of the positive and potentially negative effects of their usage of the modern technology. Future Researchers will be able to use the gathered findings of this paper for studies of similar concerns. Scope and Delimitation's This study is focused on the college students of the Far Eastern University Magmata who are taking up a Bachelor of Science in Accountancy and Bachelor of Science in Accounting Technology and are on their third year during the school year 014-2015 second semester.

Definition of Terms The following terms are operationally defined for a better appreciation of the study. Computer is an electronic device for storing and processing data.

Computer simulation refers to computer applications and programs that simulate alternate realities a person can manipulate or control which are commonly referred to as ' games' or ' computer games' Engaging is participating or interacting in a certain activity, like computer simulation games. Game(s) refers to an interactive, goal- oriented activity made for money, with active agents to play against, in which players including active agents) can interfere with each other.

Gamer is someone who partakes in interactive gaming, such as (predominantly) video games or board games. The term nominally includes those who do not necessarily consider themselves to be gamers, as well as those who spend a notable part of their leisure time playing or learning about games. Gaming is the act of engaging in computer simulations or

otherwise known as ' playing computer games' Immersion is “ deep mental involvement” in the context of this paper, shall be a deep mental involvement in computer simulations.