

Research paper about computer addiction



**ASSIGN
BUSTER**

One evidence is the excessive use of computers of some Marina students, it gives us a faster access to the world and is very beneficial to our studies like doing paper works and at the same time, entertainment. But as computers became more popular, some students overused it and become a bad leisure for them causing them to skip their classes, they could not concentrate, and they become irresponsible, they didn't do their school stuffs and obviously overspending their allowance in paying a gaming imputer unit and a bet.

Lessen, determine and prevent computer addiction, are in the mind of the researchers in conducting this study. The primary aim of this study is to obtain relevant information in the involvement of the college freshmen students towards computer games. Specifically, it sought to answer the following questions: 1. What is the profile of the respondents in terms of the following factors: 1. 1 Amenability of hanging with computer 1. 2 Interest in computer gaming 1. 3 Awareness in the possible effects of too much exposure in computer games 1. 4 Self-control .

What are the most common factors which make involve them in computer games? 2. 1 Leisure time 2. 3 Friends 3. What are the most pressing problems in their study habits as they go and play computer games in terms of the following: 3. 1 Time for studying 3. 2 Concentration 3. 3 Motivation of learning 4. What are their ways to balance their gaming habit and study habit if there is, in terms of the following. The expected result if this research endeavourer will benefit the following: Students of Saint Marry University and its students

As vital information, results of the study will help make the students become aware of their involvement in computer games, and become develop their study habits and to concentrate more on their studies. Future researchers The results of this study can serve as a baseline data for developing topics as well as creating ideas about their topics. SCOPE OF DELIMITATION'S This study was conducted during the first semester of the school year 2012-2013 to identify the factors that affect the involvement to computer game addiction of the Marina Freshmen students and to determine how it would affect their study habits.

Respondents of the study are limited to the college freshmen students of the eight departments of the University namely: School of Accountancy, School Arts and sciences, School of Business, School of Education, School of Engineering and Architecture, School of Computing Science and Information Technology, School of Public Administration and Governance, and School of Health Sciences.