

Proposal about dota

[Entertainment](#), [Games](#)



EFFECTS OF PLAYING DOTA TO THE STUDY HABITS OF SECOND YEAR LEVEL STUDENTS IN INFORMATION TECHNOLOGY AT MINDANAO UNIVERSITY OF SCIENCE AND TECHNOLOGY A Research Paper Presented to Mrs. Meden Mendoza MINDANAO UNIVERSITY of SCIENCE and TECHNOLOGY Cagayan de Oro City In Partial Fulfillment of the Requirements of the Course English 40 Submitted by: CANDY JELL JARAPAN JOAN GIL SHEENY JANDAYAN RONNEL DALAGAN MARC JOSEPH DY Chapter 1 THE PROBLEM Introduction In the years where computers are not yet invented, students are not yet engaged in activities using technologies. Students rely on books and visit libraries to study, read their notes and to review their school lessons. Despite the lack of computers high technology gadgets students achieve high and good grades. They strive hard just to attain higher and better grades in their education. As time continues to run our world keeps getting more advanced and modernized and until now, it doesn't stop. One of the finished products of modernization is the machine called " computer". It gives us benefits and brings significance and importance to our lives, but as we all know that when things are not used properly, there's always a negative effect. Many people are playing and having so much fun with this that can be a form of entertainment. " DotA" is one of the examples of computer games and this is where our topic began to start. " DotA" means Defense of the Ancients. It is commonly the word that we can hear on most people especially the youth and some actually doesn't have any idea about it. The youth nowadays are so in to those computer games. They are losing their interests in playing physical and traditional games. Defense of the Ancients (commonly known as DotA) is a real time online or LAN strategy games composing of two to ten

or twelve players where you can choose from over ninety unique characters (commonly known as heroes) you can play on. It requires focus, strategy, quick hands and quick thinking when you are in difficult situations. According to Guinsoo (<http://www.oppapers.com/essays/The-effects-of-playing-Defense-of/580808>), " I and my men created DotA in 2003 as a customized game in Warcraft III: Reign of Chaos created by Blizzard Entertainment. This phenomenal PC game had released many versions, and the latest version of DotA is DotA Allstars 6. 70. " From elementary, high school, college, out of school youth and even adults, DotA dominates the gaming life of most gamers. As DotA arises, many issues also arise. It may be about on relationship, peers, foes and most especially, education. Playing DotA among male students became a major problem when it comes in academic performances among them. Statement of the Problem The researchers wishes to answer the following questions: (1) what is the main reason why students get addicted to DotA? (2) Why does DotA attract most boys than girls? (3) What are the effects of DotA to the life of the students? Significance of the Study This study will be very significant to those people who play DotA. They will be informed about the good and bad effects of the game, especially to those students who failed in their academics because of playing DotA. Though this study is limited to students, but this would surely help those who have/had been addicted (students of not) to the game and are encountering problems. Objectives of the Study This study has the following objectives: (1) to be able to determine the good and bad effects of DotA; (2) to inform DotA players about the effects of DotA; (3) to be able to know if DotA has something to do with the decreasing academic performance of the

students. Definition of Terms Computer — an electronic device an electronic device capable of storing and processing information in accordance with a set of instruction. Dominates — have a very strong influence over. DotA — Defense of the Ancient, a kind of strategy game. LAN — Local Area Network Significance — importance, the meaning of something Chapter 2 REVIEW OF RELATED LITERATURE AND STUDIES Local Studies According to a Filipino engineer, Engr. Hanz Clarence Clarin, " Many students and even young professionals are addicted to Defense of the Ancients or DotA. This is a kind of computer game that can be played by many players and is one of the most popular games to young students. There are studies that getting addicted in playing computer games affects their studies and this is the cause why they lie to their parents for extra money and they fail in their academics. " Playing DotA reaches a point that it harms a child's or adult's family and social relationships, or disrupts school or work life. Due to playing, eating is irrelevant; the satisfaction they get from playing is the same as the satisfaction they get from eating. Foreign Studies Some studies say that 80% of the population of the student worldwide play or are engaged with this kind of violent video game. Most of its players are males, for about 4%, and the remaining players are females. From elementary, high school, college, out of school youth, even adults, DotA dominates the gaming life of most gamers (<http://www.oppapers.com/essays/The-effects-of-playing-Defense-of/580808>).

It was also stated that female players are exactly the same compare to male players when it comes to the time of engagement to games. Chapter 3 METHODOLOGY This study presents the design, setting instrument and procedure used in this

study. The respondents were also presented. This study used the descriptive method of research. The significance of studying rather than playing DotA was particularly defined through the use of descriptive survey. The instrument which was used in collecting information of the research was the questionnaire. This was used to determine the students' ideas about the good and bad effects of DotA in their academic performance. After finalizing the instruments needed to acquire numerous data. The researchers then conducted the survey in the second year level of Bachelor of Science in Information Technology. Granting that the response of the descriptive survey, which was made is reliable. The numbers of respondents are presented below. TOTAL NUMBER OF RESPONDENTS Boys | 15 | Girls | 5 | Total | 20 | According to the survey, it proves that majority of the boys are addicted to DotA. This research shows that addiction in playing computer games affect the students' studies and this is the cause why they lie to their parents about their needs for extra money for school projects. People who are exposed to violent images or act through these games inhibit aggressive behavior in real life as well. Some people might argue that not everyone who plays a violent game show aggressive behavior. It is not in connection with a person's personality, but how violent images and acts trigger a brain function in connection with aggression in everyone. The variable here is how much time a person spends playing these kind of games overall because long time playing seems to have dramatic effect. Name:

_____ Date: _____ Age:

_____ 1. How many hours do you study? 2 hours and below 2-3 hours 3-4 hours 5 hours and above 2. Do you study your lessons? Yes No

Often 3. How often do you study? Everyday Once a week A day before the exam/test I don't study 4. Do you have failing grade? Yes No 5. Why do you play DotA? 6. What benefits do you get in playing DotA? 7. What do you feel while playing DotA? 8. How does, playing DotA, affects your studies? Chapter

4 PRESENTATION, INTERPRETATION AND RECOMMENDATIONS Presentation

and Interpretation The researchers have used questionnaires to gather needed data for the research. The results of the data gathering would help answer the problems stated. The data gathering was only conducted among the second year level students in the course Information Technology at Mindanao University of Science and Technology. Below are presentations of the gathered data using the questionnaires: Chart 1 The researchers

surveyed 20 respondents for the data gathering and Chart 1 shows that the gathered data came from the majority of boys between ages 19-21. While the least number of DotA players are the girls with ages 20 and above. It can be seen in the chart that there are no girl players in the ages 16-18. The chart simply proves the gathered foreign studies that 94% of the players are mostly boys and the remaining players are girls.

Yes	No	Often		16-18	19-21	22 above	16-18	19-21	22 above	Boys	0	1	1	1	2	0	3	6	1	Girls	0	2	1	0	0	0	0	1	1	Total	5	3	12
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Table 1 Table 1 shows the study habits and management of the students. Results show that only few of the students actually care for their schooling. Most answers fall to "often", which means that students who play DotA only often study their lessons and concentrate more on the game. It can be seen on the table that there are only few girls or female players who often study and has no female players who do not study. Most of the players

that answered often are boys having the total of 12. Chart2 | Everyday | Once a week | A day before the exam | I don't study | Boys | 0 | 4 | 8 | 3 | Girls | 1 | 2 | 2 | 0 | Total | 1 | 6 | 10 | 3 | Table 2 Chart 2 shows the total number of respondents who answered the third question on the questionnaire. It can be seen in the chart that students usually studies their lessons a day before the announced exam or tests. Usually students ranging from 19 and above are the one who seldom studies their lessons. It can also be seen in the chart that not many students studies their lessons every day. Table 2 is the breakdown of Chart 2. The table shows the specific number of boy or girl respondents who answered the third question in the questionnaire. It shows in the table that there are still students who do not bother studying their lessons, which is the number one cause of academic failure. | Yes | No | Boys | 11 | 4 | Girls | 2 | 3 | Total | 13 | 7 | Table 3 Table 3 shows the number of respondents who failed in their academics.. The results show that the majority of the players who are boys have the most count who failed in their academics. It proves that the foreign studies and even the local studies are right in their research. As the researches tallied the results, the researchers have observed that one major bad effect of playing DotA is a failing grade. After the researchers have conducted the survey, it had proved that some of the surveys made by the local and foreign researches are true. Majority of the students consists of boys or male players while the remaining are girls or female players. The graph below shows that final percentage of the results of the survey made: Percentage of Male Students who Failed in their Academics Failed Passed 26% 74% Percentage of Male Students who Failed in their Academics Failed Passed 26% 74% Chart 1 Chart 2 Chart 3

The students' purposes of playing DotA are for personal happiness or pleasure only. Based on the survey, the benefits that they get from playing DotA are enjoyment, gaining more friends and being surrounded by friends. According to the survey made, students play DotA to pass the time, to forget the problems at school and at home, to gain more friends face-to-face or online, and to have fun, not realizing what they are missing. For the students, they like playing the game, because in doing so, they feel enjoyment, happiness, excitement and thrill, not knowing that too much of these will not do well. When students get distracted with these kinds of emotions, they tend to forget their duties and responsibilities as a student and a child to their parents. They then, would think that school is boring and studying is tiring. Every time they face a book or go to school, they would lose their yearning, liking or the urge to learn something new at school because they tend to seek those emotions that they gain from playing DotA. They would even prefer to just play than eat to live. For them, the satisfaction they get from playing is just like the satisfaction they get from eating, which means they do not have to eat, all they need is to play. According to the survey the researchers have made, it is stated in the students' answers that because of their addiction to the game DotA, they are sometimes late in their classes, they miss the quizzes, they used to skip class and due to playing DotA, they go home late or sleep late at night that causes them to wake up so late in the morning which results to absences, and later on, a failing grade in academics. Recommendations In order for the second year students of Information Technology to avoid or prevent the bad effects of playing DotA, the researchers came up with the following

recommendations: (1) The students should practice time management; (2) They should shorten their time in playing DotA and focus more in studying; and (3) They should learn how to control themselves regarding the issue of getting addicted to the game. Parents are the first teachers of the children. The children need them to in order to help them be educated. The researchers has the following recommendations in order for them to help their children: (1) Parents should monitor their children at least 3 — 4 times a week; (2) They should open up to their children and start a conversation; and (3) They should educate them and remind them of how important studying is. Teachers also have very important roles in the lives of students. They are like the second parents to the students. The researchers have the following recommendations for the teachers to help the students in need: (1) Teachers should share real life experiences or stories that would help the students awaken their realization of the significance of studying; (2) They should have a face-to-face conversation, especially to those students who have failed in their subjects; and (3) Like a parent, they should monitor the students in their studies. References Wickens, D. & Meyer, D. (1955). Psychology. New York: Dryden Press, Inc. Murn, N. (1951). Psychology. New York: The Riberside Press. <http://www.limshanzhi.wordpress.com/2008/12/09/dota-does-more-harm-than-benefit/> <http://www.oppapers.com/essays/The-Effects-of-Dota/626652> <http://www.wiki.answers.com/Q/User: Bfmt> <http://www.oppapers.com/essays/A-Case-Study-On-The-Effects/686832> <http://addictionblog.org/top-10/top-10-negative-effects-of-video-games-on-children/> <http://blingmar.wordpress.com/The-side-effects-of-violent-video-games/> <http://answers.yahoo.com/question/index?qid=>

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