

Computer game addiction essay



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Computer games are the most popular entertainments in modern societies and they target a variety of people in different ages. The addiction to the rivalry and excitements of the games make them the most common recreational programs for today's teenagers, so that they do anything to reach a higher level of the game, they immerse in the game so much that they completely separate from their surroundings.

Challenging with the obstacles and reaching a higher level in the game, make the players excited and losing the game make them anxious. The computer has made life a lot easier by making information more accessible to all and creating connections with different people around the world. However, it has also led a lot of students to spend too much time in front of the computer, so much so that it becomes the center of their lives. Computer games among students has made the researcher to determine the effects of these games on players.

In Amalgam National High School, there are few and limited studies on the effects of addiction to computer games on players. Considering the increasing rate of addiction to computer games among students , the present duty will be conducted to investigate the effects of addiction to computer games on physical and mental health. This study aims to determine the effects of addiction to computer games on physical and mental health in Amalgam National High School.

Specifically, the study seeks to answer the following questions: 1. What are the effects of addiction to computer games on physical and mental health on the student of Amalgam National High School ? 2. What are the ways that

can use to prevent computer addiction to students ? 3. How to give action to the students who are addicted to computer games ? This study includes the students of Amalgam National High School S. Y. 2014 – 2015. This study does not cover those students who are not enrolled in Amalgam National High school.

Conducting this study will be beneficial with the following : Parents. To encourage their children and helps them know how to give comfort to them. Researcher. The researcher will obtain more knowledge about the computer addiction. School. The school will be able to devise a more effective teaching and learning approach. Students. To know much better about the computer games. Teachers. Helps them give appropriate action among students or should lectures/ tutorials incorporate computer games to make learning more fun.

Anxious – afraid or nervous especially about what may happen
Addiction – a strong and harmful need to regularly have
Computer games – any of various games, or disc for use in a home computer, that are played by manipulating a mouse, Joystick or the keys on the keyboard of a computer in response to the graphics on the screen. Amalgam National High School – it is a public and vocational school located at orgy. Amalgam, Maitre Agrarians Province.

Players – a person who plays a computer game