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ONLINE GAME ADDICTION & THE FACTORS INFLUENCING ADOLESCENTS TO PLAY ONLINE GAMES

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ABSTRACT:
Online gaming addiction has become one of the most addictive internet activities to date. Online games continue to be a lucrative sector in the gaming market. This project is entirely based on the online game addiction for which the survey has been taken in Coimbatore city with main focus on school students. The purpose of this study was to explore the factors influencing online game playing and addiction on adolescents. Quota sampling technique has been used with equal distribution of data from high school and higher secondary school students. The findings of this study lead to several functional needs that drive online game playing and addiction. This study concludes that though online games have its cons, it also has a downside like everything in life and that its use should be limited

KEYWORDS: Internet, Online games, Addiction, Adolescents.

INTRODUCTION

The internet is one of the greatest creations and gives everyone in the world with internet access instant access to an endless supply of knowledge and entertainment. In recent years online gaming became one of the most addictive internet activities. On the other hand, games change form and content characteristics in accordance the characteristics of the society. Accordingly, the development of information technologies, computer, internet and mobile phones which is new communication platform also changed perceptions and apprehension in the concept of game. With the development of technology and market economy; the welfare levels of the society increased and positive developments where experienced on one hand and negative results also occurred when technology were used on the other hand. Online games have become a very popular leisure activity among children and adolescent in recent years. In fact, based on popularity along online gaming gamer a larger share of 'favorite' votes among young people than physical team sports such as ice hockey and football combined. There are many benefits of internet as it not only acts as entertainment tool, but also important professional resources for work, communication as well as education. However, despite all of its inherent advantages, internet also has its drawbacks. For some people who play online games, the internet acts as an enabler. Online games may have significantly consequences, especially in the lives of students, through causing distraction and interfering with important reaction of out game life actions, such as academic performance health and social life

STATEMENT OF THE PROBLEM

The internet is now possible to be accessed in throughout the world and it opens up a whole new world, the world that most of us spend hours browsing weekly or daily, one of the many problems faced due to the widespread of internet and technology is online game addiction. Game is one of the greatest technology industries right now. Gaming addiction is still a mysterious problem, more terrifying than addiction. The lure of the fantasy world is especially pertinent to online role-playing games. The virtual life becomes more appealing

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than real life. We must respond to this problem seriously. It's important to be investigated to know why online games are addictive, how common is computer game addiction in adolescents, what are the effects, so we can keep off or treat this problem well.

The basic questions that arise in the problem statement are:

- How often does the adolescent play online games?
- What are the motivating factors for playing online games?
- What are the reasons of being addicted or hooked on online games?

OBJECTIVE OF THE STUDY

The main objective of the study is to analyze the factors which influence adolescents to play online games.

SCOPE OF THE STUDY

Excessive online gaming is a problem that can have serious unforeseen effects in both the user and to the people around. Moreover this focus on the implication of playing online games causes both physical and psychological effects. This research can provide answers to the problems and to find the motivators of online game playing. This study will help the readers to have a better understanding about the impact of online gaming. This study will let the parents know the reason behind their children's addiction to online games. It may either be positive or negative reason which may differ according to the child's behavior. To the gamers, this study will let them realize that being addicted to online games are not as good as they think. It would also help the future researchers that are interested in this study. It will serve as their basis and their background about their research.

RESEARCH METHODOLOGY

AREA OF STUDY: The study has been conducted on the adolescents and mainly focuses on students of high schools and higher secondary schools in Coimbatore city.

SOURCES OF INFORMATION:

- **Primary data** - Structured questionnaire.
- **Secondary data -** Journals, articles and websites.

SAMPLE SIZE: The sample size of the study is 120 respondents, collected from adolescents with reference to school students.

SAMPLING TECHNIQUE: This is a purposive study and Quota sampling technique has been used. Quota sampling is a method for selecting survey participants that is a non-probabilistic version of stratified sampling. The population is based on school students. First, the population is divided into subgroups - High school and higher secondary. The subgroups are divided in the proportion (quota) of 50% - High school students and 50% - Higher secondary. Thus, this study is equally targeted over the high school and higher secondary students. In this study, the data has been collected from a sample size of 120 respondents through a 19 survey questionnaire. The gaming frequency/time, types of gamers, types of games, social behavior or relevant information was collected through this questionnaire. The samples are collected randomly from the schools in Coimbatore city.

SAMPLING TOOLS: The tools used for the analysis in the study are as follows:

1. Percentage analysis
2. Descriptive analysis
3. Chi-square

LIMITATIONS OF THE STUDY

- It is unaware whether the data collected from the respondents are genuine.
- It only concentrates on the factors influencing online game addiction and it does not shed any light on problems faced and control measures.

ANALYSIS AND INTERPRETATION

PERCENTAGE ANALYSIS

In this study, 50% of the respondents belong to the age group of 16-18 years among them 54.2% of the respondents are boys, with an equal contribution of data that is 50% from high school and 50% from higher secondary school. From the study, it is inferred that 85% of the respondents have siblings and 55% of the respondent's parents are not working. It is observed that 37.5% of the respondents play fighting games, 3-4 times a day for 1-3 hours. It is inferred that 58.3% of the respondents are playing online games for 2 years and

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67.5% of them get immersed by the game and 83.3% of the respondents feel proud of their achievements in online games.

From this study, it is inferred that 52.5% of the respondents spend 1-2 hours each day on studying and 61.7% of the respondents took steps in controlling playing of online games. From the study, it is inferred 77.5% of the respondents spend time with their family but 60.8% of the respondents prioritize gaming over daily task. In this study, 80% of the respondents play online games to meet different people, 57.5% of the respondents play online games to improve coordination skills, 69.2% of the respondents play online games because they can do things that they are unable to do in real life, 80% of the respondents play online games to show their real self-better in game, 80.8% of the respondents play online games because it has enhanced graphics and animation.

DESCRIPTIVE STATISTICS

FACTORS INFLUENCING ONLINE GAME PLAYING

Particulars	N	Minimum	Maximum	Mean	Std. Deviation
I can meet different people	120	1	2	1.20	0.402
It gives me company	120	1	2	1.29	0.456
I like being a member of a gaming community	120	1	2	1.33	0.473
I enjoy playing with others	120	1	2	1.25	0.435
It improves my concentration	120	1	2	1.43	0.498
It inspires my constructive thinking	120	1	2	1.46	0.500
It sharpens my senses	120	1	2	1.44	0.499
It improves my coordination skills	120	1	2	1.42	0.496
I can do things that I am unable to do in real life	120	1	2	1.31	0.464
In order to experience power	120	1	2	1.45	0.500
For the pleasure of defeating others	120	1	2	1.40	0.492
When gaming I can do things	120	1	2	1.40	0.492
I can show my real self better in game	120	1	2	1.20	0.402
To get out of daily routine	120	1	2	1.37	0.484
I can be in another world	120	1	2	1.29	0.456

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To let my imagination flow	120	1	2	1.29	0.456
Enhanced graphics and animation	120	1	2	1.19	0.395
Realistic world	120	1	2	1.42	0.495
Available anywhere and anytime	120	1	2	1.28	0.453
Different modes of playing	120	1	2	1.25	0.435
I feel lonely at times	120	1	2	1.34	0.476
Helps when I am sad or nervous	120	1	2	1.41	0.494
Get rid of my stress and channel my aggression	120	1	2	1.23	0.425
Free from academic pressure	120	1	2	1.33	0.473

(Source: Computed)

From this study, based on the high mean rating it has been inferred that in factors influencing online game playing most of the respondents have given high rating in the factor 'It inspires my constructive thinking'.

CHI-SQUARE

FACTORS INFLUENCING ONLINE GAME PLAYING VS DEPENDENT VARIABLES

H_0 = There is no association between the two variables i.e. Factors influencing online game playing and dependent variables such as siblings, parents working, genre of game, times play each day, steps in controlling, long do you play, sense of flow, proud of your achievements, time spent with family and priority over daily task.

S. No	Particulars	Factors influencing online game playing		
		Table Value	df	Asymp. Sig. (2sided)
1.	Siblings	11.634	15	.706
2.	Parents Working	9.718	15	.837
3.	Genre of games	1.100	105	.351
4.	Times play each day	89.797	45	.000
5.	Steps in controlling	16.271	15	.364
6.	Years playing online games	43.753	15	.000

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7.	Sense of flow	28.593	15	.018
8.	Proud of your achievement	33.164	15	.004
9.	Time spent with family	17.279	15	.302
10.	Priority over daily task	17.177	15	.308

$H_{0=}$ There is no association between the two variables (i.e.,) factors influencing online game playing and dependent variables such as siblings, parents working, genre of game, time play each day, steps in controlling, long do you play sense of flow, proud of your achievements, time spent with family and priority over daily task.

From the analysis, it is inferred that there is no association between factors influencing online game playing and dependent variable siblings, parents working, genre of working, steps in controlling, time spent with family and priority over daily task. Thus, the hypothesis is accepted.

There is association between factors influencing online game playing and the number of times the respondents play each day, how long the respondents have been playing online games, sense of flow and proud of their achievement. Thus, the hypothesis is rejected.

SUGGESTIONS

- Gamers can set a specific number of hours to play per day. Set a count down on phone. Once the timer goes off, stop playing.
- Gamers can prefer novels, story books and can watch series which could increase their social and communicative skills.
- Do other activities every day, including exercise. This wuill lower the health risks of sitting and playing for long stretches of time.

CONCLUSION

Online games are lucrative sector of the gaming market. Playing online games is sometimes perceived to have negative social and mental consequences. Although there are many cons, it helps in the development of children, provides a fun and exciting way to pass time. But we do agree that online gaming does have a downside like everything in life, and that use should be limited and online gamers should be aware of the things that can possibly happen if their time gaming is abused. Summing up all of these, it is shown that there are different causes that make an adolescent to be addicted with online games. From this study, it is inferred that enhanced graphics and animation and stress buster are the most seen cause of online game addiction. To avoid this parents should limit the time their children are allowed to play online, and only allow use if all homework and.

Remember; do not start online gaming if you know you cannot manage getting addicted to. For those who have already started online gaming, do manage your time and always know the signs of online gaming addiction.

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