

A STUDY ON THE IMPACT OF ONLINE GAMES TO THE ACADEMIC PERFORMANCE OF THE STUDENTS IN TAMILNADU (DHARMAPURI)

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ABSTRACT:

Online games relate to games that are played on some kind of computer networks, usually the Internet. Online gambling is one of the widely used recreation activities by a lot of people. Some people believe that playing video games has a number of reasons to be played, for it can be a stress reliever, challenge and competition, relaxation, enjoyment, social interaction, and even mentally escaping from the real world. Different studies show that playing too many computer games causes physical damage and increases anxiety and depression among players. Some studies show that most adolescents who are addicted to online games have high heartbeat and blood pressure due to too much excitement and stress.

College students spend too much time on online games each week tend to suffer from an increased learning capacity, problems with concentration, poor school performance and decreased interactions with others. There is also evidence that opens in a new window playing video games at night can disrupt sleep, which could explain lower in school performance. In addition, studies suggest that kids who regularly play video games are at an opening in a new window slightly increased the risk of developing attention problems at school. This study is conducted among the students residing in dharmapuri district and it is used to analyse the addiction level of the online games and its impact on their academic performance of the students.

Keywords: *online games, academic performance, students & online game addiction*

INTRODUCTION:

Today, online games have additional than 300 million users in India and still growing. Online games are a well-liked currently on a daily basis and many studies it is the essential a part of today's society wherever everybody spends abundant time over the net games, however it's either these game content is {helpful} for college students or it helpful in rising educational skills or not. Online recreation addiction may be a terribly real drawback for an outsized range of scholars across the globe. Online gaming is most briefly used leisure activities by many people. For most people, online gaming is one of the best past times that they acquire specially for teenagers, youngsters and students some people believe that playing online games has a number of reasons to be played, for it can be a stress reliever, challenge and competition, relaxation, enjoyment, social interaction, and even mentally escaping from the real world. Online Gaming is also used as a tool to escape from depression in real life because of the workload. Each coin having both side head and toss like the same every action there is both advantage and also disadvantage. Some advantages of online games are Physical and social benefits. Promotes teamwork and builds confidence, provides a fun way to stay active, provide a way to develop compassion, provide a safe context to talk about fears, are a new way to experience stories and Create time and space for deeper thinking about topics. The disadvantages of online games are Dopamine addiction, Reduction in Motivation, Alexithymia & emotional suppression, Repetitive stress injuries and other health risks, Poor mental health, Relationship issues, social disconnection and Exposure to toxic gaming environments.

TOP ten BIGGEST computer game firms within the WORLD 2021:

1. **SONY**-Gaming Revenue: \$25.0 billion
2. **TENCENT**- play Revenue: \$13.9 billion
3. **NINTENDO**- play Revenue: \$12.1 billion
4. **MICROSOFT**- play Revenue: \$11.6 billion
5. **ACTIVISION BLIZZARD**- play Revenue: \$8.1 billion
6. **ELECTRONIC ARTS** - play Revenue: \$5.5 billion
7. **EPIC GAMES**- play Revenue: \$4.8 billion

8. TAKE-TWO INTERACTIVE- play Revenue: \$3.1 billion

9. SEGA SAMMY- play Revenue \$2.3 billion

10. BANDAI NAMCO- play Revenue: \$2.2 billion

Reference- <https://www.statista.com>

Martin Armstrong

Data Journalist

Recent issue: on-line Game Addiction Causes insanity in Madras Student Apr 07 Apr 2022
NEWS18

OBJECTIVES OF THE STUDY:

The objectives of the study are given below,

- To study the impact of online games among students.
- To measure the level of addiction of online games among students.
- To study the impact of online games in the students' academic performance.
- To study the different types of online gaming disorder among students.

LITERATURE OF REVIEW:

Prof. Pranita Vishal Yerankar, Dr. Abhijeet Kaiwaden(2020).With the speedy development of mobile games and also the roaring growth of market size, mobile game addiction is changing into a public concern. Hence, supported analysis done up to now alongside 2 salient options of mobile games (e.g., hedonistic and sociality), a look model is developed to look at the antecedents of mobile game addiction. Therefore, the aim of this text is to explore the antecedents of mobile game addiction by considering the hedonistic and social nature of mobile games. On the opposite hand, some players won't relish mobile games however still keep taking part in to sustain social relationship or gaining social presence.

Game addiction problem has become a global concern of modern society. Online gaming is a popular activity among children and adolescents. The advent and development of technology brings several things which can either ease or create life of folks harder and complex. Online gambling may be a technology in its place of a genre; a mechanism for connecting players laterally instead of a selected pattern of game play. Online games square measure finished some style of network, currently generally on the web. On the premise outcomes of this study, it is terminated that enjoying on-line games has no important distinction between tutorial the educational} performances of the respondents for they still excelled in their category as disclosed by their academic grades.

Aswathy.V&Devika.E,Girish.S(2019).People area unit exploitation the most recent technologies for data and recreation that area unit providing wide ranges of advantages to human community. Some individuals take into account on-line diversion as a mode of recreation. During this generation with the event of mobile trade and network trade has helped within the growth of online diversion trade. Online diversion is additionally used as a tool to flee from stress in life. Therefore, our study is finished to see whether or not there's any impact of on-line diversion and its addiction among youth in Kerala.

Dennis O. DumriqueJennifer G. Castillo(2018).This study was conducted to assess and determine the impact of on-line play on the educational performance and social behaviour of the within the tech University of the Philippines-Laboratory highschool. it's conjointly declared that UN agency those that people who} play online games square measure around 14-15 years recent who square measure believed to be within the Grade eight level. These students United Nations agency typically play games have a mean weekly allowance of a hundred and one pesos to five hundred pesos. Enjoying online games don't have an effect on their grades badly for them shrewdness to limit themselves.

Kurt Garcia1, Nelson Jarabe1, Jessie Paragas (2018). This paper tried to review the negative effects of on-line games on students' tutorial performance. The preponderantly male player's most popular multi-player on-line games and that they spent a mean two.14 hours every day and four.45 days per week in enjoying. supported the findings of the study, the researchers counselled that oldster ought to do one thing in limiting their children's

fondness in online games which parents ought to proscribe students from enjoying on-line games throughout category hours.

Patrick E. Turner, Elizabeth Johnston, Mansureh Kebritchi, Sally Evans & David A. Heflich (2018). Little analysis literature exists that explores the influence of digital game based mostly Learning on the educational accomplishment of non-traditional collegian students. An in-depth literature review of seventy-seven articles was conducted mistreatment the procedure developed in Cooper's Taxonomy (1998) for analysing and synthesizing literature. Cooper's System concerned (a) formulating the matter, (b) grouping information, (c) evaluating information Appropriateness, (d) analysing and decoding relevant information, and (e) organizing and presenting the results.

Dimitrios Vlachopoulos and Agoritsa Makri (2017). The focus of upper education establishments is that the preparation of future professionals. To attain this aim, innovative teaching ways square measure usually deployed, as well as games and simulations, that kind the topic of this paper. 2 researchers collaborate to use a qualitative methodology, select writing and synthesizing the results victimisation multiple criteria. The most objective is to review the impact of games and simulations with respect to achieving specific learning objectives. Such proof additionally provides potential choices and pathways for future analysis.

Dewa Putu Eskasasnanda (2017). Science and technology development causes loads of changes in any fields as well as the shape of widespread games among the Junior and secondary school college students in land. This study reveal that students play video games on-line because of peers' pressure; and on-line video games area unit liked as a result of they are thought of a lot of trendies, practical, realistic and varied. Initially, students play on-line video games to alleviate the fatigue because of finding out in class, however later, they're turning into confirmed, and reach a condition that they realize it tough to prevent enjoying games. This condition can directly have an effect on their action in class.

Victor Samuel Zirawaga, Adeleye Idowu Olusanya, Tinovimbanashe Maduku (2017). Gaming in education is also viewed as Associate in Nursing interference to show however its role in education is to extend students' motivation and engagement, to boost visual skills, to enhance students' interaction and collaboration talents with their peers and to change them to use gambling values during

a real-world scenario. The look of games like word search, crossword, puzzle, and brain teasers associate in nursing sloppy puzzle victimisation an open supply tool known as Propos is additionally mentioned during this paper.

Zaki Al Fuad, Helminsyah (2017). Online game may be a fond reasonably game that has becomes the foremost favourite of adults, teenagers, and even kids' gamers United Nations agency area unit still underneath mental the event. Associated with this issue, on-line games have a great deal of either positive or negative impact towards kids. In line with social development, online games conjointly offer result to kids' psychologicalfeature development, as an example, kids United Nations agency play a game on-line have a powerful memory, higher problem-solving skills, capability to synchronize their brains, hands and their eyes, and that they have a high comprehension talent.

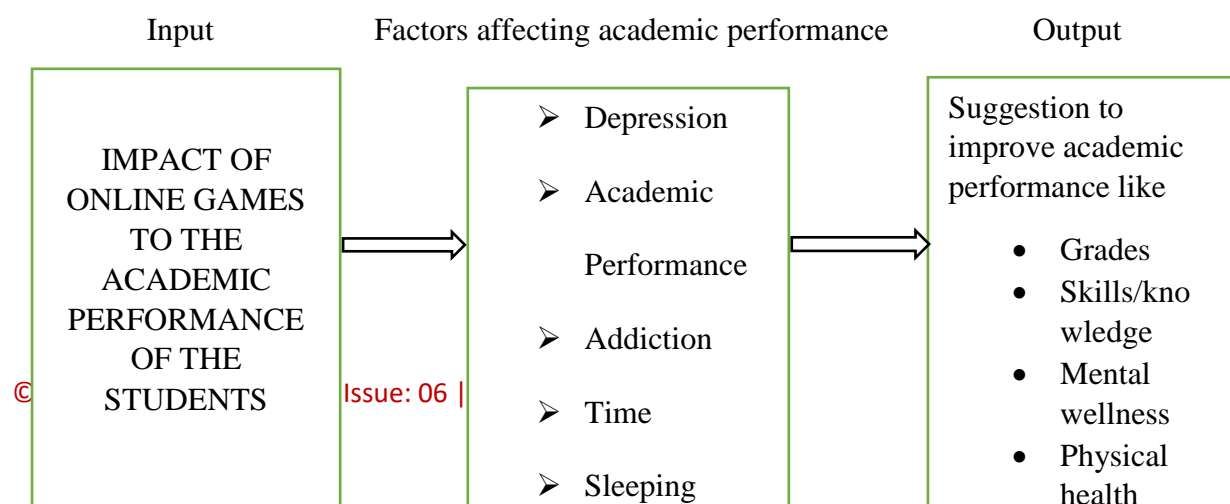
Emre Muezzin (2015). The aim of this study is to research high school students' on-line game addiction with relevance gender. The sample that was hand-picked through the criterion sampling technique, consists of eighty-one feminine (61.8 %) feminine, and fifty male (38.2 %), total 131 high school students. The "Online Game Addiction Scale" that was developed by Kaya and Basil (2013) and the Biographic Demographic data type were used as knowledge assortment instruments. Share documentation average and freelance sample T-test were used for knowledge analysis during this study. The results of this study showed that there's a big distinction between feminine and male students in terms of the net game addiction subscales of bother, success and economic profit.

Fang-Ling Lin, Tai-Yen Hsu, Tung-Shen Wu & Chih-Lin Chang (2013). College students' payment an excessive amount of time on on-line games each week tend to suffer from worsened mental capacity, concentration issues, poor educational performance, and attenuate interactions with people. Entirely thirty-six faculty students, or twelve students from every of the low-, medium- and high-involvement teams, were every which way designated from the population to check however involvement in on-line games, game-playing time and show length affected their memory. 30.9% of the survey respondents aforementioned they spent over four hours on on-line games, that suggests that on-line games could also be the rationale why faculty students stay awake all night thus typically. II. This testing discovers that the degree of involvement in video play ($p < 0.05$).

Zhengchuan Xu, Ofir Turel, Yufei Yuan (2012). Online game addiction has become a standard development that affects several people and societies. During this study we tend to have confidence the booster perspective of human behaviour and propose and take a look at a balanced model of the antecedents of on-line game addiction among adolescents that at the same time focuses on motivating, and bar and hurt reduction forces. First, a sample of 163 adolescents was used for verifying and purification a survey instrument. Second, survey information collected from 623 adolescents were analysed with Partial statistical procedure techniques. The consequences of motivation and bar factors on on-line game addiction are typically part mediate by on-line game taking part in. Implications for analysis and apply are mentioned.

Jancee Wright (2011). The purpose of this analysis is to see whether or not enjoying video games impacts tutorial performance as determined by standard. To accomplish this, 198 participants stuffed out a vice Habits Survey that was analysed employing a series of unidirectional ANOVAs. The study found that there was a major impact of player standing on standard at the $p < .01$ level for the 2 conditions of player versus non-player [$F(1, 169) = 7.08, p = .009$]. Comparison's mistreatment descriptive statistics indicated that the mean standard score for the player condition ($M = \text{three.2}, SD = .51$) was considerably totally different than the non-player condition ($M = \text{three.4}, SD = .47$). These results show that participants World Health Organization indicated that they did play video games had considerably lower GPAs than participants World Health Organization indicated that they didn't play video games.

FRAMEWORK:



CONCLUSION:

Study discovered that on-line recreation features a vast impact among them concerning on their educational performance that lead them to poor or low grade and physical distress also. The majority of study indicates that online gambling had a negative effect on their study and health. This study aims to measure that the impact of online games to the academic performance of the students and In future the model is planned to be valuated through real time data collection and analysis.

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