



## A Study on Impact of Online Games Towards Students Academic Performance With Special Reference To Coimbatore City

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### ABSTRACT

Games played online are those that are played over computer networks, most commonly the Internet. Many people utilize online gambling as one of their favorite leisure activities. Some people think there are several benefits to playing video games, including stress relief, competitiveness and challenge, enjoyment, social contact, and even mental escape from the outside world. Numerous studies demonstrate that excessive computer game playing harms the body and raises anxiety and sadness in participants. According to some research, the majority of teenagers who are addicted to online gaming have elevated blood pressure and heart rates as a result of stress and excitement. College students that play online games for extended periods of time each week often have increased learning capacity, focus issues, subpar academic achievement, and a decline in social contacts. Additionally, there is research that suggests playing online games may contribute to poorer academic achievement in schools. Furthermore, research indicates that children who play video games on the internet frequently run the risk of experiencing sleep disturbances and focus issues in school. This study, which is being carried out among students in the Dharmapuri area, aims to analyze the degree of online game addiction and how it affects the kids' academic performance.

**Keywords:** Online games, academic performance, students and online game addiction

### I. INTRODUCTION OF THE STUDY

Through the creation of useful works in businesses, classrooms, and even homes, the internet serves as a valuable source of information that contributes to the development of a person's mind and life experiences. These days, this may be the most effective strategic instrument available to

help someone take command and deal with the rapidly advancing technology. Regarding what Rock mentioned, these technologies are all excellent at diverting people's attention. Online gaming was developed to provide enjoyment for individuals in keeping with this progress. One of the popular leisure activities that many people engage in is online gaming.

Numerous psychological studies have revealed that spending more time online can have a detrimental effect on a person's capacity to interact correctly with friends, peers, and family, especially parents. According to studies, employing technology is one of the reasons why the human brain is easily destroyed. To keep content relevant for today's students, the educational system often follows the current of this rapidly evolving society. The impact of online gaming on students' social conduct and academic achievement was something the researchers felt compelled to find out. The aim of this research is to investigate the effects of online gaming on students' social conduct and academic achievement.

#### 1.1 STATEMENT OF THE PROBLEM

The primary goal of this study is to determine how addicted young people in Coimbatore are to online gaming. By resolving this issue, we can regain our younger generation and encourage them to become more completely integrated into society. Recent advancements have led to teenagers being more and more reliant on technology; they play online games and become engrossed in their own virtual worlds, which reduces their social skills. Detoxification from gaming is one such treatment.

#### 1.2 OBJECTIVES OF THE STUDY

- To understand the socio-economic profile of the students academic performances.



- To know the satisfaction level of usage of online gaming.
- To measure the level of addiction of online games among students.
- To study on impact of online games in the student academic performances.
- To give suggestion to online games in the student academic performances.

#### 1.4 LIMITATIONS OF THE STUDY

- The study is restricted only to the students in Coimbatore city.
- The study findings are based on the individual opinion of the respondents.
- The sample size was constrained to 120 respondents only.

#### 1.5 RESEARCH METHODOLOGY

The study used a descriptive research design with a sample size of 120 individuals. The researcher obtained the data for the study by

interviewing students throughout the city of Coimbatore. Data collection was place between December 2023 and March 2024. A questionnaire is an appropriate tool for gathering information from respondents. The two types of data that were collected were primary and secondary. Primary data source: direct, first-hand information obtained from tribal people. First-hand information gleaned by the researcher from sources like journals, papers, and the internet is referred to as secondary data. The statistical tools used in this study were the Simple percentage analysis, Weighted average and Ranking.

#### 1.6 ANALYSIS AND INTERPRETATION

##### 1.6.1 Simple Percentage Analysis:

Simple percentage method deals with the number of respondents response to a particular question in percentage arrived from the total population selected for the study. The simple percentage can be calculated by using the formulae,

**Percentage** = No. of response / Total Number of Respondents \* 100

S.No	VARIABLES	CATEGORIES	NO.OF.RESPONDENTS	PERCENTAGE
01.	Age	Below 18	25	21%
		18 – 25	73	61%
		26 – 35	17	14%
		Above 35	5	4%
02.	Gender	Male	72	60%
		Female	48	40%
03.	Educational qualification	School level	15	12%
		Undergraduate	79	66%
		Postgraduate	19	16%
		Others	7	6%
04.	Academic performance impacted by online games	Yes	68	57%
		No	52	43%
05.	Level of addiction of online games	Low self-esteem	42	35%
		Feeling of having been neglected	31	26%
		Depression	35	29%
		Anxiety	12	10%
06.	Faced health problem	Back pain	28	23%
		Eye pain	32	27%
		Head pain	19	16%
		Lack of rest and sleep	41	34%

#### INTERPRETATION

From the above table found that Majority (61%) of the respondents age is 18-25 Years. Majority (60%) of the respondent's gender is Male.

Majority (66%) of the respondents qualification is Undergraduate. Majority (57%) of the respondents is academic performance are impacted by online games is Yes. Mostly (35%) of the respondents are



measure the level of addiction of online games is low self-esteem. Mostly (34%) of the respondents are faced health problem is lack of rest and sleep.

**1.6.2 Weighted Average Method:**

Weighted average may be defined as the average whose component items are being divided by the total sum of their ‘Weight’ instead

of the sum of the items.

**Weighted Arithmetic Mean**  $XW = \sum WX / \sum W$

XW = Represents the weighted arithmetic mean

X = Represents the variables

W = Represents the weight attracted to the variable x

**OPINION OF ONLINE GAMING TOWARDS STUDENTS ACADEMIC PERFORMANCE**

Particulars	Number of respondents					Total	Mean score	Rank
	HS	S	M	DS	HDS			
Do you think or worry about academic performance	31(5)	41(4)	28(3)	8(2)	12(1)	431	28.7	IV
Do you feel tired or depressed because of online games	48(5)	35(4)	24(3)	9(2)	4(1)	474	31.6	II
Do you miss out any quality time with your family	44(5)	31(4)	28(3)	10(2)	7(1)	455	30.3	III
Do you feel you are not able to balance your academic performance	28(5)	31(4)	33(3)	16(2)	12(1)	407	27.1	V
Do you feel addicted to online gaming	54(5)	28(4)	27(3)	8(2)	3(1)	482	32.1	I

(SOURCE: Primary data)

**INTERPRETATION**

From the above table found that respondents ranked first opinion is feel addicted to online gaming, respondents ranked second opinion is feel tired or depressed because of online games, respondents ranked third opinion is miss out any quality time with your family, respondents ranked fourth opinion is think or worry about academic performance and respondents ranked fifth opinion is feel you are not able to balance your academic performance.

**INFERENCE**

In this study, Mostly of the respondents ranked first is feel addicted to online gaming.

**1.6.2 RANKING ANALYSIS**

Ranking analysis involves examining the rankings assigned to different items or options in a survey or study to identify patterns, preferences, and priorities among respondents. It helps in understanding the relative importance or preference of each item compared to others within a set of options. The analysis typically involves calculating the mean or average rank for each item based on the rankings provided by respondents.

The formula for calculating the average rank is:

$$\text{Average Rank} = \frac{\sum(\text{Rank of Item})}{\text{Number of Respondents}}$$



**RANK BASED ON THE IMPACT ON ONLINE GAMES TOWARDS STUDENT ACADEMIC PERFORMANCE**

Particulars	No. of. response					Score	Rank
	1	2	3	4	5		
Do you impact of gaming on your academic performance	19	22	30	21	36	143	V
How would you rate your overall academic performance	7	20	12	14	23	204	III
Rate the level of difficulty you experience in managing you time between online gaming and academic responsibilities	25	32	20	23	22	198	IV
Rate your agreement with the statement: "playing online games has a positive impact on my problem-solving skills"	35	16	12	21	20	226	I
How much parental support do you receive regarding your online gaming habits	34	16	20	14	36	224	II

(SOURCE: Primary data)

**INTERPRETATION**

From the above table found that respondents ranked first opinion is "playing online games has a positive impact on my problem-solving skills", respondents ranked second opinion is parental support do you receive regarding your online gaming habits, respondents ranked third opinion is overall academic performance, respondents ranked fourth opinion is level of difficulty you experience in managing you time between online gaming and academic responsibilities and respondents ranked fifth opinion is impact of gaming on your academic performance.

**INFERENCE**

In this study, Mostly of the respondents ranked first is "playing online games has a positive impact on my problem-solving skills".

**II. FINDINGS**

- Majority (61%) of the response age is 18-25 Years.
- Majority (60%) of the response gender is Male.
- Majority (66%) of the response qualification is Undergraduate.
- Majority (57%) of the respondents is academic performance are impacted by online games is Yes.
- Mostly (35%) of the respondents are measure the level of addiction of online games is low self-esteem.

- Mostly (34%) of the respondents are faced health problem is lack of rest and sleep.
- Mostly of the respondents ranked first is feel addicted to online gaming.
- Mostly of the respondents ranked first is "playing online games has a positive impact on my problem-solving skills".

**III. SUGGESTIONS**

- In online games we are knowingly or unknowingly our mental and physical body health are affecting, so it is suggest to play outdoor or indoor gaming to maintain our health and mental wellness.
- Playing online games will reduce of The Sleeping hours, so it is suggest to be healthy and to have good career life you must concentrate on learning activity.
- Some of the students lost school or college Academic Performance decreases to online gaming, so it is suggest to focus on studies it also has some kind of feelings.
- Due to violent online games now a day's students are too aggressive and frustration, so it is suggest to spent time with friends and family to be more polite suggested and caring about the career.

**IV. CONCLUSION**

Online gaming is simply the playing of an online video game over the internet, generally with friends. Online games can be played on any number of implement from dedicated video games



consoles with such as PlayStations, Xboxes, and Nintendo Switches, to PCs, laptops and mobile phones. Study discovered that online 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. Students spending too much time on online games every week tend to suffer from learning ability, concentration problems, poor academic performance, and decreased interactions with other people at the end of these studies it was found that playing online games affects the academic performance of the students.

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