



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

¹Dr. V. M. Anitha Rajathi, ²S. Ravisankar

¹Assistant Professor, Department of Management Studies, Anna University (BIT Campus), Tiruchirappalli, Tamil Nadu, India

²Scholar, Department of Management Studies, Anna University (BIT Campus), Tiruchirappalli, Tamil Nadu, India

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 online games, which could explain lower in school academic performance. In addition, studies suggest that kids who regularly play online games are at an opening in a new window at night can disrupt sleep will 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 analyses 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*

1. INTRODUCTION

Today, online games have more than 300 million users in India and still growing. Online games are a well-liked currently on a daily basis and it is the essential part of today's society wherever everybody spends abundant time over the net games, However either these game contents are {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 pressure reliever, challenge and contention, relaxation, enjoyment, social interaction, and flat mentally escaping from the actual world. Online Gaming is also used as a tool to escape from depression in real life because of the workload. As coin having both side head and toss in the same way, for every action there is both advantage and 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, or 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 and The Revenue They Acquire During the Year 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.

2. 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.

3. STATEMENT OF THE PROBLEM

After a thorough review of the findings of related research studies, it was decided that the research study being reported herein would be aimed at gauging the impact of online games of students to their academic performance. Accordingly, the problem statement for the problem work was finalized as "A STUDY ON THE IMPACT OF ONLINE GAMES TO THE ACADEMIC PERFORMANCE OF THE STUDENTS IN TAMILNADU (DHARMAPURI)."

4. 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.

Pajarillo-Aquino (2019). The advent and development of technology brings several things which can either ease or create lifetime 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 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 rages 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.

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 pc search homeowners 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 analyzing and synthesizing literature. Cooper's System concerned (a) formulating the matter, (b) grouping information, (c) evaluating information appropriateness, (d) analyzing 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, secret writing and synthesizing the results victimization 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 I 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 victimization an open supply tool known as Propose is additionally mentioned during this paper.

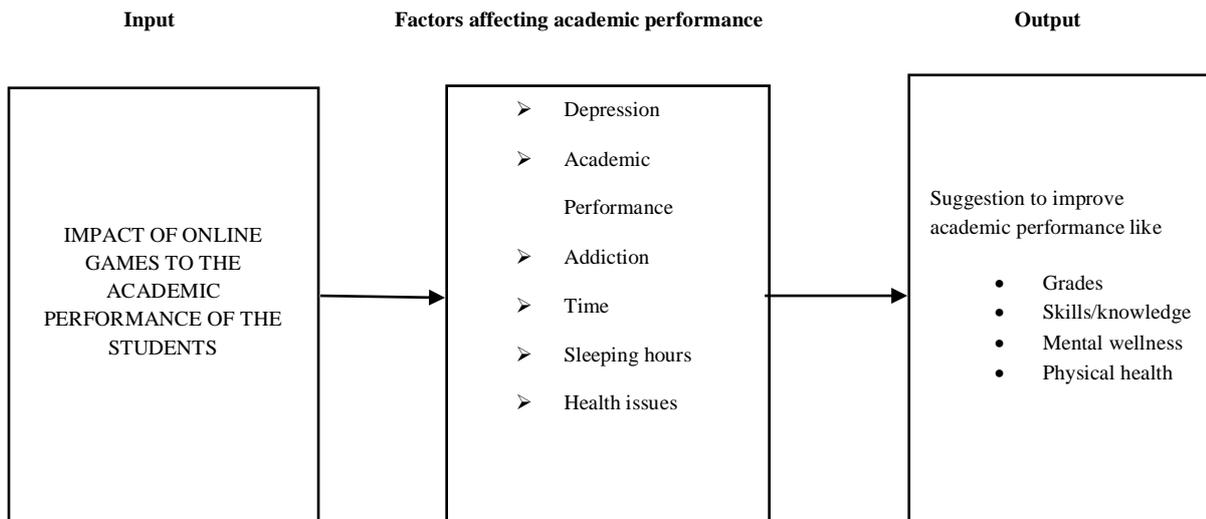
Zaki Al Fuad, Helminsyah (2017). Online game may be a fond reasonably game that has becomes the foremost favourite of adults, teenagers, and even kids' gamers United Nations agency area unit still underneath mental the event. Associated with this issue, on-line games have a great deal of either positive or negative impact towards kids. In line with social development, online games conjointly offer result to kids' psychological feature development, as an example, kids united nations agency play a game online 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.

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 online 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.

5. FRAMEWORK



6. RESEARCH METHODOLOGY

Research methodology is the tool to understand the study the problem in the particular or technical way. “Research methodology is the specific procedures or techniques used to identify, select, process, and analyze information about a topic. Research Methodology is method to systematically solve the research issue. It is a plan of action for a research project and explains in feature how data are collected and analyzed.

RESEARCH DESIGN:

The research design adopted for the study is Descriptive method. A research design referred as the having some plan about obtaining of a sample from a given population. It is the technique of the researcher that adopt in selecting items for the sample.

STATISTICAL TOOLS:

The tools using in this study are percentage analysis, chi-square test, correlation analysis and Anova.

RELIABILITY OF THE QUESTIONNAIRE:

Reliability check was done to check the reliability of the questionnaire. Cronbach’s alpha value is 0.865 which means the questionnaire is highly reliable.

Table Name: Reliability check

Reliability Statistics

Cronbach’s alpha	N of items
.865	25

A sample of 25 was taken to test the reliability of the questionnaire.

CHI-SQUARE

In this study the analysis between age and enjoyment of playing the online games is considered.

Hypothesis 1

Null Hypothesis H₀: There is no significant relationship between the age and enjoy playing the online games.

Alternative Hypothesis H₁: There is a significant relationship between the age and enjoy playing the online games.

Table 4.2.1 Age * enjoy playing the online games Cross tabulation

Count

		Enjoy playing the online games		Total
		Yes	No	
Age	1.00	28	10	38
	2.00	85	20	105
	3.00	4	3	7
Total		117	33	150

Table 4.2.2 Chi-Square Tests for age and enjoy playing the online games

Chi-Square Tests

	Value	df	Asymptotic. Significance (2-sided)
Pearson Chi-Square	2.720 ^a	2	.257
Likelihood Ratio	2.459	2	.292
Linear-by-Linear Association	.005	1	.944
N of Valid Cases	150		

a.1 cells (16.7%) have expected count less than 5. The minimum expected count is 1.54

Interpretation

calculated value (C.V) = 2.7

Tabulated value (T.V) = 5.9

Calculated value is < table value

H1 rejected

H0 accepted

(C.V) < (T.V) Hence, Null Hypothesis H0 accepted. So, there is no significant relationship between the age and enjoy playing the online games.

Inference

Therefore, there is no significant relationship between the age and enjoy playing the online games.

CORRELATIONS ANALYSIS**Hypothesis-1**

H0: There is no significant relationship between the depression and health issues.

H1: There is significant relationship between the depression and health issues.

Table 4.3.1 correlation for depression and health issues.

		Depression	Health issues
Depression	Pearson Correlation	1	.258**
	Sig. (2-tailed)		.001
	N	150	150
Health issues	Pearson Correlation	.258**	1
	Sig. (2-tailed)	.001	
	N	150	150

** Correlation is significant at the 0.01 level (2-tailed).

Interpretation

From the table 4.3.1, inferred that significant value 0.001 is less than critical value 0.05, hence H₀ rejected and H₁ accepted. Therefore, there is significant relationship between the depression and health issues.

Inference

Therefore, there is significant relationship between the depression and health issues.

ANOVA TEST

Hypothesis 1

Null Hypothesis H₀: There is no significant relationship between the gender and addiction.

Alternative Hypothesis H₁: There is significant relationship between the gender and addiction.

Table 4.4.1 Anova test for gender and addiction

Group	Count	Sum	average	Variance
Gender	150	212	1.413333	0.244116
Addiction	150	203	1.353333	0.230022
Addiction	150	205	1.366667	0.233781

Table 4.4.2 Anova test for gender and addiction

Source of Variation	SS	Df	MS	F	P-value	F crit
Between Groups	0.297778	2	0.148889	0.630957	0.532556	3.015899
Within Groups	105.48	447	0.235973			
Total	105.778	449				

ANOVA

When P value is < 0.05, Reject Null Hypothesis

When P value is > 0.05, Accept Null Hypothesis

Interpretation

From the table (4.4.2) it is inferred that significant value 0.53 is greater than critical value 0.05, hence H₀ accepted and H₁ rejected. Therefore, there is no significant relationship between the gender and addiction.

Inference

Therefore, there is no significant relationship between the gender and addiction.

7. SUGGESTIONS

Various studies show that playing overly much online games causes bodily damages and grow anxiety and depression in players. Many studies show that most adolescents who are addicted to online games have high heart beat and blood pressure due to too much excitement and stress.

- 1 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.
- 2 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.
- 3 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.
- 4 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.

8. 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. College students spending too much time on online games every week tend to suffer from worsened 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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