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Assess the Knowledge Regarding Negative Impact of Cyber Game Among Adolescence Students (Age 12-18 Years).

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ABSTRACT

Background: Computer games and other audio visual media, as social phenomena, are now very appealing and have a significant impact on children and teenagers, thanks to the development of communicative technology. Because of the growing popularity of these games among children and adolescents, the public is concerned about possible negative consequences. The goal of this study was to see if there was a link between computer gaming and behavioural issues in male guidance school students..

Objectives of the study: 1. To assess the existing knowledge regarding negative impact of cyber game among adolescent students. 2. To associate the knowledge score with the selected demographic variables. Materials and Methods: 100 adolescent students were selected conveniently in selected schools by Purposive sampling technique. Descriptive research design was used.

Result: The result of this study shows that among 100 adolescent, 3(3%) were having poor level of knowledge score, 31(31%) of them were having average level of knowledge score, 45(45%) of them were having good level of knowledge score, 21 (21%) of them were having very good level of knowledge score and none of them were having excellent level of knowledge score. The minimum score was 3 and the maximum score was 15. The 't' test implies to find the knowledge score of adolescent group Students .in which the mean score of adolescent group Students was 9.59 ±2.917 with a mean percentage score of 9.59%. Hence it is concluded that adolescent Students having poor knowledge regarding negative impact of cyber game.

Conclusion- The study was conducted among the adolescence in order to Assess the knowledge regarding negative impact of cyber game among adolescence students (age 12-18 years). After the completion of the study it is revealed that the majority of adolescent students does not having adequate knowledge regarding negative impact of cyber game so it require intervention through educational programme or handouts.

Keywords: adolescents, cyber game, negative impact, computer.

Introduction:

According to Daniel So, a principal of Deloitte & Touche LLP's Cyber Risk Services business, cyber war games differ from standard assessments of organisations' cyber threat preparedness in a number of ways. Traditional cyber threat preparation evaluations, on the other hand, focus on analysing technical controls and the completeness of incident response plans, according to the report. As a result, cyber war simulations simulate the experience of responding to a cyber attack. They also assist businesses analyse the success of their cross departmental coordination and communication by allowing participants to rehearse their replies in a safe, controlled setting Cyber war scenarios also highlight unexpected considerations that businesses may face, such as whether or not to shut down a portion of their network, as well as escalation paths for making those decisions.[1].The World Cyber Games, with divisions in numerous countries, was the largest worldwide electronic sport tournament as of 2011. The World Cyber Games were the e sports Olympics, organised by International Cyber Marketing CEO Yooseop Oh and financially supported by Samsung; events included an official opening ceremony with participants from various countries competing for gold, silver, and bronze medals. The organisation had an official mascot and a logo that was inspired by the Olympic Games. Each participating country's organisations held regional preliminary tournaments before holding national finals to choose which player would be best suited to represent them in the main World Cyber Games championship event. Spectators were welcome at all events, but the competition was also broadcast live on the internet [2].

An arcade game or coin-op is a coin-operated entertainment machine typically installed in public businesses such as restaurants, bars and amusement arcades. Most arcade games are video games, pinball machines, electro-mechanical games, redemption games or merchandisers. While exact dates are

debated, the golden age of arcade video games is usually defined as a period beginning sometime in the late 1970s and ending sometime in the mid-1980s3. using the infrared port, was also the first two-player game for mobile phones.

Today, mobile games are usually downloaded from app stores as well as from mobile operator's portals, but in some cases are also preloaded in the handheld devices by the OEM or by the mobile operator when purchased, PC games, also known as computer games or personal computer games, are video games played on a personal computer rather than a dedicated video game console or arcade machine. Their defining characteristics include a more diverse and user determined gaming hardware and software, and a generally greater capacity in input, processing, and video output.

Home computer games became popular following the video game crash of 1983 leading to the era of the "bedroom coder"4.

Downloadable mobile games were first commercialized in Japan circa the launch of NTT DoCoMo's I-mode platform in 1999, and by the early 2000s were available through a variety of platforms throughout Asia, Europe, North America and ultimately most territories where modern carrier networks and handsets were available by the mid-2000s. However, mobile games distributed by mobile operators and third party portals (channels initially developed to monetize downloadable ringtones, wallpapers and other small pieces of content using premium SMS or direct carrier charges as a billing mechanism) remained a marginal form of gaming until Apple's IOS App Store was launched in 2008. As the first mobile content marketplace operated directly by a mobile platform holder, the App Store significantly changed the consumer behavior and quickly broadened the market for mobile games, as almost every smart-phone owner started to download mobile apps [5]. Action-adventure is a hybrid genre, and thus the definition is very inclusive, leading it to be perhaps the broadest genre of video games, and can include many games which might better be categorized under narrow genres [6]. puzzle isa game, problem,or toy that tests a person's ingenuity or knowledge. In a puzzle, the solver is expected to put pieces together in a logical way, in order to arrive at the correct solution of the puzzle. There are different genres of puzzles, such as crossword puzzles, word-search puzzles, number puzzles, or logic puzzles. Puzzles are often created to be a form of entertainment but they can also arise from serious mathematical or logistical problems. In such cases, their solution may be a significant contribution to mathematical research [7].

IN INDIA Throughout 2017 media in India has reported several cases of child suicide, self harm and attempted suicide alleged to be a result of Blue Whale, although no case has been officially confirmed. In August 2017, the Government of India's Ministry of Electronics and Information Technology requested that several internet companies (including Google, Facebook, and Yahoo) remove all links which direct users to the game. Some commentators accused the government of creating a moral panic. Indian internet watchdog the Centre for Internet and Society has accused the coverage of effectively spreading and advertising a 'game' for which there is little evidence. In India suicide was the second most common form of death of children, according to a 2012 report [8].

BACKGROUND OF THE STUDY

Computer games and other audio-visual media, as social phenomena, are now very appealing and have a significant impact on children and teenagers, thanks to the development of communicative technology. Because of the growing popularity of these games among children and adolescents, the public is concerned about possible negative consequences. The goal of this study was to see if there was a link between computer gaming and behavioural issues in male guidance school students. According to the research, the number of mobile internet users climbed to 87.1 million in December 2012, up from 78.7 million in October 2012. These users used dongles and tablets to access the internet. PCs.By March 2013, this number is predicted to reach 92.9 million, followed by 130.6 million in March 2014, and 164.8 million in March 2015[9]. Educators, psychologists, and parents are increasingly concerned about the negative effects of using the Internet on children's physical (e.g, information fatigue syndrome), cognitive (e.g., inability to distinguish between the real and cyber worlds), and social development (e.g., identity confusion) (Cordes& Miller, 2000), among which, harm to social development (hurting children's skills and patience to conduct necessary social relations in the real world) is one of the most serious (Affonso, 1999).The spread and easy accessibility of undesirable information on the Internet, such as pornography, violence, hate speech, gambling, sexual solicitation, and so on, is one of the most severe issues about children's social development (Internet Advisory Board, 2001; ParentLink, 2004). It's easy to understand how unpleasant stuff like this can hurt youngsters and stunt their growth.[10].

NEED OF THE STUDY

Now a day's cyber game is directly affecting the life of the children ,because of the cyber game many of the children loss their attention ,concentration ,towards their study .because of the cyber game children thinking is totally change and children are not going to listen to their family member it can directly affect the health status of the children .

Computer games and other audio visual media, as social phenomena, are very appealing and have a significant impact on children and teenagers today, thanks to the development of communicative technology. Because of the growing popularity of these games among children and adolescents, the public is concerned about possible negative consequences. The goal of this study was to see if there was a link between computer gaming and behavioral issues in male guidance school students Computer games have been linked to stress, academic failure, conflict, game addiction, aggression, and learning difficulties, according to parents and adolescents. Furthermore, they cited the good benefits of computer games as mind building, amusement, fighting spirit, English language strengthening, and educational dimensions. According to research, youngsters with ADHD's attention was increased and their reaction time was lowered after participating in computer programs and also playing computer games for a 12-hour period. Furthermore, the findings revealed a significant and direct link between mother work and computer gaming addiction.11.

OBJECTIVE OF THE STUDY:-

1. To assess the existing knowledge regarding negative impact of cyber game among adolescent students.

2. To associate the knowledge score with the selected demographic variables

MATERIALS AND METHODS

Source of Data: Data collected from the adolescence of selected schools. Inclusion Criteria: 1) Male and female students.2) Those who are willing to participate in study 3) Students who are present at the time of data collection 4) Students who can understand and write English Marathi and Hindi. Exclusion Criteria-1) Those who are not willing to participate in the study 2) Student who are had attended similar type of this Study. Research Approach: Quantitative approach Research Design: Descriptive research design Setting: Schools of Wardha .Sampling Technique: Purposive sampling technique. Sample size: The total samples of the study consists of 100 adolescents Tools of Research: Data collection tool is self-administered structured knowledge questionnaire which consists of following aspects. Part-I: Deals with demographic variables. Part-II: knowledge of negative impact of cyber game among adolescent group. Independent variable: knowledge of negative impact of cyber game among adolescent group Dependent variable: adolescence .

MAJOR FINDING OF THE STUDY AND DISCUSSION

The result of this study shows that among 100 adolescent, 3(3%) were having poor level of knowledge score, 31(31%) of them were having average level of knowledge score, 45(45%) of them were having good level of knowledge score, 21 (21%) of them were having very good level of knowledge score and none of them were having excellent level of knowledge score. The minimum score was 3 and the maximum score was 15. The 't' test implies to find the knowledge score of adolescent group Students .in which the mean score of adolescent group Students was 9.59 ±2.917 with a mean percentage score of 9.59%. Hence it is concluded that adolescent Students having poor knowledge regarding negative impact of cyber game.

Thus it is concluded that according to association of knowledge score of adolescent students does not having adequate knowledge regarding negative impact of cyber game.

Table 1: Distribution of assessment of school adolescence regarding negative impact of cyber games

n=100

Level of knowledge score	Percentage score	Knowledge Score	
		Frequency	**Percentage**
Poor	0-4%	3	3%
Average	5—8%	31	31%
Good	9-12%	45	45%
Very good	13-16%	21	21%
Excellent	17-20%	0	0%
Maximum			15
Minimum			3
Mean score			9.59±2.917
Mean %			9.59

The above table no 2 shows that 3% of the adolescencel students had poor level of knowledge score,31 % had average , 45% had good,21% had very good and,0% had excellent level of knowledge score. Mean knowledge score of the school students is 9.59%.

Table 2: Significance of association of knowledge in relation to family monthly income of adolescent student.

n-100

Family monthly income	No. of samples	Mean knowledge score	F-value	p-value
5000-10000	56	9.59±2.592	0.086	0.967
10001-15000	26	9.50±3.102		S, p>0.05
15001-20000	08	9.38±4.241		
20001-25000	10	10.00±3.399		

The above table shows that association of knowledge scores with the year of study of adolescent students. The 't' value was calculated 0.086 at 5% level of significance with df(96). Also calculated 'p'=0.309 which was more than the acceptable level of significance i.e. 'p'=0.05. Hence it was interpreted that year of study of adolescent students is not associated with their knowledge scores.

Table no. 3: Significance of association of knowledge in relation to type of family of adolescent students.

n=100

Type of family	No of sample	Mean knowledge score	F-value	P value
Nuclear	46	9.67 ± 2.650	0.826	0.441
Joint	50	9.66 ± 3.021		S, p>0.05
Extended	4	7.75 ± 4.646		

The above table shows the association of knowledge scores with the age in years of Non Professional students. The 'F' value was calculated 0.826 at 5% level of significance with df(97). Also the calculated 'p' value is 0.441 which was much lesser than the acceptable level of significance i.e. 'p'=0.05. Hence it is interpreted that age in years of adolescent students is associated with their knowledge scores.

DISCUSSION

The purpose of this nonexperimental descriptive research study was to examine adolescent awareness about the negative effects of cyber games. The o utcomes of the study were reviewed in relation to the objectivesindicated in Chapter I as well as the findings of the other studies in this part. The present study undertaken was "To assess the knowledge regarding negative impact of cyber game among adolescent group . Aim: the aim of the study to assess the knowledge regarding negative impact cyber game among adolescent students (12 to 18 year) objectives1. to assess the existing knowledge regarding negative impact of cyber game among adolescent students. 2. To associate the knowledge score with the selected demographic variables. Design: Non experimental descriptive research design. Methods: A study was formulated to assess the knowledge level about negative impact of cyber game among adolescent student , A quantitative research approach was adopted and non-experimental descriptive research design was used. Results: After getting the administrative permission purposive sampling was used to select 100 samples from 9th class students selected school for assessing the knowledge about negative impact of cyber game The study findings showed that, 31% of student nurses having moderate knowledge, 3% of student nurses having poor knowledge about negative impact of cyber game. There was no significant association were found between the knowledge score and selected demographic variables. Conclusion: Based on the study to assess the knowledge regarding negative impact of cyber game among adolescent group (12-18) year

Sara Thomee, Annika Harenstam, and Mats Hagberg conducted a study on college students in Spain (2011) that looked at the association between mal adaptive Internet and mobile phone use and symptoms of psychological discomfort and mental disorder.At Ramon Llull University in Spain, there are 365 undergraduate university freshmen. Scales assessing the harmful repercussions of maladaptive use of both the Internet and the mobile phone were d iscovered in four separate studies (Psychology, Education, Journalism & Broadcasting, and Health studies).The study's findings revealed that psycholo gical distress is linked to maladaptive Internet and mobile phone use; females scored higher on the mobile phone questionnaire than males, indicating m ore negative repercussions of its misuse. Students majoring in journalism and broadcasting had a more maladaptive Internet usage pattern than student s majoring in other fields.

Conclusion

The study was carried out among adolescent pupils in order to assess their knowledge of the detrimental effects of cyber games (age 12to18 years). Afte r the study was completed, it was discovered that the majority of adolescent pupils lacked adequate understanding about the detrimental effects of cyb er games, necessitating intervention through instructional programs or handouts.

RECOMMENDATIONS

- To generalise the findings, a similar study with a large sample size can be conducted.

- The study can be carried out by administering a pre- and post test after an organised educational session.

- A similar study might be done with nursing students..

- A comparable study may be conducted to determine what other members of society know about the detrimental effects of cyber games..

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