



A Study on Impact of Online Games on Youth with Special Reference to Coimbatore City

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ABSTRACT:

Particularly with the increasing accessibility of smartphones, gaming consoles, and the internet, the impact of online games on young people has been a subject of growing concern. Emphasising both the positive and negative aspects, this study aims to explore how online gaming influences the youth of Coimbatore city. Among young gamers, the study looks at various factors including mental health, academic performance, social involvement, and lifestyle changes. Data was collected by means of surveys, interviews, and observations evaluating gaming habits, types of games played, and associated behavioural patterns among young people between 15 and 25. The findings suggest that while online gaming has cognitive benefits such as improved strategic thinking and problem-solving skills, it also poses risks such as addiction, disturbed sleep patterns, and lower academic performance. The study also underlines, thus, the role peer pressure and social participation play in gaming culture. The report concludes with recommendations on promoting good gaming habits and increasing awareness of its potential effects. This study provides a helpful viewpoint on the relationship between online gaming and youth behaviour in Coimbatore, therefore laying a basis for future interventions and policy-making.

INTRODUCTION:

Particularly among the young, online gaming has transformed the entertainment scene. Digital technology is becoming more interwoven into everyday life, thus online games have become a significant cultural force with clear effects for many facets of life, including academic performance. The complicated and contentious relationship between online gaming and academic performance calls into question whether these games are a good educational tool or a harmful distraction.

Renowned for their interactive and immersive quality, online games entice players into dynamic virtual worlds demanding strategic thinking, problem-solving, and teamwork. These mental challenges could enhance skills supporting academic success, such as planning, quick decision-making, and adaptability. Furthermore, the cooperative nature of many online games can encourage communication and teamwork, which are beneficial for group projects and classroom activities.

This study intends to examine the various ways online games influence academic performance of young people, therefore exploring the good as well as the negative aspects. By means of a review of existing research and empirical data collecting, the study seeks to provide a whole understanding of how online gaming influences educational outcomes. The study will also offer suggestions on efficient ways to control gaming habits to enhance academic progress instead of impeding it. The goal is to provide parents, teachers, and lawmakers useful information to enable children to navigate the challenges and opportunities online gaming in the digital age presents.

OBJECTIVES:

1. To understand the socio-economic profile of the student academic performance.
2. To know the satisfaction level of usage of online gaming.

SCOPE:

Online games influence young people's academic performance in many different ways. They may acquire skills in strategic thinking and problem-solving. Too much gaming, however, could lead to poorer academic concentration and lower grades as a result of less time spent studying. Though it can encourage teamwork and cooperation, online gaming might also distract from educational obligations. Longer screen time also has an impact on health and concentration. Reducing negative effects calls for a balance between gaming and academic duties. Knowing these variables enables one to develop strategies to properly manage the effect of online games on education.

STATEMENT OF PROBLEM:

On our next generation we see children even toddlers get easily addicted playing online games. Such circumstances make them lose concentration, lose interest in their studies, and mentally suffer. This article makes suggestions depending on the level of addiction and effects affecting gaming.

RESEARCH METHODOLOGY:

The study gathers comprehensive subject data using both qualitative and quantitative methods. A sample group of 300 young people between the ages of 15 and 25 was selected from various educational institutions and gaming communities in Coimbatore. The information was collected by a well-organized survey of closed and open-ended questions. Interviews with students, teachers, and parents gave insight into the more general social and educational perspectives on online gaming.

LIMITATIONS

1. The study is restricted only to the students in Coimbatore city.
2. The study findings are based on the individual opinion of the respondents.
3. The sample size was constrained to 153 respondents only.

REVIEW OF LITERATURE:

Bonk and Dennen (2005) looked at the growth of massive multiplayer online gaming (MMOG) from its early attraction in entertainment to its growing impact in educational and training settings. Their research emphasized how well gaming technology supports decision-making, enhances problem-solving skills, and promotes higher-order thinking. The study revealed that the gaming industry continues to develop new technologies to match user expectations, preferences, and attitudes.

Lakshmi, Raja, Pujam, and Nandha Kumara (2015) investigated how internet gaming impacted students' lives, particularly in India, where internet usage has become a significant part of daily life over the last ten years. Their research, which included 200 students from Kerala and Tamil Nadu, found that 9% of Tamil Nadu students and 12% of Kerala students experienced depression as a result of internet gaming addiction. The study underlined problems with students' potential online gaming addiction.

Published in the Turkish Online Journal of Educational Technology, Muezzin (2015) attempted to assess student online game addiction in relation to their computer use patterns and online gaming behaviours. The results revealed a significant difference between levels of addiction and overall computer use.

PROFILE OF THE STUDY:

PUBG

A highly well-known battle royale game, PlayerUnknown's Battlegrounds (PUBG) was created and released by PUBG Corporation, a Bluehole Studio subsidiary. Released in 2017, PUBG was key in the expansion of the battle royale subgenre, driving the creation of other well-known games such Call of Duty: Warzone, Apex Legends, and Fortnite.

FREE FIRE:

Garena's FREE FIRE A mobile battle royale game, Free Fire was created by 111 Dots Studio and released by Garena. Published in 2017, Free Fire became one of the most downloaded mobile games worldwide, particularly in regions including South-east Asia, Latin America, and India. With its mobile-optimized design and fast-paced games, Free Fire has become a major title in the battle royale genre.

CASH OF CLANS:

A widely famous mobile strategy game, Clash of Clans was created and released by Supercell. Originally launched in 2012, Clash of Clans has become one of the most popular mobile games ever, lauded for its unique mix of base-building, strategic planning, and social interaction.

CALL OF DUTY:

Renowned first-person shooter (FPS) game series Call of Duty (CoD) was developed by several studios—including Infinity Ward, Treyarch, and Sledgehammer Games—and published by Activision. Originally focusing on World War II themes, Call of Duty first appeared in 2003 and has since evolved to explore modern and futuristic settings. Known for its fast-paced action, realistic graphics, and engaging stories, Call of Duty has become one of the most successful and strong gaming franchises in history.

GTA:

Famous and influential action-adventure game series produced by Rockstar Games, Grand Theft Auto (GTA) Known for its open-world layout, GTA lets players explore vast fictional cities based on real-world sites, finish tasks, and engage with a rich, dynamic surroundings. Since its founding in 1997, GTA has redefined sandbox gaming, narrative, and world-building, therefore proving itself as one of the most successful and influential game series ever.

SHADOW FIGHTS:

Developed by Nekki, Shadow Fight is a well-known series of fighting games that combines martial arts combat with RPG components and a distinctive visual style. Renowned for its seamless animations, engaging narrative, and shadowy appearance, the series has gained global following since its beginning as a Facebook game in 2011.

ANALYSIS AND INTERPRETATION OF DATA

TABLE 4.1
TABLE SHOWING FREQUENCY OF HOURS SPENT ON STUDYING

HOURS SPENT	FREQUENCY	PERCENTAGE
Less than 1 hour	32	29
1-2 hour	60	39
2-3 hour	48	31
More than 3 hour	13	9
TOTAL	153	100

Source: Primary data

INTERPRETATION

The above table shows that the 29% of respondents spent less than 1 hour, 39% of the respondents spent 1-2 hour, 31% of the respondents spent 2-3 hour, 9% of the respondents spent more than 3 hour to study at home.
39% of respondents spent 1 – 2 hour to study at home

TABLE 4.2
TABLE SHOWING METHOD OF STUDY BY THE RESPONDENTS

METHOD	FREQUENCY	PERCENTAGE
Self-study	39	25
Group study	69	45
Coaching	38	25
Others	7	5
TOTAL	153	100

Source: Primary data

INTERPRETATION

The above table shows that 25% of respondents prefer self-study, 45% of respondents prefer group study, 25% of respondents prefer coaching, 5% of respondents prefer other methods.
45% of respondents prefer group study.

TABLE 4.3
TABLE SHOWING THE ACADEMIC PERFORMANCE

ACADEMIC PERFORMANCE	FREQUENCY	PERCENTAGE
Excellent (above 90%)	30	20
Good (75% - 89%)	77	50
Average (50% - 74%)	39	25
Below average (below 50%)	7	5
TOTAL	153	100

Source: Primary data

INTERPRETATION

The above table shows that 20% of respondents perform excellent, 50% of respondents perform good, 25% of respondents perform average, 5% of respondents perform below average.

50% of respondents perform good in academics.

TABLE 4.4
TABLE SHOWING RELATONSHIP BETWEEN
RESIDENCE AND FREQUENCY OF PLAYING ONLINE GAMES

	Daily	Once a Week	Rarely	Several times	Grand Total
Rural	1	10	3	7	21
Semi - urban	4	36	3	29	72
Urban	8	18	4	30	60
Grand Total	13	64	10	66	153

O	E	O-E	(O-E) ²
1	1.78	0.78	0.62
4	6.12	2.12	4.48
8	5.10	-2.90	8.42
10	8.78	-1.22	1.48
36	30.12	-5.88	34.60
18	25.10	7.10	50.38
3	1.37	-1.63	2.65
3	4.71	1.71	2.91
4	3.92	-0.08	0.01
7	9.06	2.06	4.24
29	31.06	2.06	4.24
30	25.88	-4.12	16.96

$$\text{CHI SQUARE VALUE } (\Sigma) = \frac{(\text{OBSERVED VALUE} - \text{EXPECTED VALUE})^2}{\text{EXPECTED VALUE}}$$

$$= 16.96 / 25.88$$

$$= 0.655$$

$$\text{DEGREE OF FREEDOM} = (\text{row}-1) (\text{column}-1)$$

$$= (3-1) - (4-1)$$

$$= (2)(3)$$

$$= 6$$

TOTAL VALUE = 12.592

HYPOTHESIS:

H0 There is no significant relationship between Residence and Frequency of playing online games.

H1 There is significant relationship between Residence and Frequency of playing online games

Level of Significance= 0.5% or 0.05

INTERPRETATION:

In the above analysis the calculated value (**0.655**) is less than the Table Value (**12.592**) at the level of 5% Significance. Hence null hypothesis is accepted thus there is no Significant relationship between Residence and Frequency of playing online games.

FINDINGS:

- (39%) of respondents spent 1 – 2 hour to study at home.
- (45%) of respondents prefer group study.
- (50%) of respondents perform good in academics

SUGGESTION:

- Promote time management tools to balance gaming and academics effectively.
- Provide technical support to reduce gaming disruptions.
- Encourage healthy gaming habits with limited daily playtime.
- Use gaming communities to enhance group study and collaboration.

· Offer stress-relief alternatives and counselling for gaming-related restlessness

CONCLUSION:

The impact of online games on youth in Coimbatore is multifaceted, with both beneficial and detrimental effects. While online games can enhance cognitive skills, foster social interaction, and provide entertainment, their excessive use can lead to addiction, academic decline, and social isolation. The study emphasizes the importance of moderation and balance in gaming habits. Parents, educators, and policymakers must collaborate to create guidelines for healthy gaming, encourage outdoor activities, and raise awareness about the potential risks of online gaming. Moreover, further research is needed to explore the long-term effects of online gaming on the development of youth in urban settings like Coimbatore.

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