

JOHN B. LACSON FOUNDATION MARITIME UNIVERSITY - MOLO, INC.

M.H DEL PILAR, STREET, MOLO, ILOILO CITY

EFFECT OF ONLINE GAMES IN STUDENTS PERFORMANCE IN SCHOOL

JOHN B. LACSON FOUNDATION

MARITIME UNIVERSITY-MOLO

in partial fulfilment of the requirements

to the subject Practical Research 1

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3/201

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Approval Sheet

The researcher project entitled: "**Effect of Online Games in Students Performance in School**" at John B. Lacson Foundation Maritime University - Molo, Academic Year 2017 - 2018, prepared and submitted by Mark Rhodgie L. Flores and Carlo B. Serilo of grade 11-Betelgeuse in partial fulfilment of the requirement in the subject practical research 1 has been examined and hereby commended for approval and acceptance.

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Flores, Mark Rhodgie L., Serilo, Carlo B., " Effect of Online Games in Students Performance in School."

Abstract

The study entitled " Effect of Online Games in Students Performance in School" was conducted to determine what are the effect of Online Games in student performance of students in John B. Lacson Foundation Maritime University - Molo.

Generally, this study intended to explore and determine the effects of online games in students performance.

specifically, the study sought to answer the following questions:

1. What are the effects of online games in student's performance?
2. Do you play online games?
3. How much time do you spend in playing online games?
4. What is the result when you play online games?
5. Do you consider yourself to be addicted to your most frequent online game?

The effects of playing online games on the students are chronologically the lowering of one's self esteem, stress that leads to computer addiction.

This study will be conducted to at least 30 students of John B. Lacson Foundation Maritime University Molo Campus.

The following are the findings of our study;

1. 20 out of 30 students answered that playing online games helps them think faster, and 9 out of 30 students answered that playing online games helps them focus in memorizing, and 1 out of 30 students answered that playing online games distracts his studies.
2. Most of all students are like to play online games.
3. 30 students spending 3-4 hours playing online games in one day.
4. 25 students answered that playing online games is addicting, and 3 students answered that playing online games can shorten time. 1 student answered that playing online games destroys his time and 1 student answered that playing online games is boring.
5. 29 students answered that playing their frequent online games are addicted on it and 1 student answered that playing his frequent online game is boring.

Out from the result of the data, the following conclusions were started:

1. almost all students play online games
2. students are getting good effects from playing online games like helps them think faster and helps them focus in memorizing.
3. the education of the students is greatly affected by playing online games.

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Acknowledgement

After an intensive period of several months, today is the day; writing the note of thanks is the finishing touch on our research project. It has been a period of intense learning for us, not only in the research paper, but also on a personal level. We would like to reflect on the people who have supported and helped us so much throughout this period.

We would like to thank Dr. Elvira Delgado for guiding us every time, for sharing her valuable time and effort in checking the research project and for the admirable advice on technical matter and also for assessing us how to be a good researcher.

We would like to thank the students of John B. Lacson Foundation Maritime University - Molo, who answered our questionnaires.

We would like also to thank our parents for their time, support, effort and cooperation with this research project.

The Lord Almighty, for all the spiritual and material blessings and graces he gave to us and for all things he made possible.

The Researchers

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Chapter 1

INTRODUCTION

Background of the study:

The rise in the use of the internet has led to many changes in our daily life. This rise has also led to the rise of online gaming. Online gaming can refer to any type of game that someone can play through the internet or over a computer network. Most of the time, online gaming refers to the video games played over the internet, where multiple players are in different locations around the world. In most cases, online games are freeware programs that can be used for an unlimited time and are available for free.

Most percentage of web games available nowadays is written in Flash, Shockwave and Java languages.

Because of that, they feature more primitive game play than downloadable games. Having an online gaming experience typically requires a high-speed internet connection.

Proper hardware will also be required whether it's a computer or a gaming console, such as Xbox or Play station that's connected to the internet. Some online

games require a specific piece of controlling hardware such as a joystick or a game controller, but these days, gaming technology has progressed to an amazing extent. Things like streaming 3-D animation graphics with superb surround sound stereo now can make all addicted to gaming. In terms of video games, online gaming is growing in popularity for variety of reasons. Gamers can easily find opponents of similar skill level when playing a head-to-head game over the internet. Players also can compete in massively multiplayer games, where dozens of players play an ongoing game in a virtual world. Some online games charge a monthly fee for access to the video game software.

Theoretical Framework:

According to Molcho (1988) gaming has provided evidence that instructional games can promote retention and the ability to transfer knowledge to new domains. Instructional games are attractive to learners because they offer a simple and creative means of providing high-level motivation, clear and consistent goals, and sustained interactivity. Gaming as an instructional variable may be analyzed as methods of rehearsal by facilitating the organization and retention of content (Dwyer & Dwyer, 1985).

The theory of intrinsic motivation is by far the dominant source of support for instructional gaming. Research has provided evidence that instructional gaming has the

intrinsic ability to develop the learners' confidence in determining their own destiny.

This theory suggests that intrinsic motivation in an instructional gaming context is comprised of an optimal relationship between fantasy, challenge, curiosity, and control.

(Malone, 1981)

Conceptual Framework:

Research indicates that there are many impacts of online gaming among the children ages 16-17 of John B. Lacson Maritime University-Molo, Iloilo City. Studies have been conducted assessing the impacts of online gaming. As an input, the researchers will gather all the information about the impacts of online gaming among the children ages 16-17. To carry out the study, the researchers conducted a survey among the children ages 16-17 of John B. Lacson Maritime University-Molo, Iloilo City. As a result, the researchers discovered the impact of online gaming among the children.

Statement of the Problem:

This study is aimed to determine the factors affecting the students on playing online games to the students in school. The researchers sought answers to the following questions:

1. What are the effects of online games in students' performance?
2. Do you play online games?
3. How much time do you spend in playing online games?
4. Why do you like to play online games?

5. Do you consider yourself to be addicted to your most frequent online game?

Significance of the Study:

This study is significant in many aspects. It can benefit parents, government organizations and psychologists.

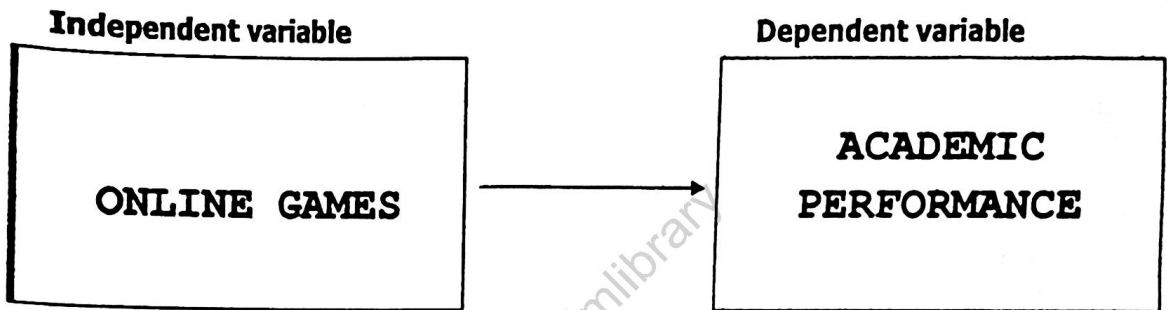
This study is significant to parents to give them knowledge about the effects of computer gaming to their children. This will encourage the parents to look out for their children in front the computer and limit the time usage. This will give the parents a glimpse of their child's social life caused by computer gaming.

Government organization will be able to implement events and activities that can help rejuvenate computer addicts and help them restore their self-esteem and fix their social life. The results of this study could benefit these events by using it as a basis or a theme.

Through this study, psychologists will be able to perform their duty, in line with our generation to help gamers with their social problems. This study will provide information to deliver this generation's problems which will allow the experts to hasten further studies.

Scope and delimitation:

This study focused on the perspective of the gamers regarding the implications of gaming to their social life. This study focuses only to the adolescents.



Chapter 2

REVIEW OF LITERATED LITERATURE

Conceptual Literature:

As of today, most people relate online games to low academic performance. Through the years, studies have yielded different results. Some of them say that they are co-related when some say that they are not.

At times, the students defend the games they are playing by saying that they do learn something from it. A paper from EDUCAUSE backs these students up by suggesting that the faculty learn and know about these games to help students in in class learning experience (Hitch and Duncan, 2005).

Furthermore, another paper claims that these games are not just for. They claim that these games may be used to learn and experience different things and interact with other people and belong to a virtual community.

Research Literature:

Online games have both positive and negative effects on people, especially students. One of the negatives is this. Many cases among students are addiction. And this addiction may lead to worse problems.

The students might steal money.

They may become lazy when it comes to studying and prefer playing the whole day long. Some may even skip school to have more playing time. (SujatAliHamzah)

Addicted gamers spend so much time playing that their personal relationships get neglected and sometimes disappear altogether. Among addicted gamers who are married, up to 50 percent report a strain in their marriage because of their addiction. Addicted gamers also neglect the responsibilities of everyday life such as school and work. (UNC-OASIS)

Positive Benefits:

- It Improves the Cognitive Functions
- Hand and Eye Coordination
- Quick Thinking and Accuracy
- Improve Your Child's Decision-Making Skills
- Encourages Teamwork

Negative Benefits:

- Increases Aggressive Behavior
- Social Isolation

- **Teaches Wrong Values**
- **Poor Academic Performance**
- **Adverse Effects on Health**

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Chapter 3

METHODOLOGY

Research Design:

In this research, we use the quantity method based on the result of the surveys.

We are probably measuring variables and verifying existing theories or hypotheses or questioning them.

The questionnaires which made maybe will be answered by the students that likes playing video game and to analyze the symptoms of the gaming addiction, the reason why gaming is addicted, and the effect of the gaming addiction.

Respondents:

In this research, the respondents are the chosen students of JBLFMU Molo. They will be answering questionnaires which made maybe will be answered by the students that likes playing video games.

Questionnaires:

What are the effects of online games in students' performance?

Do you play online games?

How much time do you spend in playing online games?

Why do you like to play online games?

Do you consider yourself to be addicted to your most frequent online game?

Data Gathering Procedure:

The needed data for the study was securing a permit in the school administration to conduct a survey. After securing the said permit, the researchers will administer the questionnaires to the respondents after giving them some background information of what are our intentions and what is study all about.

Chapter 4

RESULTS AND DISCUSSIONS

The data was collected from a total of 30 senior high school students of grade

11. It is important to continually remind yourself of your goals and how they are progressing to ensure you reach them. One purpose of the questionnaire was to identify and for the researchers to differentiate the effects of playing online games.

Table 1. What are the effects of online games in students' performance?

SIMILAR	DISSIMILAR
20 out of 30 students answered that playing online games helps them think faster. 9 out of 30 students answered that playing online games helps them focus in memorizing	1 out of 30 students answered that playing online games distracts his studies.

Table 2. Do you play online games?	
SIMILAR	DISSIMILAR
30 students are playing online games.	

Table 3. How much time do you spend in playing online games?	
SIMILAR	DISSIMILAR
30 students spending 3-4 hours playing online games in one day.	

Table 4. What is the results of play online games?	
SIMILAR	DISSIMILAR
25 students answered that playing online games is addicting.	1 student answered that playing online games destroys his time.
3 students answered that playing online games can shorten time.	1 students answered that playing online games is boring.

Table 5. Do you consider yourself to be addicted to your most frequent online game?

SIMILAR	DISSIMILAR
29 students answered that playing their frequent online games are addicted on it.	1 student answered that playing his frequent online game is boring

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Chapter 5

SUMMARY, CONCLUSION AND RECOMMENDATIONS

This chapter presents the summary, conclusions related to the present study, effect of playing online games to the academic performance of grade 11 students of JBLFMU.

Summary:

This study was conducted to determine the effect of playing online games to the academic performance of grade 11 students of JBLFMU.

Conclusions:

It is therefore concluded that:

1. almost all students play online games
2. students are getting good effects from playing online games like helps them think faster and helps them focus in memorizing.
3. the education of the students is greatly affected by playing online games.

Recommendations:

After a careful and through evaluation of the results of the research conducted, the following recommendations are hereby given:

- 1. Students should know their limitations in playing online games.**
- 2. Students should know the consequences that they might get from too much playing online games.**
- 3. Students should know that playing online games is too much addicting.**

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