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JOHN B. LACSON FOUNDATION MARITIME UNIVERSITY - MOLO
Iloilo City

WHY PREFER PLAYING COMPUTER GAMES
INSTEAD OF ATTENDING CLASSES?

A Research Paper Presented to the
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In Partial Fulfillment
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(Methods of Research)

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Abao-abao, Lady Mary; Besana, Gezele; Bravo, Phoebe Marie; Chichirita, Mae; Gallego, Ritchelle; Lago, Sheila; Novis, Jenevie; Pineda, Jenny Rose; Suiza, Joe Frank, *Why Prefer Playing Computer Games Instead of Attending Classes?* Unpublished Undergraduate Research, JBLFMU-Molo, Inc. October 2008

Abstract

The study was undertaken to find out the reasons of students why they prefer playing computer games instead of attending their classes. The participants of this study were 65 students both of the College of Business and Marine Engineering Department of JBLFMU-Molo, Inc. The data of the present study were obtained by the use of a questionnaire-checklist. Frequency count, percentage, and ranks were employed in descriptive analysis. Results showed that the most prevalent reasons of students were as follows:

"Playing computer games is my past time habit" and "I am influenced by my friends". When categorized according to sex: males had the most number of respondents with the main reason of "Playing computer games is my past time habit" while females had only few respondents with the main reason of "I am influenced by my friends". Place of residence: urban area had the most number of participants than rural

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[area but they both have the same most prevalent reason
which was "Playing computer games is my past time habit".
For degree program the most prevalent reason was: BSMar-E:
"Playing computer games is past time habit"; BSCSM: "I am
influenced by my friends"; BST: "Playing computer games is
my past time habit".]