



John B. Lacson Foundation Maritime University-Molo, Inc.

M.H delPilar Street, Molo Iloilo City

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**Advantages and Disadvantages of Online Games among Grade 11 ABM
Senior High School Students of JBLFMU-Molo**

A Research Paper Presented To:

Dr. Elvira Delgado

In Partial Fulfillment

of the Requirements in Research

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APPROVAL SHEET

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ABSTRACT

The research study was conducted to know the Advantages and Disadvantages of Online Games In Grade 11 Students of JBLFMU-MOLO. The participants of this study were the grade 11 students of John B. Lacson Foundation Maritime University-Molo, Inc. academic year 2018-2019. The participants were limited to these were able to enroll and those study who plays online games. Results showed that the behavior of the students when they play is they hide from their parents. They just play because of their past time and they considered playing as their satisfaction. The students feel happy, satisfied and relax. The students develop farsightedness, cant sleep and eat because of playing online games. The researchers would recommended that the Department of Health may create programs that will help promote awareness about impact of playing online games to the health of addict and non-addict.



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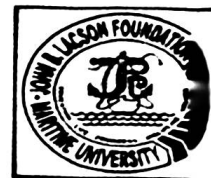
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CHAPTER 1

INTRODUCTION

Background of the Study

The rise in the use of the internet has led to many changes in our daily life. In particular, 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 PlayStation 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 have the ability to make all addicted to gaming. In terms of video games, online gaming is growing in popularity for a variety of reasons.



Gamers can easily find opponents of a 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. Today, one can see the impact of computer and video games in politics, television, popular music and Hollywood. A lot of research is conducted to study its effect on lifestyle and behavior of the wow power leveling gamer especially kids. Online game is the most sought leisure activity followed by kids nowadays. Computers play a major role in shaping the future of the kids. Days are gone when children loved to indulge in outdoor activities, rather than running or playing outside, children spend most of their time playing online games. Online games surely have an impact on minds of kids. Taking into consideration, it is positively a great mind exercise and helps kids explore many new things. It includes improvement in recursive and proactive thinking, increased sociability and improved interpretive skills.

Some research shows that the children who play online games are more active and have sharper minds than their other counterparts. However, computers and video games also receive much more negative criticism, because games are often coined with issues such as mindless entertainment, enhanced social recluse, sexism and consumerism. Research shows that kids who play violent video games showed an increase in emotional arousal and a corresponding decrease of activity in brain areas involving self-control, inhibition and attention. Everyone who plays video games has a different reason for playing, and the usage of the game leads to different effects for each



individual. Childhood upbringing, peer influences, pressures at school and family issues are all factors that have a strong connection with the effects of gaming on individuals. Video games may be therapeutic for some people, but the small amount of people who are negatively affected by gaming impact are many.

Significance of the Study

This study will be valuable and significant to children, parents, readers and future researchers.

Students-This study is primarily important to children, for it will give them information about the impacts they may get from online gaming.

Parent-This study will help the parents to have enough knowledge about the impacts of online gaming among their children.

Readers-This study will help the readers to have the understanding about the impact of online gaming.

Future Researchers-This may serve as a basis for future research that they will conduct.

Statement of the Problem

This study aimed to know the impacts of online gaming among the 17-20 years old of John B. Lacson Foundation Maritime University.

Specifically, this study sought answers to the following questions:

- a. What are the advantages of online gaming among 17-20 years old students?



- b. What are the disadvantages of online gaming among 17-20 years old students.

Scope and Delimitations of the Study

This study was mainly concerned and limited only to the advantages and disadvantages of online gaming among the students ages 17-20 of John B. Lacson Foundation Maritime University.

Definition of the Terms

For clearer understanding of the work, the following terms were defined:

Advantage- So as to produce a favorable impression or effect wishing to be seen to advantage (MeriamWebster, 2018).

In this study, advantage refers to a condition or circumstance that puts one in a favorable or superior position.

Disadvantage- A loss or damage especially to reputation, credit, or finances (MeriamWebster, 2018).

In this study, disadvantage refers to an unfavorable circumstance or condition that reduces the chances of success or effectiveness.



Impact- To hit (something) with great force (MeriamWebster, 2018).

In this study, impact refers to the action of one object coming forcibly into contact with another.

Internet- An electronic communications network that connects computer networks and organizational computer facilities around the world (MeriamWebster, 2018).

In this study, internet refers to a global computer network providing a variety of information and communication facilities, consisting of interconnected networks using standardized communication protocols.

Online Game- the playing of games that simulate actual conditions (as of business or war) especially for training or testing purposes (MeriamWebster, 2018).

In this study, online game refers to playing of games that simulate actual conditions (as of business or war) especially for training or testing purposes.

Technology- The practical application of knowledge especially in a particular area (MeriamWebster, 2018).

In this study, technology refers to the application of scientific knowledge for practical purposes, especially in industry.



CHAPTER 2

REVIEW OF THE RELATED LITERATURE

Research Literature

Carey (2012) found out that the history of online gaming included contributions by many different companies and entities. Online gaming began as multiplayer gaming, but has evolved to include online gaming servers and massively-multiplayer online game settings.

Stated by Hassan (2011), online gaming is good and bad. Good for those who know their limits and bad for those who fix themselves in the seats for long hours and cut off the interaction with rest of the world.

According to the study of Chang (2009), online gaming was referred to as Internet Gaming or Electronic Gaming. It was a gathering of players with a common game using a local area network (LAN) where they could be on the same settings. The players seem to be in a real situation that they use their mouse or keypads to move in the monitor, their virtual world.

Hall (2005) said that online gaming has become increasingly popular over the past few years. Both Orzack (2004) and French (2002) found out that in internet search for "gaming addiction" yields lists of physical and psychological symptoms from dry-eyes and carpal tunnel syndrome to "problems with school or work," offered as indicative of problem usage behavior.



Griffiths, et al. (2003) stated that online gaming has been separated by some researchers into three main types: stand-alone games, local and wide network (LAN) games and massively multiplayer online role-playing (MMORP) games.

French & Dwyer (2002) claimed that online game players "don't have normal social relationships anymore" and play online games in order to cover feelings of anger, depression and low self-esteem.

Nie & Erbring (2000) and Kraut, et al. (1998) stated that some fear that virtual communities was detracted from social activity and involvement in the real world, replaced real social relationships with less robust online substituted and caused users to turn away from more traditional media.

Turkle (1995) found out that online games enabled self-exploration and discovery that users extended and idealized their existing personalities or try out new ways of relating to one another that can positively affect real life relationships. Rheingold (1993) stated that the one reason for the popularity of online games was that they meld the fun and challenge of video games with the rewarding social aspects of online community. Participation in online communities allows us to stay in touch with old friends, meet new people, learn, and share information.





Conceptual Literature

In the study conducted by Wood, Gupta, Devevensky & Griffiths (2004), online gaming can be addictive. The research has tended to concentrate on negative aspects, such as excessive play and addiction. Instead of spending their hours on studying and doing their homework, children spend their time on playing computer games.

Gentile, et al. (2004) said that the majority of these studies have shown that online games can be addictive and that some online games have been associated with aggressive behavior. However these studies have been relatively controversial as they examine these factors using self-report methods and artificial scenarios. This type of research is fraught with problems and criticism.

The study of Carrasco (2001) stated that computers have become a part of man's life. Almost all the things around us were made by computers with the aid of modern machines. Associated with the computers is the internet where we can find online games. Online game has a big impact to children especially to teenagers. They tend to be hooked by the computer.

On the other hand, online gamers can also benefit on playing online games. A great variety of forms have been developed and put into practice to enhance learning, offer solace, to drive away boredom, and/or to persuade players to adopt certain actions and opinions. The game play improve various thinking skills but that it



can also boost cognitive speed for those who play action games and can also improve cognitive accuracy for players who solve puzzle and strategy games (Klabber, 2001).

Some video games have been associated with aggressive behavior. In that case, children imitate online characters. Some children are at the period of modeling (Anderson & Bushman, 2001).

Taha, J. (n.d.) said that online games are seen as good learning tool because many think that they can teach children in ways that their teachers are failing by sparking their minds, stimulating their thinking, and inspiring their imagination.

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CHAPTER 3

METHODOLOGY OF THE STUDY

Research Design

The main objective of the study was to determine the advantage and disadvantages of Online Games among the Grade 11 Senior High School ABM Students of JBLFMU-Molo. The case-study was employed in the study. A case-study, also referred to as a descriptive study, determines and describes the way things are.

Qualitative research, on the other hand uses different forms of data from those used in traditional research method. Qualitative methods consist of three kinds of data collection: (1) in-depth, open ended interviews; (2) direct observation; and (3) written documents (Patton, 1990). The data from interview consist of direct quotations from people about their experiences, opinions, feelings, and knowledge.

Respondents

The respondents of this study are Grade 11 Senior High School ABM Students of John B. Lacson Foundation Maritime University. The study will be conducted during the second semester of academic year 2018-2019

Sample Size



We calculated the sample size of our respondents using the sample size calculator. There are 4 sections in Grade 11ABM Senior High School students and there are approximately 40 students in every section, so our sample size will be 114 ABM students of JBLFMU-Molo.

Sampling Technique

We use the simple random sampling as our sampling technique. In this case, each student will be chosen entirely by chance and each member of the population has an equal chance of being selected.

Research Instrument

To come up with the data needed for the study, an interview guide was used as an instrument to help the researchers in determining the advantages and disadvantages of online games among Grade 11 ABM Senior High School Students of JBLFMU-Molo.

The interview guide consists of the following questions:

- What kind of computer games do you find addictive or interesting?
- What spiked your curiosity to engage or try playing computer games?
- How long do you spend your time playing?
- Do you stay up late at night and play? If yes, do you have trouble waking up in the morning?
- Do you feel restless and irritable when you are forced to stop playing or when your time in the computer shop is about to end?
- How do you balance your study time with your game time.





·Do you use online games as a way of escaping problems, relieve feelings of depression, or anger?

Data Gathering Procedure

This study was conducted through interview. In the process of data gathering, the researchers requested permission from the Principal of the school, to allow them to conduct the interview. The researchers identified the Grade 11 ABM Senior high school students of JBLFMU-Molo and introduced to them the study. The researchers asked the consent of the participants before the interview. The researchers made sure that the respondent's anonymity is kept by providing pseudonyms or usernames.

Data Analysis

Once the data will be transcribe, it will then be code, analyze, interpret and verify. The process of transcribing the interviews can help the researcher to gain more understanding of the subject from repeatedly listening to and reading the transcribed interviews. Coding the data began once all the data was fully transcribed. The codes applied are keywords which are used to categorize or organize text and are considered an essential part of qualitative research (Sarantakos, 1998). The data will be then analyze, categorize and organize into themes and further sub-themes which will be emerging through the coding process. The themes that will emerge will be assigned a specific code accordingly. The next stage involved interpreting the data by identifying any reoccurring themes throughout and highlighting any similarities and differences in



the data. The final stage involved data verification, this process involves a process of checking validity of understanding by rechecking the transcripts and codes again, thus allowing the researcher to verify or modify hypotheses already arrived at previously (Sarantakos, 1998)

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CHAPTER 4

RESULT and DISCUSSION

What are the disadvantages of playing online games?

The following are the result of disadvantages of playong onlie games. Students of JBLFMU-Molo ages 17-20 years old are very prone to online gaming, because of this, most of the students are experiencing lack of sleep since among the 30 participants, 27 of them are playing from morning until midnight, sometimes they forgot to sleep because they really enjoyed playing. By playing too much of online games, students forgot to eat their meals which causes them of having sick. Moreover students who were involved to mobile games are more likely to experience having a poor eyesight because of the radiations from computers, laptops or mobile phones.



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Introduction

The purpose of this study was to explore the Advantages and Disadvantages of Online Games to G11 Students of JBLFMU-MOLO. The study examined the relationship between explore the Advantages and Disadvantages of Online Games to G11 Students of JBLFMU-MOLO. The analysis of the qualitative data collected in Phase 1 of the study presented in this chapter.

Profile of the Respondents

The study several profile variables to gain information about the respondents study. These were presented in the following table.

Respondents were asked to answer a questionnaire with these following questions:

1. Have you ever play online games?
2. In your opinion how do you consider playing online games? Why?
3. How often do you play online games within a week?
4. How long will you play online games in a day?
5. Any bad effects of playing online games that have happened to you?
(may be more than one answer)



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Results

Proximity Matrix

Table 1 shows the percentage and frequency of the respondents who play online games?

Similar	Dissimilar
● 29 students answered who plays online games	● 1 does not play

Table 1 shows the 29 of the respondents who play online games and 1 is not. This indicates that the 30 respondents will be the focus in finding the results of the survey.



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Table 2 in this table it shows the reason why they choose to play.

Similar	Dissimilar
<ul style="list-style-type: none">• 11 Students answer past time• 5 Students answered stress-reliever• 10 Students answered hobbies• 3 Students answered it calms me	<ul style="list-style-type: none">• 1 Student does not play

Table 2 shows that 11 students who play because of their past time, 5 students considered playing online games as their stress-reliever, 10 students plays because that is their hobbies, 3 students plays because it calms them and the 1 student does not playing.



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Table 4: shows what they feel when they are playing

Similar	Dissimilar
<ul style="list-style-type: none">●10 students answered happiness●9 students answered they relax●6 students answered they relief●4 students answered satisfied	<ul style="list-style-type: none">●1 students answered nothing

Table 4 shows that 10 students feel happy if they are playing, 9 students considered as their relaxation, 6 students feel relief, 4 students considered as their satisfaction and 1 student answered nothing.



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Table 3 in this shows that how long they can play online games.

Similar	Dissimilar
<ul style="list-style-type: none">●10 students answered 12 hrs. a day ●11 students answered 8 hrs. a day ●8 students answered 3 hrs. a day	<ul style="list-style-type: none">●1 students recently play

Table 3 shows that how long they play in a day. It shows that almost all of the respondents are addict in playing online games.



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Table 5 shows if there is any bad effects of playing online games to.

Similar	Dissimilar
<ul style="list-style-type: none">●9 students answered their eyes hurts sometimes.●3 students answered makes them lazy●12 students forget to sleep and to eat	<ul style="list-style-type: none">●6 students answered nothing

Table 5 shows that 9 students experiences their eyes hurts sometimes because of playing, the 3 students got lazy, 12 students forget to sleep and eat and 6 students answered nothing.



CHAPTER 5

SUMMARY, CONCLUSIONS and RECOMMENDATIONS

SUMMARY

The study answered what are the advantages and disadvantages of online gaming and it was resulted that playing online game makes them happy and ease that feeling of being bored, also through playing they gain new and more friends which are the advantage of playing online games. Though it is okay to play it, but it should be in moderation because it might lead to get sickness because the data says that the most of the students that plays online games tends to forget to eat their meals, they also sleep very late at night. Also because of the radiation most of the students or participants are having a poor eyesight and these are the disadvantages of playing online games.

CONCLUSION

Therefore, playing online games are not good especially for the health, though it helps you to get more friends but, it leads you to care less about yourself and you get sick because of it. With that, playing online games should be in moderate.

RECOMMENDATIONS

To lessen the cases of excessive playing of mobile games, the Researchers recommends the following:



STUDENTS

Student should be responsible for this, they should know their limits and give priority to their academics.

PARENTS

The researchers highly recommend that the parents should be responsible and give more attention to their children so that they will not get involved more into gaming. Also, their children will not be very prone to sickness.

TEACHERS

Researchers recommends that the teachers should be very strict on using mobile phones, if it is necessary teachers will confiscate their student's phone during the class discussion and return it after the class. This is for the students to be more active in their studies.

SCHOOL HEAD

The researchers highly recommend that the school head should be very particular to students involved to online gaming, the school head should be very strict in implementing the no use of cellphones inside the classroom during the class discussion. In addition, to the security guards also that they should be strict and attentive so that no student will attempt to cut on their classes just to go to the computer shops and play online games.