RESEARCH PROPOSAL

TO STUDY THE NEGATIVE IMPACT OF ONLINE GAMES ADDICTED TO STUDENT IN KPMSI

Prepare for:

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1. INTRODUCTION

As the internet has spread into our society on a broad scale, it has been used to trade various kinds of contents. One of the most popular online contents is the game in which person can play not only with the computer but also with other people with connected through the internet. For example, a recent study on the use of the internet showed that PC owners spent an average of 20 hour per week on the internet for personal use, 48% of which was to play online games. (HCI Laboratory, Yonsei University, Seoul, Korea). The rate of increase in online game playing among adolescents parallels the rapid development of computer network technology.

Most of online games can be played for free and no software is needed. Today many online games and online role-playing games are very popular for example World of Warcraft or Final Fantasy (Van Rooji, Schoenmakers, Meerkerk & Van de Mheen, 2008). Online games or Multiplayer Online Games (MOGs) are divided into two that is Massively Multiplayer Online Games (MMOGs) for example Counterstrike and Massively Multiplayer Online Role-Playing Games (MMORPGs) for example Everquest. The different between these two games is only the number of gamers (Seay, Jerome, Lee & Kraut, 2004).

Although there is positive impact about online games to the student, the negative impact was seeing more influence to the student especially. This is because nowadays, online games often to replace other activities such as watching television, sports or real-life socializing(Bainbridge, 2007). Beside that online game had become a serious problem among adolescence that too obsesses with these games and had create many problems such as health, affect their performance in academic and also their social lifestyle in the real world besides there are positive about the online games.

Through this research especially in the scope of Seri Iskandar student in KPMSI, if student in KPMSI are addict to the online games or not based on the three impacts that is social issues, health risk and academic performance. In this research will examine on how far the knowledge of student in KPMSI towards online games and what are the type of online games that very popular among them and the relationship between the impacts.

1. PROBLEM STATEMENT/ (QUESTION)

Nowadays the existence of many online games in the internet had become a major problem among adolescents. Tsai and Lin (2003) found that being addicted to the web and online game will cause a serious of problems toward adolescents on their school grade, health, family, financial affairs and time management. Furthermore, the addictive person may pose health risk including muscle and joint pain, obesity, eyestrain and overuse injuries of the hand caused by repeatedly pressing buttons. Excessive gaming can lead to problems in schools and problems with social contacts to the other people in the real life (Van Rooij, Schoenmakers, Meerkerk, Griffiths, Van de Mheen, 2001). We as the users have to be more alert of the effects of long hours of spending time either playing online, surfing online and others. Besides the negative impact of the online games there is also positive impact of online games toward the adolescents. According to the Raise Smart Kid website, there are the good and bad effects of video games. Some of the good effects of video games is this person will have hand-eye coordination, problem solving and logic and quick thinking, making fast analysis and decision. For example the game that required finding hidden item or car racing games will require them to focus to achieve the objective of the games. Research at Rochester University shows that children who played action games regularly have the sharpness of eye more quickly than those who are not used to playing games for example action games, strategy, puzzle, shooting and others.

RESEARCH QUESTIONS

For general, this research is done to answer these following questions:-

1. Are social issues give negative impact to the student in KPMSI toward online games addicted?
2. Is health risk give negative impact to the student in KPMSI toward online games addicted?
3. Is academic performance give negative impact to the student in KPMSI toward online games addicted?
4. PURPOSE OF THE STUDY

The purpose of this study is to see if online games addicted can give negative impact to the student in KPMSI in three aspects that is social issues, health risk and academic performance.

1. To identify if social issues give negative impact to the student in KPMSI
2. To identify if health risk give negative impact to the student in KPMSI
3. To identify if academic performance give negative impact to the student in KPMSI

The first purpose of this study is to identify if social issues give negative impact to the student in KPMSI towards online games addicted. This is very important because nowadays many social problems had occurs among adolescence such as financial problems because they need money to play online games at the cyber café, failure of school and marital or family problems.

The second purpose of this study is to identify if health risk give negative impact to the student in KPMSI towards online games addicted. Too addictive towards online games it will cause some health problem to the teenagers such as back problems if too long sitting in front of the computer, less amount of sleep during the night.

And the last purpose of this study is to identify if academic performance give negative impact to the student in KPMSI towards online games addicted. Academic performance can be affect when teenagers especially student spend more time in online games addicted. Another else is student will lose interest in other activities at the college or schools because they are more choosing to spend all of their free time playing the games.

1. REVIEW OF THE LITERATURE AND THEORETICAL FRAMEWORK

A research by M. D. Griffiths, Mark N.O. Davies and Darren Chappell, most of the research on adolescent computer game playing has tended to concentrate on the more negative aspects such as excessive play and addiction (May, 1994; Griffiths & Huntt, 1998; Greenberg, Lewis & Dodd, 1999; Salguero & Moran, 2002).

Online games impact can be negative or positive in state in many researches, but in this research only focus on the negative impact of the online games addicted toward student in KPMSI based on three impacts that is social issue, health risk and the impact to the academic performance. When player had exceeded playing games it will become an addict and at the same time it will form many problems.

According to Allen et al, 1991, pg. 14 research,

Addiction can be defined in the Concise Oxford Dictionary is:

addiction n. the fact or process of being addicted, esp. the condition of taking a drug habitually and being unable to give it up without occurring adverse effects.

When talk about addiction it’s not just the person addict only to drug and alcohol, other addiction is including the addiction to the internet and for this research is regarding to the addiction to the online games that had focus at the KPMSI students.

According to World Health Organization 1970, health is:

“Health is the state of complete physical, mental and social well being and not merely the absence of disease or infirmity” in 1948.

Internet game addiction is a serious problem in countries such as United States or South Korea which have wide access to the internet. There are many definitions of online games. From English Dictionary, AllWords.com defines online games as a game that played over the internet. While from Webopedia define internet game as those that required a connection to the internet to play and is a type of PC game. Computer games with multiplayer capabilities can be referred to as internet games as are online only games which you play in your browser.

Below is the theoretical framework about the online games addicted. The dependent variable must have independent variable to make the hypotheses valid. This means online games addicted will give negative impact on social issue for example. When a person is addict to the games the impact is on the social issue, health risk and their academic performance.

Independent Variable (IV)

Dependent Variable (DV)

Social Issue

Online games addicted impact

Health Risk

Academic Performance

Social Issues

According to the research by Dong-Jenn Yang and Yi-Kun Chen, a significant percentage of teenage online game like to spend so much time in virtual environments that they suffer from a number of serious social problems. Some spend more time in cyber café than they do in school or on school-related activities. A recent study in Taiwan show that heavy users of online games have less fulfilling interpersonal relationships and higher levels of social anxiety, Shao – Kang et al., 2005. Based on above sentence, gamers may not have confidence level to interact with other people in the real life because they feel exploited when they not get what they want in the real world. As a result they might like to be alone, loss motivation, afraid to faced with others people in the real life and lost goal in the life.

When a person has their own character in this virtual world, they will focus to the character and not interest in their real life. This is because they fill in their virtual world they have all thing that they don’t have in the real world. Else they also feel comfortable while in the virtual world because they can do anything that real world can’t do. As a result, gamers that addict will spend more time for gaming. From this gaming addiction, the main effect is some of the teenagers cannot difference between the reality and not. Some of them that too obsessed only lived inside the game and did not care about their real world. They also tend to spend less time interacting with others people. For example they may lack face to face human context, loneliness and the loss of friends or relationships.

From the research that had done by Dr. Marcel E. Pieterse and Maria C. Haagsma, while playing online games, players or gamers mostly will interact with the other people around the world, gamers will communicate with other person that they do not know who them are. The feeling of being challenged by other player might cause gamer try to beat them in the virtual world. And some of the word in the game is not suitable and rough. The most popular games that allow player can communicate with the other player are World of Warcraft (WOW). Player can communicate with each other via “chat box” (Ducheneaut, Yee, Nickell & Moore, 2006). This research on social issue will determine if it is one of the impacts to the student in KPMSI towards online games addict. Another social issue that can be related is about the influence of people at the surrounding and near to the gamers. For example friends play an important role to influence to play online games. As we know friend have strong influence to attract a person to get know about any new game exist and they will attract their friend to get know the new games.

Health Risk

Online game addicts may neglect personal hygiene, have poor sleep habits and may take a simple meal based on quick and easy preparation that cause body receive lack amount of water and food, so that gaming activities are not interrupted. The meal that takes might be unhealthy for daily life requirements for the body and can cause gamer loss vitamins that need to their body. ScienceDaily ( June 8, 2009), gamers who play for more than seven hours a week and who identify their gaming as an addiction sleep less during the weekdays and experience greater sleepiness than casual or no hours less than other gamers-gamers. This relationship between the hour plays and sleepiness are very serious problem especially to the students.

According to principal investigator Amanda Woolems at University of Arkansas in Little Rock, AR., previous research has shown that excessive gamers spend less time in bed, have longer sleep latency.

For the gamers that too long sit in front of their computer they can face with muscle and joint problems. Some research from betterhealth.vic.gov says these people will have problems such as back pain, neck pain and headache. Another health risk that can occur is overuse injuries. These overuse injuries to the hand especially can be caused by repeatedly pressing buttons on a computer or video game controller. For example, a game that required the player to press a button with their thumb risks injury to the thumb extensor tendon. If the person continues to sitting in front of their computer more problems can occur like heart and muscle problem that usually combined with a poor diet. From that are this impact will give negatively effect to the student in KPMSI based on the research that had been done.

Academic Performance

This addiction also begins with an obsession with the gaming. From the research that will be conduct is related to the concentration in the class during academic sessions, time spend and not active in some activities at the college. Gamers will continue to think about the games when go to offline and often fantasize about playing the game when they should be concentrating on the other things. Apart from thinking about homework that must be complete, going to the class, or studying in the library, the gamers will only become focus on playing the game. The students are addict to the online games they will perform less in their academic because most of the time they spent is to games. When in the class, they might feel sleepy and don’t have energy to be active in the class. Then as a result they will neglect work or other social activities in the real world because want to focus in their online games only. Nowadays, the decrease of academic performance and falling grades become major problem regarding to the addiction.

According to Douglas A. Gentile, Paul J. Lynch, Jennifer Ruh Linder, David A. Walsh research, a number of studies have shown a negative association between amounts of video game play and school performance for children, adolescents and college students (Harris & Wiliams 1985; Creasey & Myers, 1986; Lieberman, Chaffee & Roberts, 1988; van Schie & Wiegman, 1997).

In KPMSI scope based on the research will see either student in this college spend their time for online games and affect their academic performance or not. Others have documented a similar negative correlation with college students between amount of time playing video games and grades (Anderson & Dill, 2000). If more time is spend on playing games, it will affect the academic performance and as the result their CGPA for that semester will be decreased.

Academic achievement may be negatively related to over-all time spent playing video games. Studies have shown that the more time a kid spends playing video games, the poorer is his performance in school.  (Anderson & Dill, 2000; Gentile, Lynch & Walsh, 2004). For academic performance impact we can see the relationship between times spend on playing games will affect their performance in schools. Regarding to the ScienceDaily(July 2, 2007), on school days, teen boys who play video games appear to spend less time reading and teen girls who play video games appear to spend less time doing homework than those who do not play games based on a report in the July issue of Archives of Pediatrics & Adolescent Medicine. The time spend, performance of student in the college and academic result have the relationship that shows that all of this can give negative impact to the student based on their academic performance.

1. HYPOTHESES AND/OR QUESTIONS

H1: There is positive relationship between social issues and online games addicted towards student in KPMSI.

H2: There is positive relationship between health risk and online games addicted towards student in KPMSI.

H3: There is positive relationship between academic performance and online games addicted towards student in KPMSI.

When student in KPMSI know about the online game either from their friends or explore by themselves, this social issue might occur to them. So that for the first hypothesis there is relationship that shows between online games and social issue. Eye constrain, headache, poorer sleep and other health risk can occur when player too long sitting infront of their computer. So for the second hypothesis we will see the relationship of health risk that occurs from exceed of playing online games. The decreasing of CGPA among student in KPMSI shows that online game had give negative impact to the academic performance. They also may skip the class and not perform very well during the class hour because they always think about game.

Research question that can be formed from the hypotheses above are:

RQ1: Is social issue give negative impact to the student in KPMSI?

RQ2: Is health risk give negative impact to the student in KPMSI?

RQ1: Is academic performance give negative impact to the student in KPMSI?

1. THE DESIGN—METHOD AND PROCEDURES
2. Sampling

This research was done to all students in Mara Professional College Seri Iskandar, KPMSI and covered all the main course that offered that is Business in Marketing, Business in Information Technology, International Business and also Preparatory Intensive Program. The sample will be drawn randomly because this research to see the negative impact of online games addicted to the student in KPMSI. The questionnaire will be divided equally to both male and female student in KPMSI. Only 50 questionnaires was distribute to student at that time and were collect back at the same time. In addition, the respondent was select according to those who live in hostel and outsider and student from the main course that offered in KPMSI.

1. Instrumentation

From this research, data were collected by using questionnaires. This is because to easy the respondent to make evaluation and answer the questions. This questionnaire was distributed through the respondent by face to face. And the time to distributed the questionnaire is during rest time usually at 1 P.M., hostel and during night at cafeteria. This method can reduce and limit of respondents did not return the form as soon as they finished fill the questionnaire. This also can save time to get enough respondents to ensure that the data and analysis is more accurate. In this questionnaire were dividing into four section that is section A, B, C and D. In section A will ask about the background of the respondent, while for section B is about social issues, section C about health risk and section D is about academic performance that based on the framework, independent variables. Each section will have five question maximum to be answered by the respondents.

1. Data Collection

To collect the data, it is divided into two that is primary and secondary data. The most used to collect the data is secondary data that get from journal, webpage’s and articles. Enable to know the actual problem regarding to this research, this research had look into several journal that related to match with the research topic. Then from the existing journal, it will produce independent variable by refer to the journal and produce own elaboration regarding to the topic. While for the primary data was collect through questionnaire. From the questionnaire, the question that provide will give the answer for our objective of the research.

1. Data Analysis

After had finish distributed the questionnaire, all the data get then will be analyzed by using SPSS (Statistical Package for Social Science) software. From this software, analysis will be obtained like to see the frequency. It is used to calculate the response obtained by the respondents. Next analysis to be done is descriptive analysis that refers to the mean and mode. As had mentioned in the questionnaires have four sections and for the first section that we ask about the background of the respondent such as gender, age, course and other. From the data get later will come out with relevant chart or table to shows the findings.

1. LIMITATIONS

In the most research it will have some limitation that we cannot avoid it from occur. Same as in this research, there are few limitations that we cannot avoid. One of it is time to complete the research. This is because; time given to finish this proposal is only eight weeks. It is possible to complete the research proposal in eight week in term of finding topic, setting objective, search for secondary data source and come out with independent and dependent variables that related then have to write literature review. All this must have better understanding before can come out with own evaluations.

For the next limitation for this research is limited resources to find secondary data that is journal. For each independent variable (IV), must have evidence to prove that this research had been done by the other person before this. Some of the journal that found only displays the abstract of the study or research. This show that research about negative impact of online games addicted are still less. And to overcome this problem we need to search other secondary data that is articles and news that related.

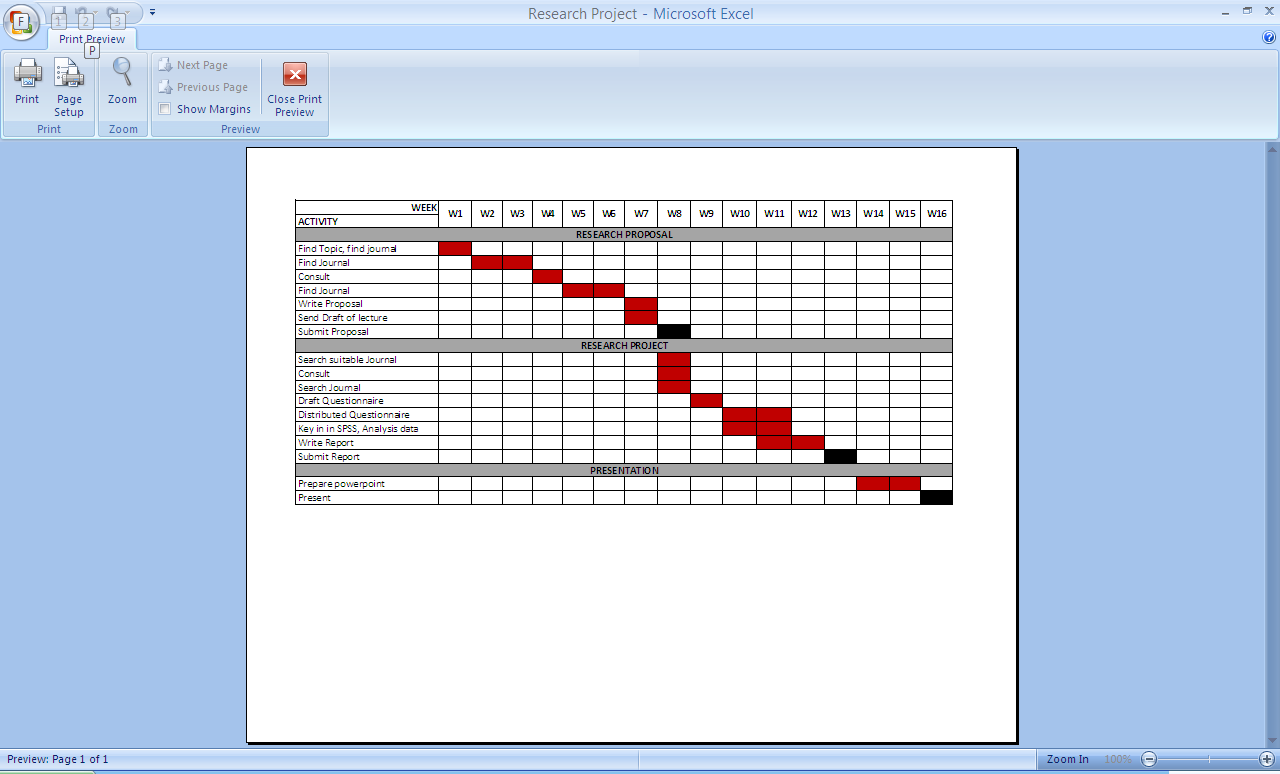
Another limitation that faced is the sampling. Because the sampling only focused to student in the KPMSI so that the result might not as expected which means student in KPM maybe are not too addict to the online game in the critical part.

1. SIGNIFICANCE OF THE STUDY

There are some reason of this research was done. Firstly this research was done because to know what the impacts are those students will receive when they too addicted with online games based on the social issue, health and academic performance. After had known the impact to the student, the data can be used to solve the problems related that occurs among the students nowadays.

This research also can be one of the references for the next research on the next time. Although there are many research had been done regarding to the online games addicted, from existing of this research will hope can be the useful sources for the next time.

For education institutions, this research can be one of the tools that useful to see the behavioral of the students nowadays. So that this institution are able to solve the problems occurs by referring to this research. At the larger scope, government can refer to this research to overcome the problems that occur among these adolescences from become the serious issues. Another one, the society or community can use this research to help government prevent this problems of addicted among the adolescence. The role of parents is very important to know their kid’s behavior inside and outside the house.

1. ACTION PLAN (prepare Gantt Chart)
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1. APPENDICES