Project Dissertation Report on

STUDY ON ONLINE GAME ADDICTION AND IMPLICATIONS AMONG YOUTH

Submitted By

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DECLARATION

I hereby declare that the work titled **'STUDY ON ONLINE GAME ADDICTION AND IMPLICATION AMONG YOUTH'** as part of the final year Major Research Project is my original work and has not been submitted anywhere else.

The report has been drafted by me in my own words and is not copied from elsewhere. Anything that appears in this report which is not my original work has been duly and appropriately referred/ cited/ acknowledged.

_____

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CERTIFICATE

This is to certify that the work titled **'STUDY ON ONLINE GAME ADDICTION AND IMPLICATION AMONG YOUTH'** is submitted to Delhi School of Management, Delhi Technological University in partial fulfilment of the requirement for the award of the degree of Master of Business Administration.

_____   _____

Prof. Rajan Yadav   Dr Archana Singh

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ACKNOWLEDGEMENT

It is my great pleasure to acknowledge the kind of support and guidance I received during the research work. I would like to thank my faculty advisor Prof. Rajan Yadav, who helped me to take up the topic **'STUDY ON ONLINE GAME ADDICTION AND IMPLICATION AMONG YOUTH'** and guided me to complete this project properly. The project furnished me with a great opportunity to explore the areas of Marketing and Neuroscience. I am highly indebted to Delhi School of Management, Delhi Technological University for providing me an opportunity to work on this project. Lastly, I would like to express my gratitude to all the honorable faculty members and the PhD Scholars for sharing their experience and expertise on this project. I have put all my efforts to ensure that the project is concluded in the best possible manner and also ensured that the project is error-free.

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Executive Summary

In this research, I wanted to study the impact of online games on youth and how it impacts life directly and indirectly. In this research, I focused on three games: are Mini Militia, Pokémon Go, and PUBG, because these games had a significant impact on youth. The factors that I mainly focused on in the project are addiction to games, impact on studies, household activities, assignments, sleep, health and behaviors.

Online games are the video games that are played through the internet or any other computer network. Online games have affected the youth in many ways. it has affected their sleep; they do not sleep on time hence it is affecting their health. Online games have become an addiction to youth. Sometimes online games give on like cyber bullying violence rebelliousness etc. Online game has a huge market and youth is attracted by them very easily. In this people play with strangers there are chances of something wrong can happen.

To study the impact of online games on youth, whether positive or negative, impact different aspects. Whether it affects their household activities and family, are they addicted to them? Do others complain about the amount of time spent playing online games? Are studies or work affected due to playing online games? Are they distracted from being addicted to social media? Have they affected their behaviors? Are they losing their sleep to playing games?

Online game has a lot of impact on youth. The following are the impact that are having on the people. Online games impact their household activities they do not take part in household chores and family events. Get addicted to online games and forget many important parts of your life. Nowadays youth invest most of the times on online games. This led to waste of time and hence impacting their sleep hours. Online games affect the behaviour of youth sometimes they become rebellious and also have anger issues. Online games also affect their education the stop attending the classes and lying to their parents that they are attending the class. Online games also impact their grades in school and colleges. Kids start lying to their parents that they are doing their homework with friends instead of that they are playing games. Online games have also given a lot of diseases to people and eye diseases also.

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1.1 Background

In this research, I wanted to study the impact of online games on youth. How it impacts life directly and indirectly. In this research, I focused on three games: are Mini Militia, Pokémon Go, and PUBG, because these games had a significant impact on youth. The factors that I mainly focused on in the project are addiction to games, impact on studies, household activities, assignments, sleep, health and behaviour.

1.2 The study's objective is to study the impact of online games on youth, whether positive or negative and impact different aspects.

- Whether it impacts their household activities and family.
- Are they addicted to them?
- Do others complain about the time you spend playing online games.
- Are studies or work affected due to playing online games?
- Are they distracted from being addicted to social media?
- Have they affected their behaviour?
- Are they losing their sleep to playing games?

1.3 Online games

Online games are the video games that are played through the internet or any other computer network. Online games have affected the youth in many ways. it has affected their sleep; they do not sleep on time hence it is affecting their health. Online games have become an addiction to youth. Sometimes online games give on like cyber bullying violence rebelliousness etc. Online game has a huge market and youth is attracted by them very easily. In this people play with strangers there are chances of something wrong can happen.

1.4 Impact

Online game has a lot of impact on youth. The following are the impact that are having on the people. Online games impact their household activities they do not take part in

household chores and family events. Get addicted to online games and forget many important parts of your life.
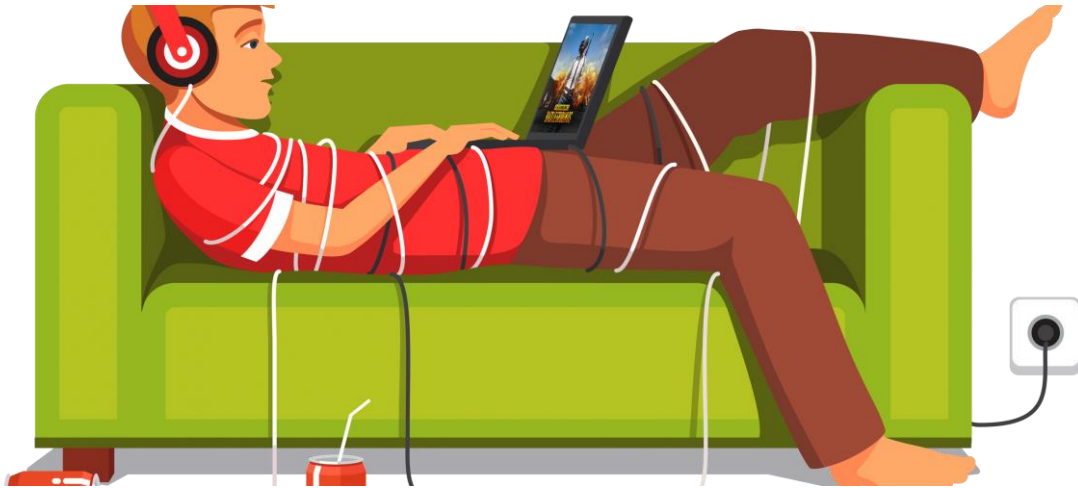
Fig 1.1 Addiction to online games (source: Google Image)

Nowadays youth invest most of the times on online games. This led to waste of time and hence impacting their sleep hours. Online games affect the behaviour of youth sometimes they become rebellious and also have anger issues. Online games also affect their education the stop attending the classes and lying to their parents that they are attending the class. Online games also impact their grades in school and colleges. Kids start lying to their parents that they are doing their homework with friends instead of that they are playing games. Online games have also given a lot of diseases to people and eye diseases also.

In this research I have focused on mainly three games which had a huge impact on the online games which are PUBG, mini militia, and Pokémon Go.

1.5 PUBG

PUBG is a fighting game in which there are a lot of weapons and tools to complete missions. PUBG has a great marketing style to attract youth to play the game. It uses live streaming which is more attractive to youth and they are able to play with random people they don't know. Pubg is leading to many on the youth getting addicted to social media. It is also making them drug addicted and as they are talking to random

Fig 1.2 PUBG

people it is not safe for them. PUBG is affecting a lot of aspects of you youth and kids like they are affecting their academic performance, it is also affecting the mental health, it slowed down the brain activity, it is affecting sleeping hours, it is also having an impact in their relationship with their close ones and it is also impacting other life decisions.

1.6 Mini Militia

Mini Militia is a fighting game in which there are a lot of weapons and tools to

Fig 1.3 Mini Militia

complete missions. Mini Militia has a great marketing style to attract youth to play the game. It uses live streaming which is more attractive to youth and they are able to play with random people they don't know. Mini Militia is leading to many on the youth getting addicted to social media. It is also making them drug addicted and as they are talking to random people it is not safe for them.

Mini Militia is affecting a lot of aspects of you youth and kids like they are affecting their academic performance, it is also affecting the mental health, it slowed down the brain activity, it is affecting sleeping hours, it is also having an impact in their relationship with their close ones and it is also impacting other life decisions.

1.7 Pokémon Go

Pokémon go is a android game which helps us to how to catch Pokémon in the real world. it has a proper tracking system and it has map service of the whole world so that we can capture Pokémon from any part of the world. Pokémon Go is affecting a lot of aspects of you youth and kids like they are affecting their academic performance, it is also affecting the mental health, it slowed down the brain activity, it is affecting sleeping hours, it is also having an impact in their relationship with their close ones and it is also impacting other life decisions.
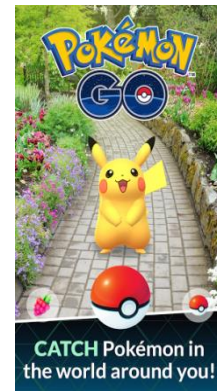
Fig 1.4 Pokémon Go

Chapter 2: LITERATURE REVIEW

According to the analysis paper by Drajic, D., Krco, S., Tomic, I., Popovic, M., Zeljkovic, N., Nikaein, N., & Svoboda, P. (2012, July). The impact of online games and M2M application traffic on HSPA radio access network performance. Sixth International Conference on Innovative Mobile and Web Services in Ubiquitous Computing (IMIS), 2012 (pp. 880-885). The findings suggest that APNs for M2M and online play access should be carefully designed, taking into account the appliance field and specific latency requirements. Though the access network is responsible for the majority of the delay, the results show that the core network's contribution should not be overlooked.

According to the analysis paper by Boyle, E., Connolly, T. M., & Hainey, T. (2011). the role of study in understanding the impact of portable computer games. Amusement Computing, 2(2), 69-74. Over the last four decades, mobile computer games have become a popular leisure pastime. Serious games' potential to aid in learning, talent acquisition, perspective shift, and behaviour transformation has grabbed everyone's curiosity recently. Initially, public criticism over mobile computer games centred on concerns like their violent and gender-stereotypical content, as well as their potentially addictive aspects.

According to the analysis paper by Mehroof, M., & Griffiths, M. D. (2010). online play addiction: the role of sensation seeking, self-control, neurosis, aggression, state anxiety, and attribute fear. Cyberpsychology, behaviour, and social networking, 13(3), 313-316. A study suggests that certain temperament traits are necessary for exploiting, developing, and maintaining online play addiction. However, additional analysis is needed to repeat this study's findings.

According to the analysis paper by Chinese, J. H., Wang, S. C., & Tsai, H. H. (2010). Falling affectioned with online games: the uses and gratifications perspective.

Computers in Human Behaviour, 26(6), 1862-1871. the study explores the required antecedents of a players proactive. The study looks at the relationships between the ancestors of "illness" to a particular online game. The findings reveal that each of the gratifications and prosthetic groups has a considerable impact on a player's motivation to play, critical for proactive consistency in an online video game.

According to Liu, M., & Peng, W. (2009), the analysis paper. Psychological features and psychological predictors of the adverse outcomes associated with enjoying MMOGs (online games with many players) 25(6), 1306-1311, Computers in Human Behaviour. The findings unmistakably demonstrate the critical roles that psychological reliance and poor self-control play in the negative repercussions of online gaming. The results showed that a psychological feature preferred for a virtual life—a construct inversely associated with human activity skills—was predictive of psychological dependence on MMOGs.

According to the analysis paper by Lee, M. C. (2009). Understanding the activity intention to play online games: academic degree extension of the speculation of planned behaviour. Online information review, vol. 33, no. 5, pp. 849-872. Even though each model adequately explains the players' desire to play online games, the extended TPB model delivers increased match and informative power. According to this study, flow experience, rather than perceived enjoyment, appears to be a more critical factor in promoting customer acceptance of online games. Gender seems to be a crucial regulator of online game acceptability.

According to the analysis paper by Chinese, J., & Liu, D. (2007), the analysis paper. This results in trust and delight in the intention to play online games. Journal of electronic commerce analysis, 8(2). the analysis model and hypotheses supported TRA and former literature on trust and delight. We tend to survey students at a tutorial institution and settle support for five of the six ideas. This study ensures the essential roles of perspective, enjoyment, and subjective norms in predicting activity intention and emphasises the Numerous impacts of trust and delight on player perspective toward enjoying online games.

According to the analysis paper by Wang, C. C., & Chu, Y. S. (2007), the analysis paper. Harmonious passion and neurotic passion for enjoying online games. Social Behavior and Personality: a world journal, 35(7), 997-1006. this analysis represents the associate degree's initial commitment to documenting the role of harmonious and neurotic romantic passion in behaviour throughout and once conflict. The philosophical system conceptualisation of romantic passion appears to provide a vital avenue toward AN improved understanding of necessary processes in romantic relationships. Future analysis on these lines would be valuable.

According to N. Ducheneaut, N. Yee, E. Nickell, and R. J. Moore's analytical report (2006, April). They explore the social aspects of massively multiplayer online games "Alone Together" SIGCHI Conference on Human Factors in Computing Systems, Proceedings (pp.407-416). Observations show that, whereas MMOGs are social environments, the extent and nature of the players' social activities disagree significantly with previous accounts. Above all, joint activities do not appear current, significantly inside the game's first stages. WoW's subscribers, instead of playing with others, settle for them as academic degree audiences for their in-game performances, as academic degree amusing spectacle, and as a diffuse and easily accessible provide of information and chitchat.

According to a study by Yee N. (2006). online gaming motivations. 772-775 in Cyber Psychology and Behavior. Throughout this research, the diagrammatical study aimed to describe the many various reasons MMO gamers play. Analysis of these psychological characteristics, on the other hand, can provide analytical tools for the US to explain and appreciate the preferences for and impacts of games for a variety of players. By providing a model to understand player motivations, a tool to assess those motivations, and thus a way to understand usage patterns, in-game behaviours, and demographic variables related to player motivations all in one place, the empirical model developed throughout this study provides a solid foundation for future chemical analysis in online games.

Lo, S. K., Wang, C. C., and Fang, W. (2005) published the analytical paper. online gaming players' physical and social ties and social anxiety 8(1), 15-20, in Computers in human behaviour and Behavior. To gather data on the potential effects of online on the quality of social relationships and degrees of social anxiety, the authors surveyed 174 Taiwanese college-aged online players. The quality of social relationships has deteriorated, according to the findings. As a result, social anxiety is amplified due to the time spent playing online games.

According to B. D., & Wiemer-Hastings, P., B. D., & Wiemer-Hastings, P., B. D., & Wiemer-Hastings, P., B. D., & Wiemer (2005). Addiction to the internet| 110-113 in Computers in human behaviour & Behavior, vol. 8, no. 2. As using a computer and the internet becomes more common, there is a risk of overuse, leading to addiction. Users can grow addicted to the internet, according to research. Addiction to the internet shares many of the harmful elements of chemical dependency and has been linked to repercussions such as school problems, family issues, and relationship difficulties.

According to Griffiths, M. D., Davies, M. N., and Chappell, D.'s analytical report (2004). In online laptop computer games, demographic considerations and fun aspects play a role. 7(4), 479-487 in Cyber Psychology & Behaviour. The study looked at how often you play, how long you've been playing, what your favourite and most minor game features are, and how much you're willing to give up. The findings revealed that 81 of the online game participants were men, resulting in the mean age of twenty-seven for the group. I'm nine years old. The social components of the game are essential to a large number of gamers. The most critical parts of the game to consider were those that could be enjoyed. A small proportion of players appear to play to the point of obsessiveness, and the results show that a small number of players forsake necessary activities to play.

CHAPTER 3: RESEARCH METHODOLOGY
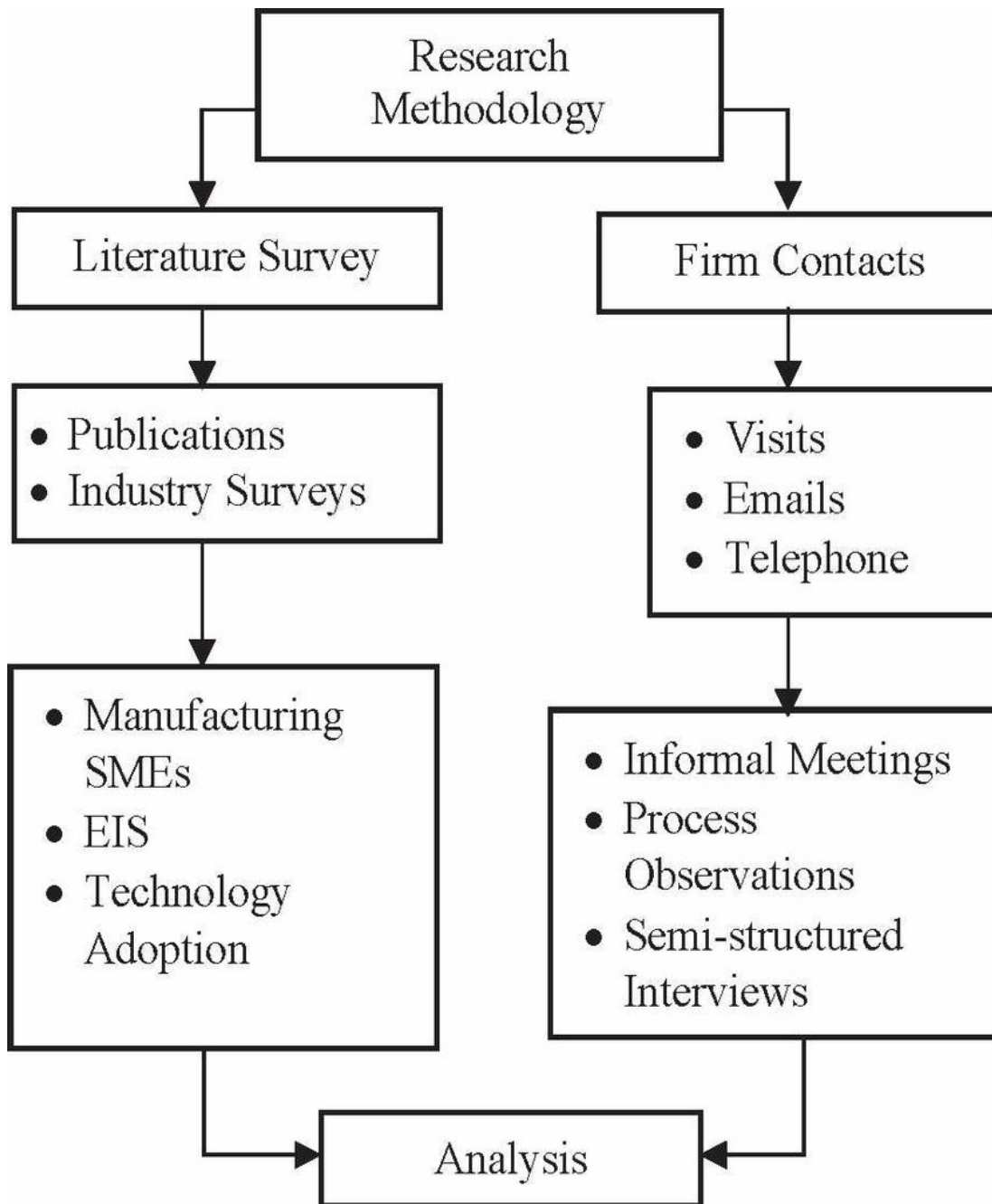
Fig 3.1 Research Methodology (Source: Google Image)

3.1 Research Problem- there is a risk to play online games. There is a need for proper analysis of how these online games impact their lives and everything and learning from the crisis and migrating risk.

3.2 Problem Definition – The problem is to study how online games impact the youth in different aspects.

3.3 Research Objective- To study the impact of online games on youth, whether positive or negative, impact different aspects. Whether it affects their household activities and family, are they addicted to them? Do others complain about the quantity of time used in playing online games? Are studies or work affected due to playing online games? Are they distracted from being addicted to social media? Have they affected their behaviour? Are they losing their sleep to playing games?

3.4 Research Design
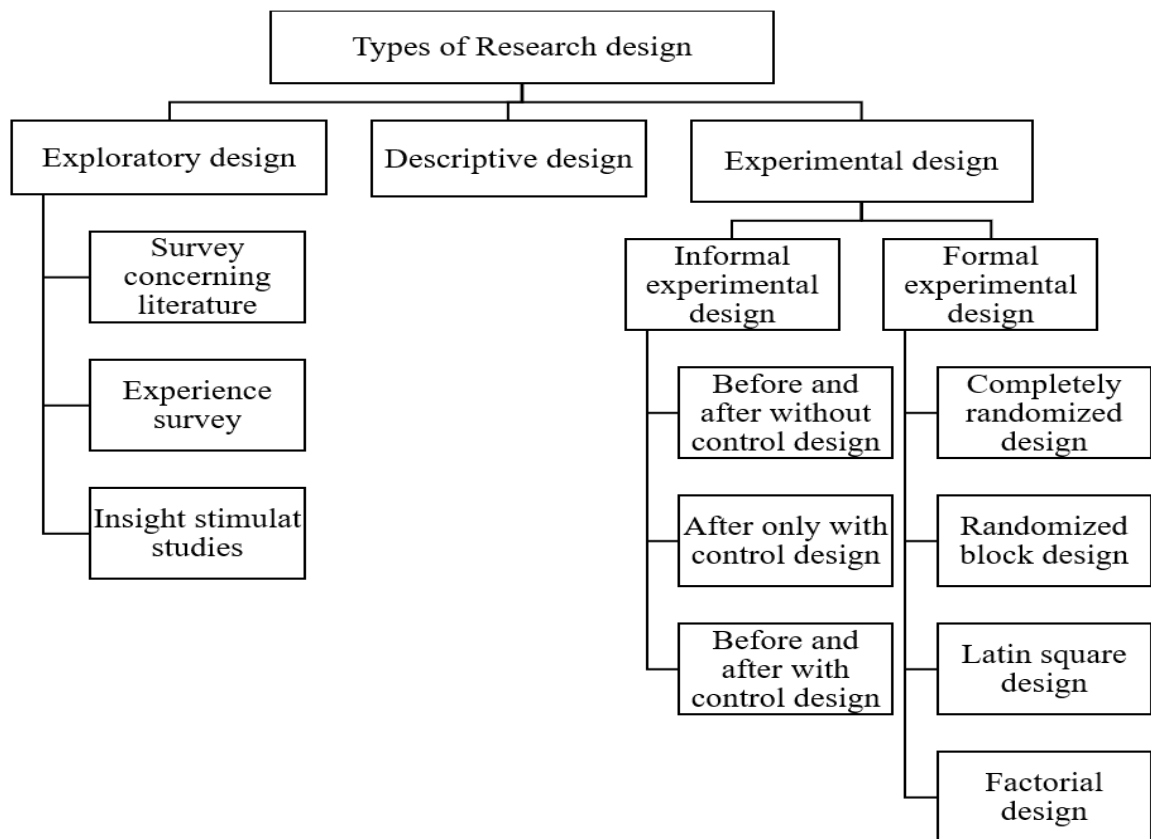
Fig 3.2 Research Design (Source: google Image)

I have used a descriptive research design in this project.

Population: My research population is youth in public colleges.

Sample Size: In my research, I shared the questionnaire with 146 youth, 123 replied and out of the only 107 responses are useful for my research; therefore, sample size was 107.

3.5 Sources of Data
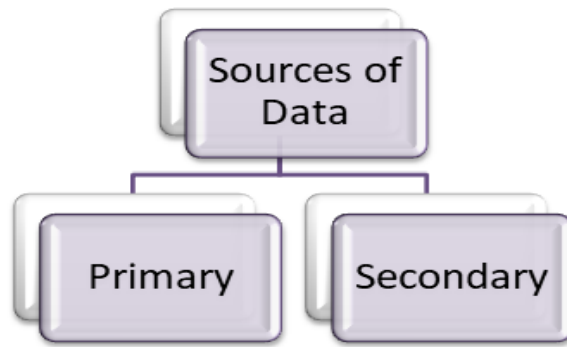
Fig 3.2 Source of Data(source: Google Image)

In my research, to meet the said objectives. The descriptive study primarily analysed the youth addicted to playing online games like PUBG, Mini Militia, and Pokémon Go.

3.6 Data collection Method
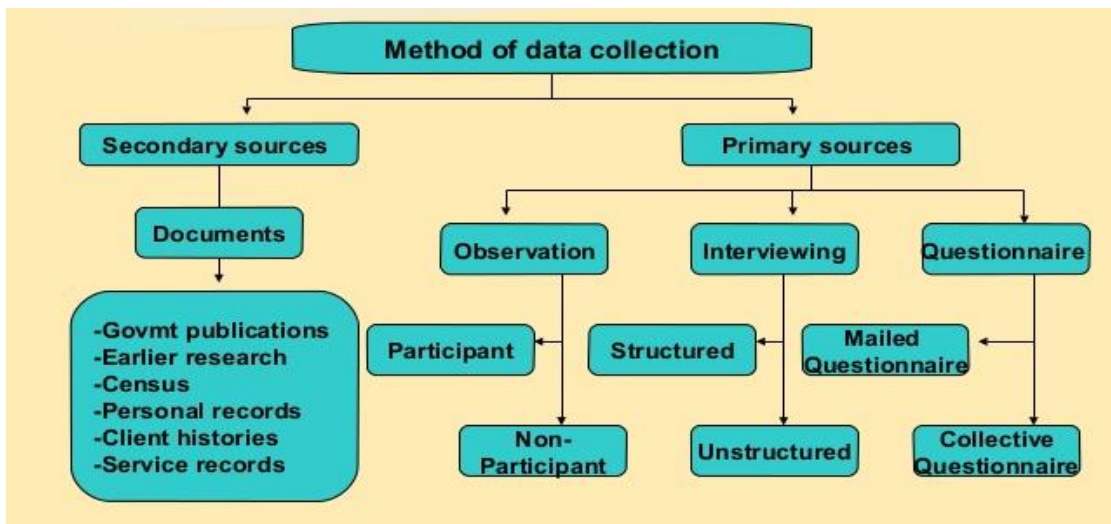
Fig 3.3 data collection method (Source: google image)

In my research, the data is collected through a questionnaire.

3.7 The instrument for data collection- Questionnaire

3.8 Research Hypothesis

H1- Age has significant association with the type of game preferred.

H2- Age has a significant association with the frequency of game played

H3- Age has a significant association with the neglect of household activities on account of online games

H4- Age has a significant association with the loose of sleep

H5- Age, amount of time spent, hiding from the family, and neglecting household activities have a significant association with the school/college grades.

3.9 Data Analysis tools

- MS Excel
- SPSS

3.10 Data Analysis Techniques

- Diagrammatical Presentation
- Chi Square
- ANOVA
- Regression Analysis

3.11 Sampling Method: A sampling method is a process for selecting sample members from a population group.

Probability Sampling
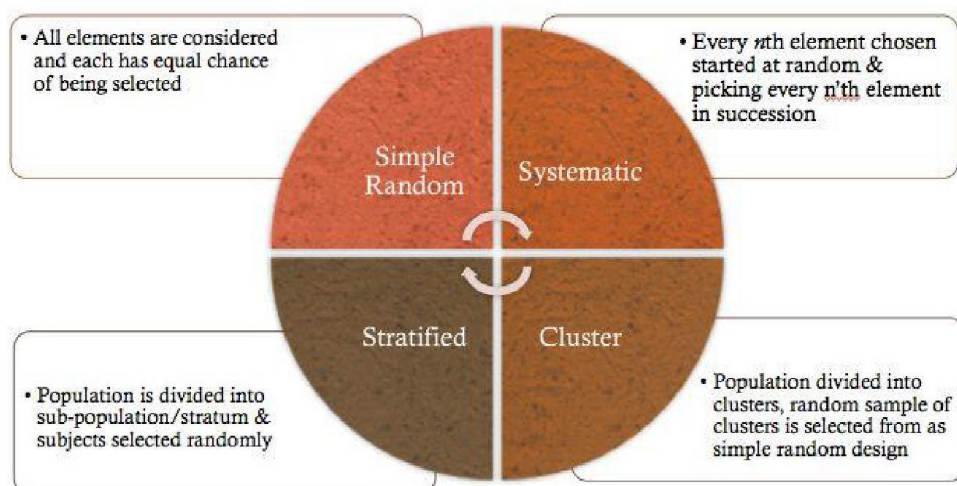
Fig 3.4 Probability Sampling (source: Google Image)

Non- Probability Sampling
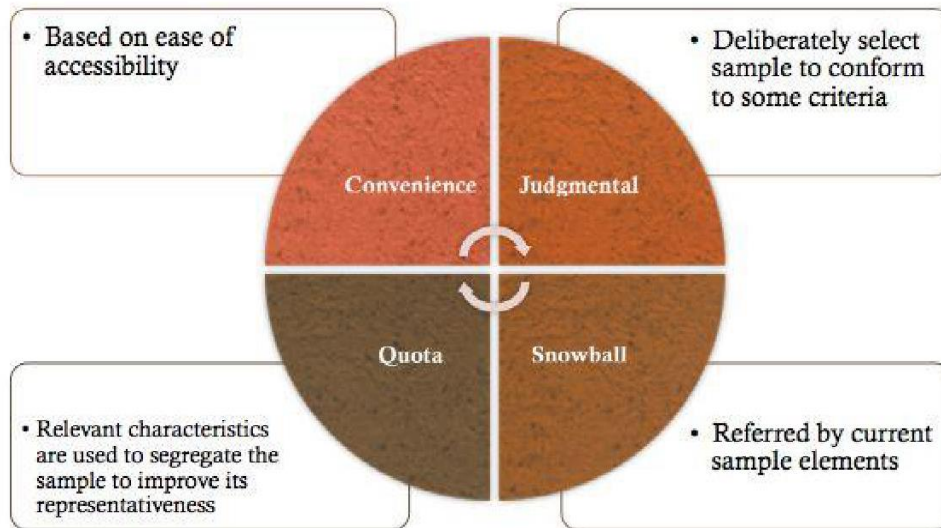
Fig 3.4 Non-Probability Sampling (source: Google Image)

My research sampling method is non probability convenience Sampling.

Chapter 4: Data analysis and interpretation

Association of age with the type of game they play

H0- Age has no association with the type of game preferred by respondents

H1- Age has a significant association with the type of game preferred by respondents

Table 4.1 Cross Tabulation of Age* playing online game (Source: Own Analysis)

Age * do you play online game? Crosstabulation

			do you play online game?		
			Yes	No	Total
Age	14-17	Count	2	0	2
		Expected Count	1.8	.2	2.0
	18-25	Count	92	13	105
		Expected Count	92.2	12.8	105.0
Total		Count	94	13	107
		Expected Count	94.0	13.0	107.0

Table 4.2 Chi Square test of Age* playing online game (Source: Own Analysis)

Chi-Square Tests

	Value	df	Asymptotic Significance (2-sided)	Exact Sig. (2-sided)	Exact Sig. (1-sided)
Pearson Chi-Square	.282[a]	1	.595		
Continuity Correction[b]	.000	1	1.000		
Likelihood Ratio	.523	1	.469		
Fisher's Exact Test				1.000	.771
Linear-by-Linear Association	.279	1	.597		
N of Valid Cases	107				

a. 2 cells (50.0%) have expected count less than 5. The minimum expected count is .24.

b. Computed only for a 2x2 table

Table 4.3 Symmetric Measures of Age* playing online game (Source: Own Analysis)

Symmetric Measures

		Value	Approximate Significance
Nominal by Nominal	Phi	.051	.595
	Cramer's V	.051	.595
N of Valid Cases		107	

Interpretation- Null hypothesis is accepted. Age has no association with the type of game preferred by respondents.

Association of age with the neglect of household activities on account of online games

H0- Age has no significant association with neglect of household activities on account of online game

H1- Age has significant association with neglect of household activities on account of online game

Table 4.4 Cross tabulation of Age with neglecting household chores (Source: Own Analysis)

Age * How often do you neglect household chores to spend more time playing online games? Crosstabulation

			How often do you neglect household chores to spend more time playing online games?					Total
			Rarely	Occasionally	Frequently	Often	Always	
Age	14-17	Count	0	0	1	1	0	2
		Expected Count	.8	.8	.1	.0	.3	2.0
	18-25	Count	44	42	4	0	15	105
		Expected Count	43.2	41.2	4.9	1.0	14.7	105.0
Total		Count	44	42	5	1	15	107
		Expected Count	44.0	42.0	5.0	1.0	15.0	107.0

Table 4.5 Chi Square of Age with neglecting household chores (Source: Own Analysis)

Chi-Square Tests

	Value	df	Asymptotic Significance (2-sided)
Pearson Chi-Square	63.385[a]	4	<.001
Likelihood Ratio	14.877	4	.005
Linear-by-Linear Association	2.342	1	.126
N of Valid Cases	107		

a. 7 cells (70.0%) have expected count less than 5. The minimum expected count is .02.

Table 4.6 Symmetric Measures of Age with neglecting household chores (Source: Own Analysis)

Symmetric Measures

		Value	Approximate Significance
Nominal by Nominal	Phi	.770	<.001
	Cramer's V	.770	<.001
N of Valid Cases		107	

Interpretation- Null hypothesis is rejected hence, Age has significant association with neglect of household activities on account of online game.

Analysis of how Age, amount of time spent, hiding from the family, neglect of household activities has significant association with the school/college grades

H0- Age, amount of time spent, hiding from the family, neglect of household activities has no significant association with the school/college grades.
H1- Age, amount of time spent, hiding from the family, neglect of household activities has significant association with the school/college grades.

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Table 4.7 ANOVA Test (Source: Own Analysis)

ANOVA[a]

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	16.883	4	4.221	12.182	<.001[b]
	Residual	35.341	102	.346		
	Total	52.224	106			

a. Dependent Variable: Do your college/school grades and work suffer because of online games?

b. Predictors: (Constant), How often do you neglect household chores to spend more time playing online games? Age, How often do you try to hide from your family that you are playing online game? How many hours in a day do spend playing online games?

Table 4.8 Regression Analysis (Source: Own Analysis)

Coefficients[a]

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.
		B	Std. Error	Beta		
1	(Constant)	.687	.874		.786	.433
	How many hours in a day do spend playing online games?	.141	.040	.411	3.485	<.001
	Age	.716	.431	.139	1.660	.100
	How often do you try to hide from your family that you are playing online game?	-.099	.045	-.220	-2.205	.030
	How often do you neglect household chores to spend more time playing online games?	.161	.061	.305	2.656	.009

a. Dependent Variable: Do your college/school grades and work suffer because of online games?

Interpretation- Age does not have a significant association with the college/school grades hence the null hypothesis is accepted. The number of hours they invest in playing online games, hiding from the family that they are playing and neglecting the household chores have a significant association with the grades of school and college hence the null hypothesis is rejected.

Number of People played these trending Games
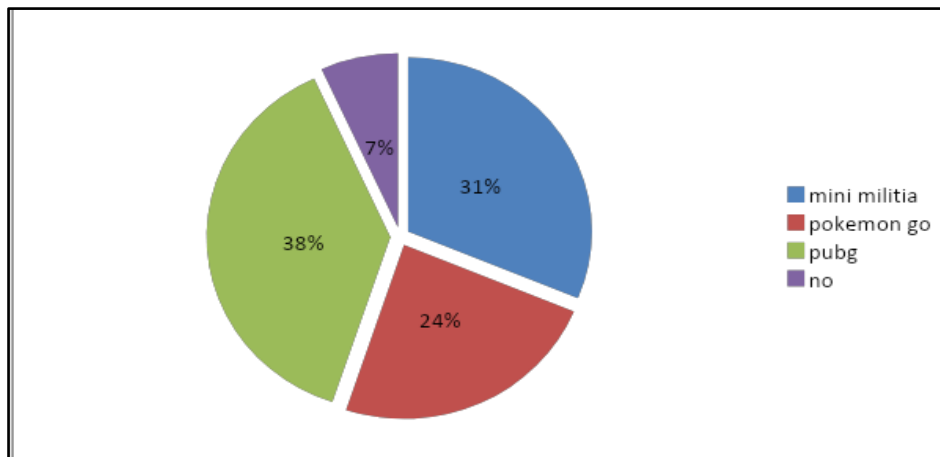
Figure:4.1 Number of People played these trending Games (Source: Own Analysis)

Interpretation

According to my research number of youths who plays mini militia are 55, the no. of childhood plays Pokémon go are 42 and playing pug are 77. No. of people playing none of these games are 12. So according to my research, the maximum no. of people has played pubg, and then mini militia and minimum no. of youths have played Pokémon go.

Table no. 4.9 Frequently they play these games (Source: Own Analysis)

How frequently do you play these games?	The frequency of Pokémon Go	frequency in mini militia	frequency in pubg
rarely	27	43	26
occasionally	7	19	17
frequently	6	15	28
often	5	7	8
always	5	5	6
do not play	57	18	22

Interpretation

According to my research the frequency of playing Pokémon go is minimum as compare to the people playing mini militia and PUBG. Maximum number of youths has played PUBG according to my sample survey.

Table4.10 Frequently they ignore the household activities to have more time playing online games (Source: Own Analysis)

Statistics

How often do you neglect hous

N	Valid	107
	Missing	0
Mean		2.37
Median		2.00
Mode		2
Std. Deviation		.819
Variance		.670
Range		4

How often do you neglect household chores to spend more time playing online games?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Do not play	15	14.0	14.0	14.0
	Rarely	44	41.1	41.1	55.1
	occasionally	42	39.3	39.3	94.4
	frequently	5	4.7	4.7	99.1
	Always	1	.9	.9	100.0
	Total	107	100.0	100.0	

Fig 4.2 Frequently they ignore the household activities to have more time playing online games (Source: Own Analysis)

Interpretation:

According to my research, many people neglect their household activities to play online games most of the time. Almost 60percentage youth rarely or occasionally

neglect their work, but 15percentage youth neglect their household work frequently, and 12percentage always neglect their house hold activities to play online games.

Statistics

How many hours in a day do spe

N	Valid	107
	Missing	0
Mean		2.05
Median		1.00
Mode		1
Std. Deviation		1.679
Variance		2.819
Range		10

Pie chart legend: less than hours; 2-4 hours; 4-6 hours; 6-8 hours; 8-10 hours; more than 10 hours; do not play
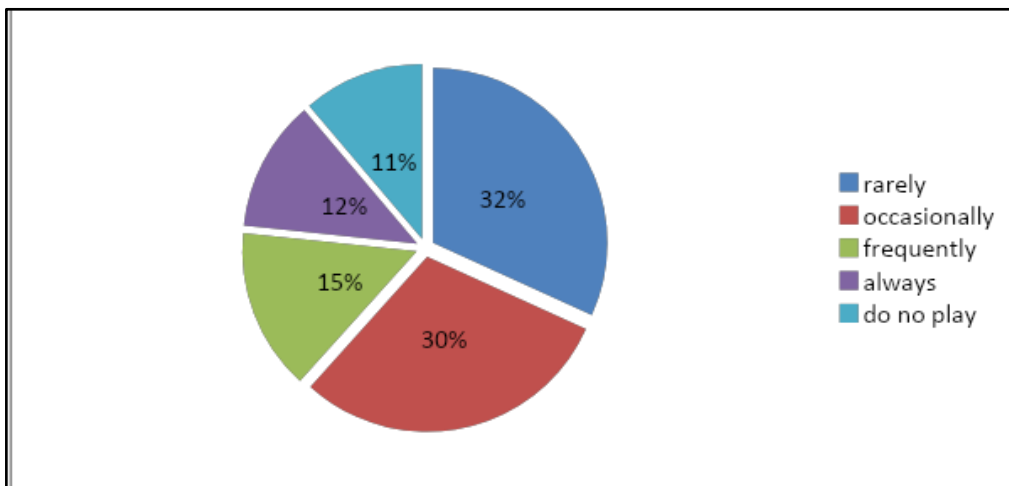
Pie chart values: 36%, 33%, 7%, 7%, 4%, 3%, 11%
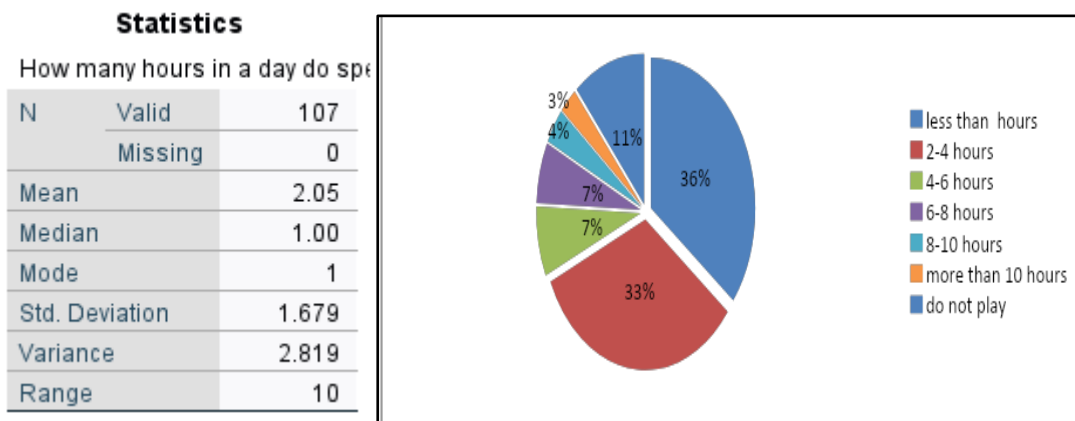
Fig no. 4.3 Time spent in a day to play the online games (Source: Own Analysis)

Interpretation:

According to my research 35percentage youth spend less than an hour in a day to play online games, 33percentage plays 2 to 4 hours, 7percentage plays online games 4-6 hours in a day, 7percentage 6-8 hours in a day, 4percentage 8-10 hours in a day and the remaining 3percentage spends more than 10 hours playing online games.

Table no. 4.11 Others complain about the amount of time they use in playing the online games (Source: Own Analysis)

Statistics

How often do others in your life

N	Valid	107
	Missing	0
Mean		2.21
Median		2.00
Mode		2
Std. Deviation		.969
Variance		.938
Range		4

How often do others in your life complain to you about the amount of time you spend playing online games?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Do not play	21	19.6	19.6	19.6
	Rarely	59	55.1	55.1	74.8
	occasionally	15	14.0	14.0	88.8
	frequently	8	7.5	7.5	96.3
	Always	4	3.7	3.7	100.0
	Total	107	100.0	100.0	
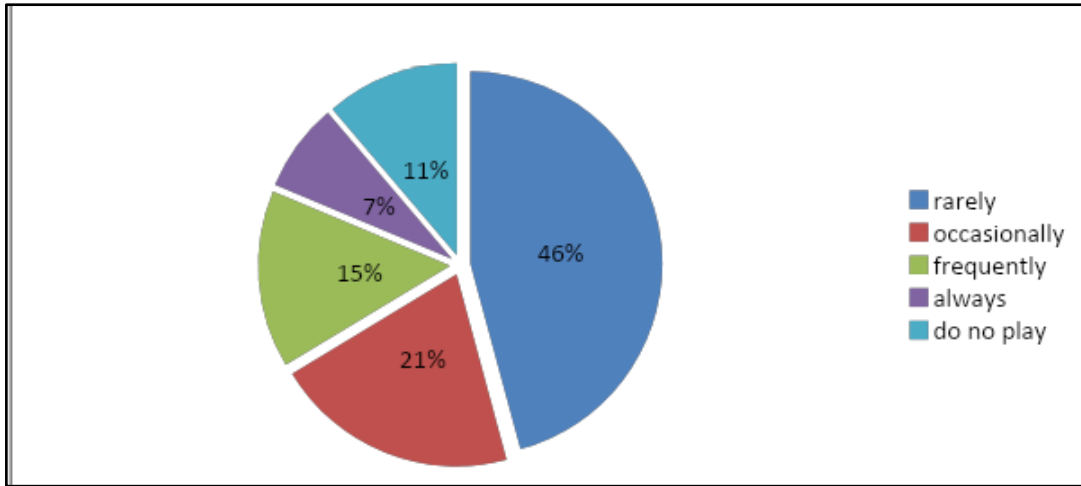
Fig 4.4 Others complain about the amount of time they use in playing the online games (Source: Own Analysis)

Interpretation:

According to my research 46percentage get complaints from others about the amount of time spent playing online games, 21percentage get comparatively more complaints, 22percentage get many complaints about playing online games and the remaining 11percentage do not play online games.

Table no. 4.12 Missing the classes/college to play online games (Source: Own Analysis)

Do you miss your classes/college to play the online games?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	yes	5	4.7	4.7	4.7
	no	79	73.8	73.8	78.5
	sometimes	10	9.3	9.3	87.9
	do not play	13	12.1	12.1	100.0
	Total	107	100.0	100.0	

Statistics

Do you miss your classes/colle

N	Valid	107
	Missing	0
Mean		2.29
Median		2.00
Mode		2
Std. Deviation		.740
Variance		.547
Range		3
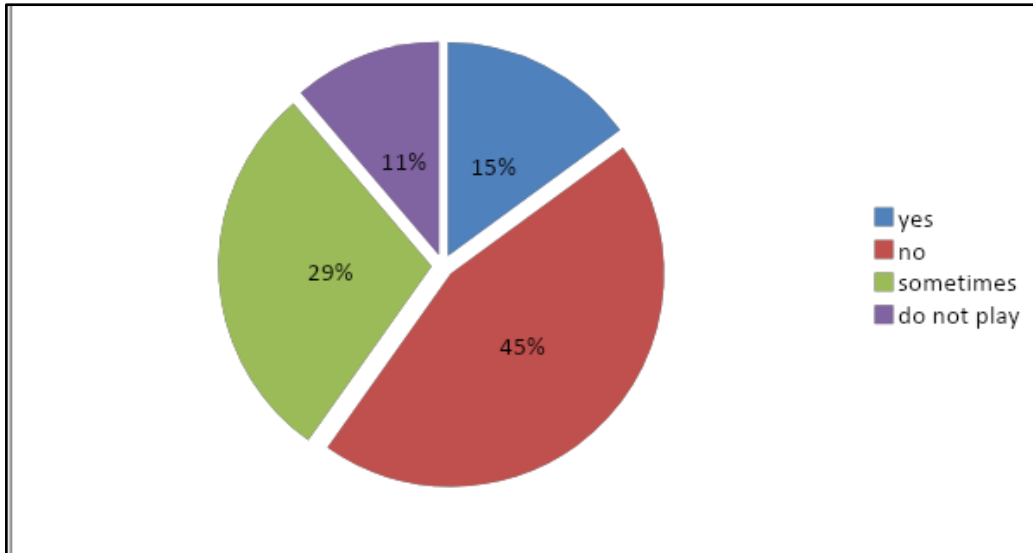
Figure 4.5 Missing the classes/college to play online games (Source: Own Analysis)

Interpretation:

According to my research 15percentage youth miss their classes to play online games on a frequent basis, 29percentage miss their classes sometimes, 45percentage do not miss their classes and the remaining 11percentage do not play online game.

Table no. 4.13 Effect on school grades and work because of online games (Source: Own Analysis)

Do your college/school grades and work suffer because of online games?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Yes	2	1.9	1.9	1.9
	No	53	49.5	49.5	51.4
	sometimes	41	38.3	38.3	89.7
	do not play	11	10.3	10.3	100.0
	Total	107	100.0	100.0	

Statistics

Do your college/school grades

N	Valid	107
	Missing	0
Mean		2.57
Median		2.00
Mode		2
Std. Deviation		.702
Variance		.493
Range		3
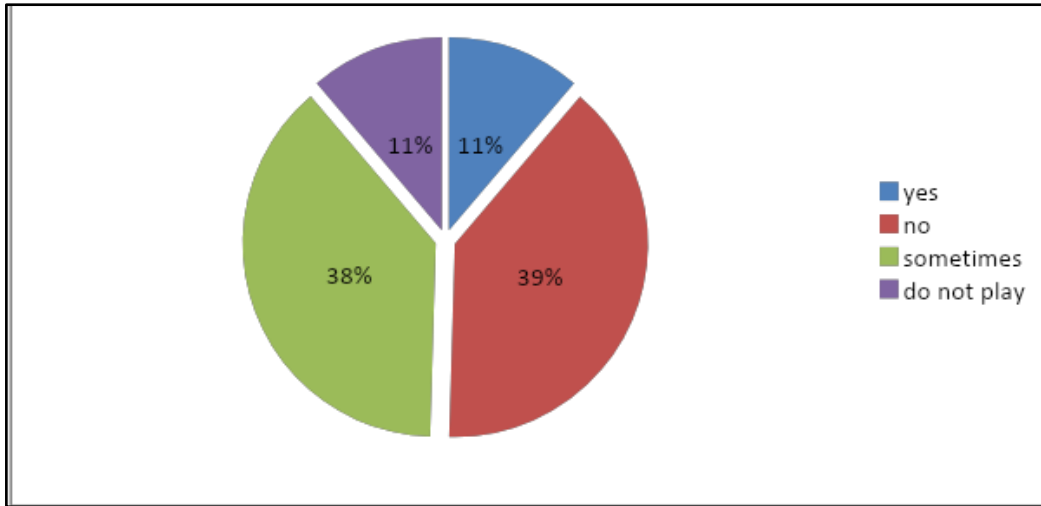
Figure no. 4.6 Effect on school grades and work because of online games (Source: Own Analysis)

Interpretation:

According to my research 11percentage youth's grades/work is suffered due to playing of only games in a frequent basis, 39percentage sometimes affect their work due to online games and the remaining 50percentage youth's grades or work is not affected due to playing of online games.

Table no. 4.14 Online games working as a distraction for social media (Source: Own Analysis)

Has online games distracted you from being addicted to social media?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Yes	23	21.5	21.5	21.5
	No	29	27.1	27.1	48.6
	Sometimes	45	42.1	42.1	90.7
	Do not play	10	9.3	9.3	100.0
	Total	107	100.0	100.0	

Statistics

Has online games distracted y

N	Valid	107
	Missing	0
Mean		2.39
Median		3.00
Mode		3
Std. Deviation		.929
Variance		.863
Range		3

22
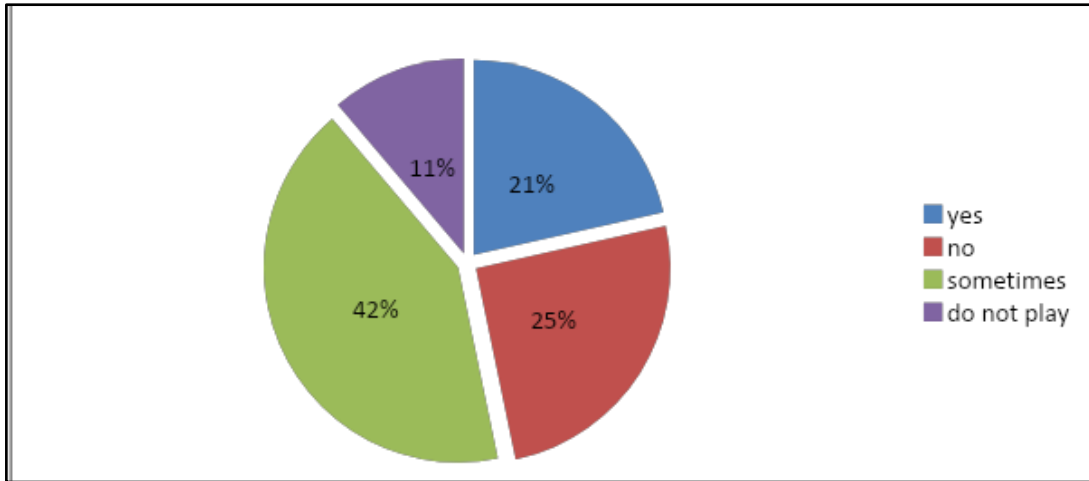
Figure no. 4.7 Online games working as a distraction for social media (Source: Own Analysis)

Interpretation:

According to my research 22percentage youth say that online games distract them from being addicted to social media on a frequent basis, 42percentage says that online games sometimes distract them from being addicted to social media and the remaining 36percentage says that online games do not distract them from being addicted to social media.

Table no. 4.15 Frequency of people wait to play the online game again (Source: Own Analysis)

Statistics

Have you ever found yourself an

N	Valid	107
	Missing	0
Mean		2.51
Median		3.00
Mode		3
Std. Deviation		.828
Variance		.686
Range		3

Have you ever found yourself anticipating when you will play the online game?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	yes	12	11.2	11.2	11.2
	no	39	36.4	36.4	47.7
	sometimes	45	42.1	42.1	89.7
	do not play	11	10.3	10.3	100.0
	Total	107	100.0	100.0	
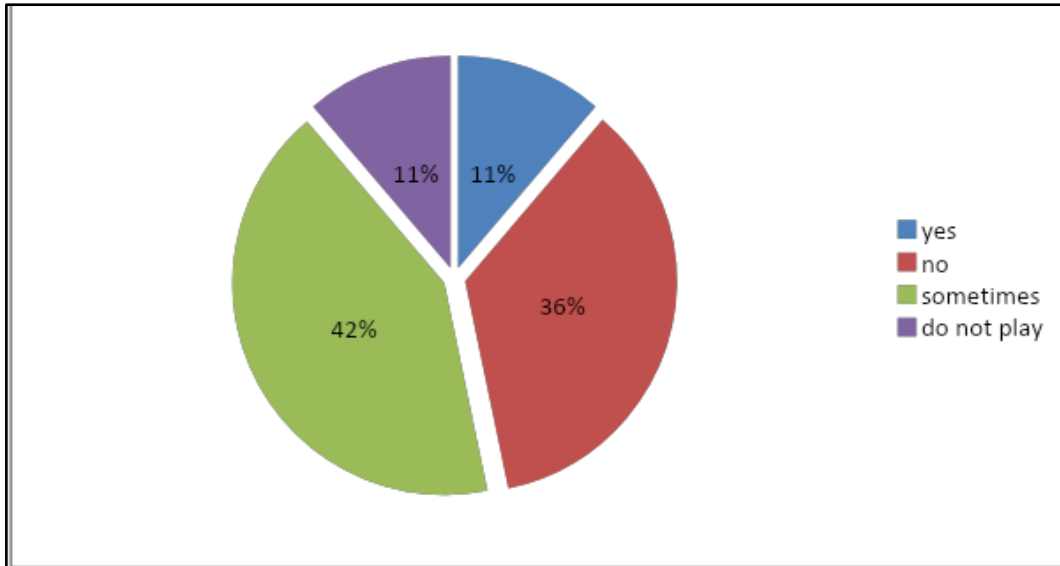
Figure no. 4.8 Frequency of people wait to play the online game again (Source: Own Analysis)

Interpretation:

According to my research 11percentage youth think that thy find themselves anticipating when thy will play the online game, 42percentage says that sometimes thy find themselves anticipating and the remaining 47percentage youth do not find themselves anticipating that when thy will play the online game.

Table no. 4.16 Change is behaviour due to playing fighting games (Source: Own Analysis)

Have you ever become rebellious while playing online games of fighting like PUBG?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	yes	8	7.5	7.5	7.5
	no	76	71.0	71.0	78.5
	sometimes	8	7.5	7.5	86.0
	do not play	15	14.0	14.0	100.0
	Total	107	100.0	100.0	

Statistics

Have you ever become rebellic

N	Valid	107
	Missing	0
Mean		2.28
Median		2.00
Mode		2
Std. Deviation		.799
Variance		.638
Range		3

24
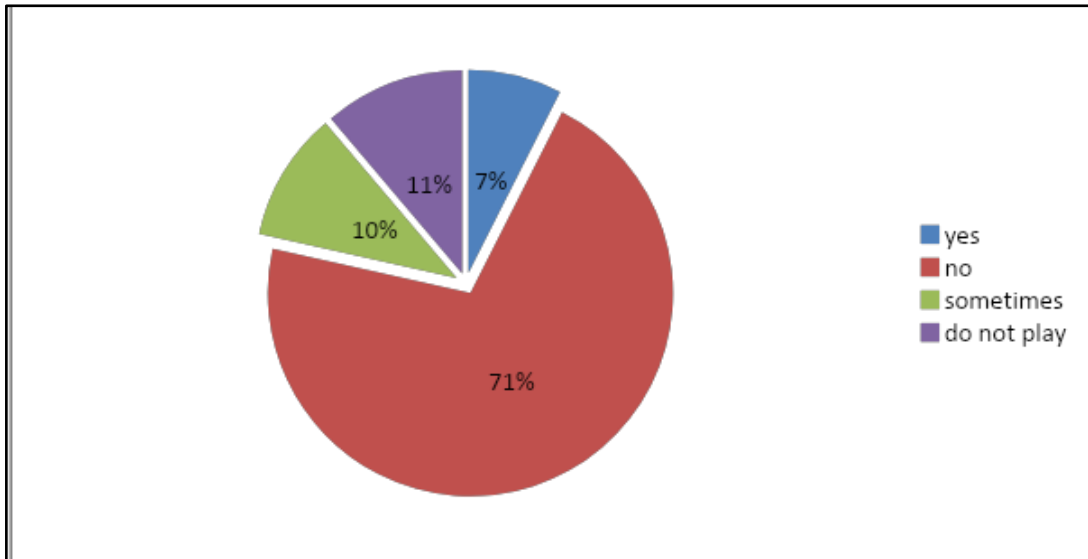
Figure no. 4.9 Change is behaviour due to playing fighting games (Source: Own Analysis)

Interpretation:

According to my research 18percentage of youth says that thy sometimes become rebellious while playing online games of fighting like PUBG.

Table no. 4.17 Effect on Sleep due to online games (Source: Own Analysis)

Statistics

How often do you lose sleep du

N	Valid	107
	Missing	0
Mean		2.62
Median		2.00
Mode		2
Std. Deviation		1.163
Variance		1.352
Range		4

How often do you lose sleep due to playing online games?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Do not play	17	15.9	15.9	15.9
	Rarely	45	42.1	42.1	57.9
	occasionally	11	10.3	10.3	68.2
	frequently	30	28.0	28.0	96.3
	Always	4	3.7	3.7	100.0
	Total	107	100.0	100.0	
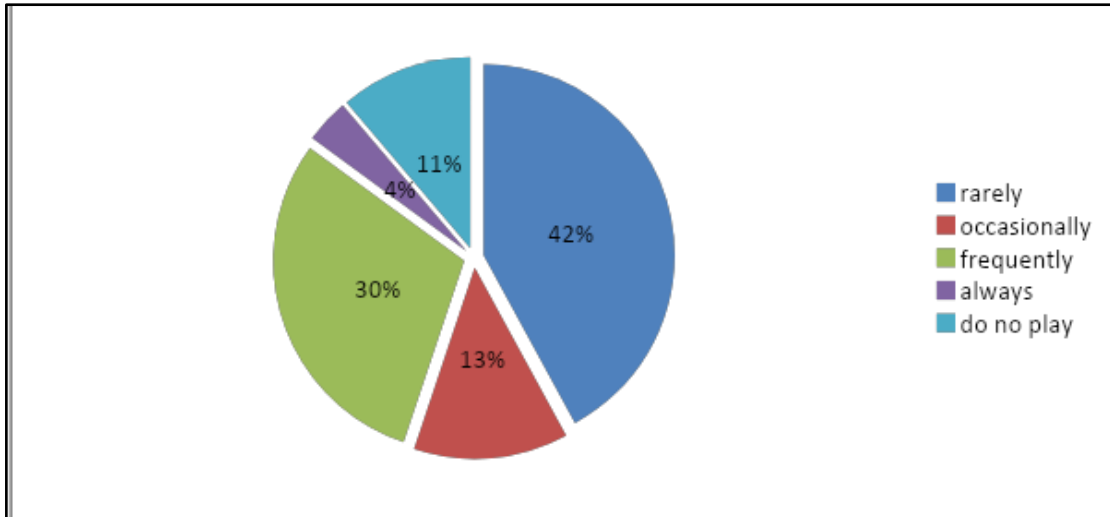
Figure no. 4.10 Effect on Sleep due to online games (Source: Own Analysis)

Interpretation:

According to my research 42percentage youth says that thy rarely lose their sleep to play online games, 13percentagesays occasionally, 30percentagesays frequently, 4percentage says that thy always lose their sleep to play online games and the remaining 11percentage do not play online games.

Table no. 4.18 Asking for more time to play the online game (Source: Own Analysis)

Statistics

How often do you find yourself s

N	Valid	107
	Missing	0
Mean		3.18
Median		3.00
Mode		5
Std. Deviation		1.516
Variance		2.298
Range		4

How often do you find yourself saying "just a few minutes more" while playing online games?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Do not play	17	15.9	15.9	15.9
	Rarely	29	27.1	27.1	43.0
	occasionally	13	12.1	12.1	55.1
	frequently	14	13.1	13.1	68.2
	Always	34	31.8	31.8	100.0
	Total	107	100.0	100.0	
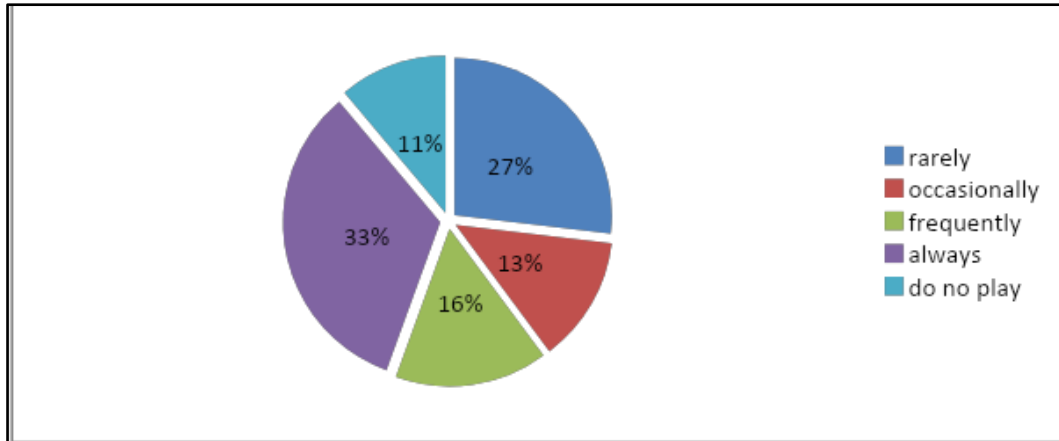
Figure no. 4.11 Asking for more time to play the online game (Source: Own Analysis)

Interpretation:

According to my research 27percentage youth rarely find themselves saying "just few minutes more" while playing online games, 13percentage says occasionally, 16percentage says frequently, 33percentage youth always find themselves saying "just few minutes more" while playing online games and the remaining 11percentage do not play the online games.

Table no. 4.19 Hiding from family that they are playing online games (Source: Own Analysis)

Statistics

How often do you try to hide fron

N	Valid	107
	Missing	0
Mean		2.15
Median		2.00
Mode		2
Std. Deviation		.899
Variance		.808
Range		4

How often do you try to hide from your family that you are playing online game?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Do not play	19	17.8	17.8	17.8
	Rarely	66	61.7	61.7	79.4
	occasionally	13	12.1	12.1	91.6
	frequently	5	4.7	4.7	96.3
	Always	4	3.7	3.7	100.0
	Total	107	100.0	100.0	

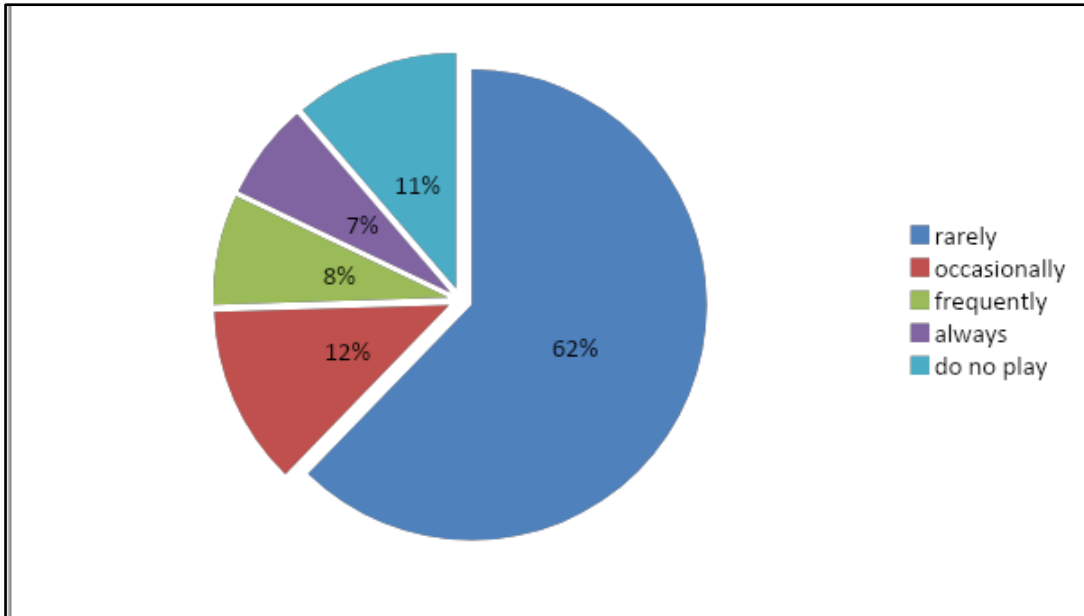**Figure no. 4.12 Hiding from family that they are playing online games (Source: Own Analysis)**

Interpretation:

According to my research 62percentage of youth rarely try to hide from their family that thy are playing online games, 12percentage occasionally, 8percentage frequently, 7percentage always try to hide from their family that thy are playing online games and remaining 11percentage do not play online games.

Chapter 5: Findings, Recommendations and Conclusion

5.1 Findings

According to my research:

- A Number of youths who plays mini militia are 55, the no. of youth who play Pokémon go is 42 and playing pug are 77. No. of people playing none of these games is 12. So according to my research the maximum no. of people has played pubg and then mini militia and minimum no. of youths have played Pokémon go.

- Age does not have a significant association with the college/school grades hence the null hypothesis is accepted. The number of hours they invest in playing online games, hiding from the family that they are playing and neglecting the household chores have a significant association with the grades of school and college hence the null hypothesis is rejected. Age has no association with the type of game preferred by respondents.

- The frequencies of playing Pokémon go is minimum as compare to the people playing mini militia and PUBG. Maximum number of youths has played PUBG according to my sample survey.

- 69percentage youth changes this preference to play a game according to their personal likes and dislikes and 11percentage youth choose a game to play according to the trend in the market and 9percentage of the change their game according to time when thy get bored playing a particular game. And the remaining 11percentage youth in my survey do the play the games.

- Many people neglect their household activities to spend more time playing online games. Almost 60percentage youth rarely neglect their work but 15percentage youth neglect their household work on a frequent basis and 12percentage always neglect there house hold activities to play online games.

- 35percentage youth utilizes less than 60 minutes in a day to play online video games, 33percentage plays 2 to 4 hours, 7percentage plays online games 4-6 hours in a day, 7percentage 6-8 hours in a day, 4percentage 8-10 hours in a day and the remaining 3percentage spends more than 10 hours playing online games.

- 46percentage gets complaints from others about the quantity of time used in playing online games, 21percentage gets comparatively more complaints, 22percentage gets many complaints for enjoying the online games and remaining 11percentage do not play online games.

- 15percentage youth miss their classes to play online games on a frequent basis, 29percentage miss their classes sometimes, 45percentage do not miss their classes and the remaining 11percentage do not play online game. 11percentage youth's grades/work is suffered due to playing of only games in a frequent basis, 39percentage sometimes affect their work due to online games and the remaining 50percentage youth's grades or work is not affected due to playing of online games.

- 11percentage youth think that thy find themselves anticipating when thy will play the online game, 42percentage says that sometimes thy find themselves anticipating and the remaining 47percentage youth do not find themselves anticipating that when thy will play the online game.

- 18percentage of youth says that thy sometimes become rebellious while playing online games of fighting like PUBG.

- 42percentage youth says that thy rarely lose their sleep to play online games, 13percentagesays occasionally, 30percentagesays frequently, 4percentage says that thy always loose their sleep to play online games and the remaining 11percentage do not play online games.

- 27percentage youth rarely find themselves saying "just few minutes more" while playing online games, 13percentage says occasionally, 16percentage says frequently, 33percentage youth always find themselves saying "just few minutes more" while playing online games and the remaining 11percentage do not play the online games.

- 62percentage youth rarely try to hide from their family that thy are playing online games, 12percentage occasionally, 8percentage frequently, 7percentage always try to hide from their family that thy are playing online games and remaining 11percentage do not play online games.

5.2 Conclusion

According to me of impact of online games on youth like pubg, mini militia and Pokémon go there is a huge impact of online games physically as well as mentally. Children are so much involved in online games that thy neglect their office, college and chore work due to online games. According to my research approximately 90percentage of youth play online games. the number of youths who plays mini militia is 55, the no. of youth plays Pokémon go are 42 and playing pug are 77. No. of people playing none of these games are 12. So according to my research the maximum no. of people have played pubg and then mini militia and minimum no. of youths have played Pokémon go.

Age does not have a significant association with the college/school grades hence the null hypothesis is accepted. The number of hours they invest in playing online games, hiding from the family that they are playing and neglecting the household chores have a significant association with the grades of school and college hence the null hypothesis is rejected. Age has no association with the type of game preferred by respondents.

The frequencies of enjoying Pokémon go is minimum as compare to the folks enjoying mini militia and PUBG. most variety of youth has competed PUBG in line with my sample survey. Maximum no. of youth modification their on-line game in line with their personal likes and dislikes. twenty seventh youth ofttimes and half-hour generally neglect their social unit activities to pay longer enjoying on-line games and half-hour generally. thirty fifth youths pay but Associate in Nursing hour during a day to play on-line games, thirty third plays two to four hours, seven-membered plays on-line games 4-6 hours during a day, seven-membered 6-8 hours during a day, four-dimensional 8-10 hours during a day and also the remaining three spends over ten hours enjoying on-line games. forty sixth gets complaints from others concerning the quantity of your time pay enjoying on-line games, twenty first gets relatively a lot of complaints, twenty second gets several complaints for enjoying on-line games.

15percentage youth miss their classes to play online games on a frequent basis, 29percentage miss their classes sometimes and 45percentage do not miss their classes. 11percentage youth's grades/work is suffered due to playing of only games in a

frequent basis and 39percentage sometimes affect their work due to online games. 22percentage youth say that online games distract them from being addicted to social media on a frequent basis and 42percentage says that online games sometimes distract them from being addicted to social media. 11percentage youth think that thy find themselves anticipating when thy will play the online game and 42percentage says that sometimes thy find themselves anticipating.

18percentage of youth says that thy generally become rebellious whereas taking part in on-line games of fighting like PUBG. forty second youth says that thy seldom lose their sleep to play on-line games, 13percentagesays sometimes, 30percentagesays often and four-dimensional says that thy continuously lose their sleep to play on-line games. twenty seventh youths seldom notice themselves spoken language "just jiffy more" whereas taking part in on-line games, thirteen says sometimes, Sixteen Personality Factor Questionnaire says often, thirty third youths continuously notice themselves spoken language "just jiffy more" whereas taking part in on-line games. sixty-two youth seldom attempt to hide from their family that they're taking part in on-line games, twelve-tone music sometimes, V-E Day often, seven-membered continuously attempt to hide from their family that they're taking part in on-line games.

Overall conclusions consistent with my analysis area unit that there area unit several negative impact of on-line games on youth like thy neglect their home activities, thy get complaints from others, missing class/colleges, result on marks/grades, changing into rebellious, losing sleep and lying to family.

5.3 Recommendation

According to my research the recommendations are:

- Youth should not neglect their household activities for playing online games.
- They should reduce their online game playing time.
- They should not miss their classes/college to play online games.
- their grades or work should not be affected due to playing of online games.
- They should not be so anticipating that when thy will play the online game.
- Youth should not become rebellious while playing online games of fighting like PUBG.
- They should not miss their sleep to play online games.
- Youth should not hide from their family that thy are playing online games.

5.4 Limitations

- Some people did not fill the form appropriately so there are chances that the project does not have correct data.

- The time to complete the research was less, and the size of the population was more.

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ANNEXURES

Questionnaire

1. Name _____

2. Age
   a) 14-17
   b) 18-25
   c) 25-30

3. do you play online games?
   a) Yes
   b) No

4. Which type of game do you prefer?
   a) online
   b) outdoor
   c) indoor
   d) do not play

5. Have you ever played these trending games?
   a) Mini militia
   b) Pokémon go
   c) PUBG
   d) no

6. How frequently do you play these games (Pokémon go, Mini militia, PUBG)?
   a) rarely
   b) occasionally
   c) frequently
   d) often
   e) always
   f) do not play

7. According to what criteria do you change your online game?
   a) according to trend
   b) according to personal likes and dislikes
   c) according to time
   d) do not play

8. How often do you neglect household activities to spend more time playing online games?

   a) do not play

   b) rarely

   c) occasionally

   d) frequently

   e) always

9. How many hours in a day do you spend playing online games?

   a) less than 2 hours

   b) 2-4

   c) 4-6 hours

   d) 6-8 hours

   e) 8-10 hours

   f) more than 10

   g) do not play

10. How often do others in your life complain to you about the amount of time you spend playing online games?

    a) do not play

    b) rarely

    c) occasionally

    d) frequently

    e) always

11. Do you miss your classes/college to play online games?

    a) Yes

    b) No

    c) sometimes

    d) do not play

12. Do your college/school grades and work suffer because of online games?

    a) yes

    b) no

    c) sometimes

    d) do not play

13. Have online games distracted you from being addicted to social media?

    a) do not play

b) yes

c) no

d) sometimes

14. Have you ever found yourself anticipating when you will play an online game?

   a) Yes

   b) No

   c) sometimes

   d) do not play

15. Have you ever become rebellious while playing online games fighting like PUBG?

   a) Yes

   b) No

   c) sometimes

   d) do not play

16. How often do you lose sleep due to playing online games?

   a) always

   b) frequently

   c) occasionally

   d) rarely

   e) do not play

17. How often do you say "just a few minutes more" while playing online games?

   a) always

   b) frequently

   c) occasionally

   d) rarely

   e) do not play

18. How often do you try to hide from your family that you ar playing online games?

   a) always

   b) frequently

   c) occasionally

   d) rarely

   e) does not play

Link- https://forms.gle/3QvopZZvH5Q4vS7G8