Impact and Effects of Online Video Games in Youth Mind

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Abstract:

This article focused on the impact and effect of online video games in youth minds and what kind of difficulty faced during the video games in physically and mentally . In the current scenario, the digitized world is creating more video games to create an impact on the youth mind. The advent of India's online gaming industry can be dated back to the early 2000's. It bought several middle income Indian's on digital gaming platforms.This article shows another aspect of the youth mind affected due to video games. As a scientists said that recently collected scientific studies to determine how video games can influence youth brains and behaviors.It's likely that video games have both side like positive on attention, visual and motor skills and negative aspects risk of addiction, and it is essential we embrace this complexity of youth mind, The main aim of this paper is to analyse the effect and impact of online games on the youth mind. The objective is to know about the positive and negatives, impact on the student's academic performance and to know the legal position of online games in India. The researcher has followed empirical research with the convenient sampling method. The sample size covered by the researcher is 201. The results observed from the analysis of the study is that online video games have negative impacts and restrictive measures should be taken by the government.

Keywords: Students, Online games,Parents, Academic performance, Negative.

INTRODUCTION:

The advent of India's online gaming industry can be dated back to the early 2000's , when console and PC gaming brought several middle income Indians on digital platforms. Although the consumption was limited to a niche customer segment due to high cost of PC's and consoles, it underlined the potential of online gaming in India. The major government initiatives taken are certain regulations through act. Sikkim is so far the only state in India which enacted a statute pertaining to online (i.e) Sikkim online Gaming (regulation) act ,2008. An interested person can obtain a "license" for the purpose of conducting online games such as POKER , Roulette etc. There are certain factors which affect the study. They are easily available, attracted by the graphics used etc. The other important factor is the online games are more practical and realistic in nature. The other major factor is parents who initiate such habits to young children. The current trend of online games is that average Indian online games are introduced through friends, family & peer groups. Nearly 60% of Indians are online gamers who are below the age of 24. Young users are high. The majority will continue to play on mobile devices in 2021. When compared with other countries Indians spend an average of 6.92 hours each week on online games. Whereas in USA 7.61 hours , Germany - 7.89 hours and France 6.67 hours. India stands as 3rd in this

comparison. The aim of this research is to control measures to prevent the negative effects on online games.

OBJECTIVES:

- To knowabout the positive and negative effects of online video games.
- To study about the impact on students' lives and their health.
- To know about the legal position of online games in India.

REVIEW OF LITERATURE:

These reviews talk about less attention being given to the positive impact of online gaming on psychological well being, such as helping players develop social skills, foster a social support network, enhance positive affect, and improve wellbeing **.(Funk 2002).**There is no doubt that the games that are designed for entertainment purposes only are just a waste of time and you must try to keep your kids away from these games. These games won't bring any benefits to the youngsters at all.**(Brank and Scott 2010)**.Then students dedicate much time to games they do not have time for other activities. Even college assignments lose priority if an important battle is planned in the evening. That results in poor grades and academic problems. Moreover, such students do not go for a walk and exhaust their organisms sitting in front of the screen**.(Hjorth 2011).**Researchers suggest that video games can aid teens in developing problem-solving skills because while playing strategic video games like role-plays, young adolescents get better at solving problems.**(Lebowitz 2012**).Video games are frowned upon by parents as time-wasters, and worse, some education experts think that these games corrupt the brain. Playing violent video games are easily blamed by the media and some experts as the reason why some young people become violent or commit extreme antisocial behavior.**(Hasan, Bègue, and Bushman 2013).**Research in online MMORPG gaming tends to emphasise its negative impact on psychological

well being, with studies suggesting that MMORPG players are more vulnerable to negative psychological and physical outcomes. **(Exelmans, Custers, and Van den Bulck 2015).**Teenagers who are playing these online games said that they are playing these games just for fun, to keep away from the heat of the sun, without knowing that there are a lot of effects of playing these games that are more than what they think**.(Gunter 2016a)**.Excessive gaming time and escape motives were found to be associated with increased probability of ill health among adolescents. Gaming motives may identify gamers in need of support to reduce unhealthy gaming behaviour as well as identify individuals at risk for ill health **(Gunter 2016b).**.Globally India has the second largest online population. Online Games have become big business in India. Online gaming is popular with young people, and it is one of the top activities they engage in. Online gaming is also more popular than social networking.**("Health Implications of Playing Video Games," n.d.)**.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 us all addicted to gaming.**(Hammer 2018)**

METHODOLOGY:

The research methodology used here is empirical research. A total of 201 samples have been taken out of which is taken through convenient sampling. The sample frame taken by the researcher is a public area. The independent variable taken here is age and gender. The dependent variables are negative impacts faced by the students on the academic performance by the addiction of video games ,the ban of online games like pubg and candy crush, the arte of control of parents over children in addiction of playing games. The statistical tool used by the researcher is graphical representation.
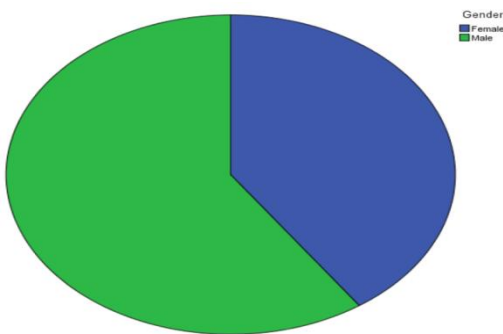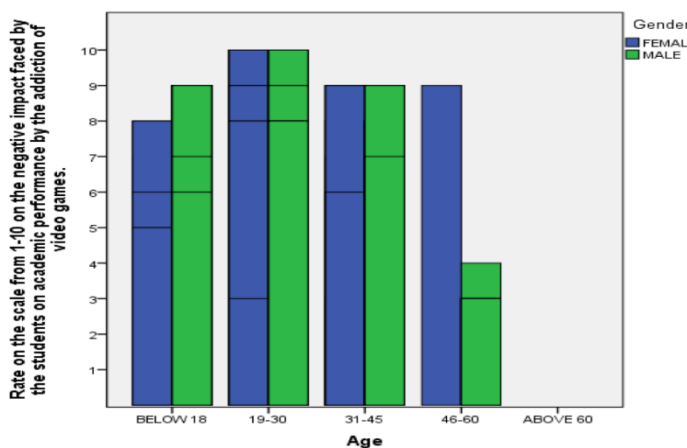
ANALYSIS:

Figure:1
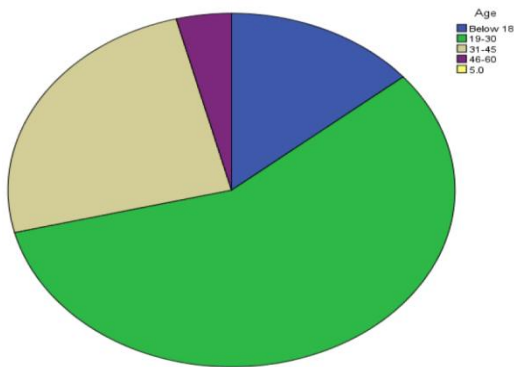
Legend : The above chart shows the distribution of various age groups of the respondents of the survey.(Figure .1)

Figure:2

Legend: The above chart shows that the male and female gender distribution of respondents to the survey. (Figure ,2)
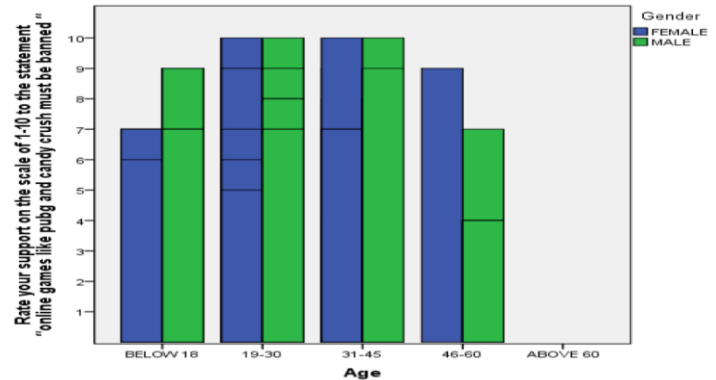
Figure: 3

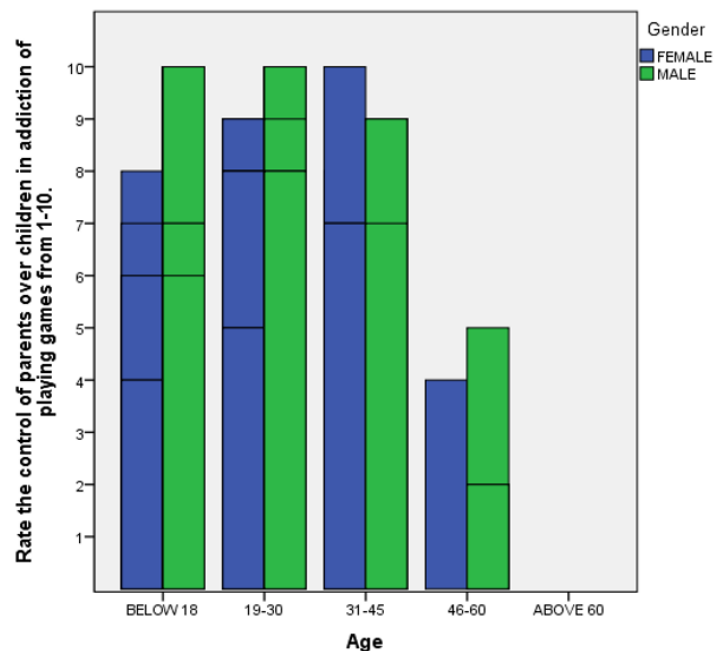**Legend:** The above chart shows the gender distribution in various age groups with respect to

the opinion about the negative impact faced by students in academic performance due to video game addiction.(Figure .3)

Figure : 4

Legend: The above chart shows the gender distribution in various age groups with respect to the opinion about the banning of online games like pubg and candy crush.(Figure.4)

Figure:5

Legend : The above chartshows the gender distribution in various age groups with respect to the opinion about the rate of control of parents over their children in addiction to playing games.(Figure .5)

RESULTS:

In **Figure.1** , people between the age group of 19-30 are the majority and people between the age group of 31-45 holds the next majority among the respondents. People between the age of 46-60 are least in number of overall respondents.In**Figure.2**, it is seen that male respondents are higher when compared to female respondents. Almost 60% of respondents are male and 40% of respondents are female.In**Figure.3**, there are no respondents above the age of 60 years. Both male and female of age group between 19-30 rated "10" on the scale with respect to the negative impact faced by the students on academic performance by the addiction of video games.In**Figure.4,** both male and female who belong to the age group of 19-30 and 31-45 have rated "10" on the scale regarding the ban of online games like pubg and candy crush.In**Figure.5**, male respondents of age group between 19-30 and below 18 have rated "10" , while female respondents of age group between 31-45 have rated "10". Female belonging to the age group 46-60 have rated the least regarding the control of parents over children in addiction of playing games.

DISCUSSION :

From the survey, in figure.1 it is found that most of the respondents to the survey are between the age group of 19-30. They are about 60-65% of the total respondents. The next age group which has more respondents are between the age group of 31-45 which is 25 to 30% of total population. People between 46-50 are 5%. It is observed from figure.2 that male respondents are high when compared to female. There are 65-70% of male respondents and 30-35% of female. The majority are male this can be due to the factor that chennai is more populated with male.From figure.3 it is seen that people belonging to the age of 19-30 have strongly agreed and rated 10. Both male and female of this age group agree that the students face negative impacts in academics due to game addiction. Male respondents who belong to the age group 46-60 have rated the least which means they do not think

it has a negative impact . This may be due to the factor that they lack awareness about online games and its effects.Through observation made in figure.4 it is found that both male and female of age 19-45 have opted for the ban of online games like pubg and candy crush. Male respondents of age group 46-60 have rated least and female respondents of age below 18 have rated the least. This may be due to the raise in crime rate which is influenced by online games. People of age group 19-45 are more updated about the current situation in society than others. From figure.5 it is found that people of age 46-60 have rated least to the control of parents over children in addiction. They state that parents cannot control their children over they get addicted to online games. Male respondents of age below 18 states that parents have control over their children . This might be due to the restrictions imposed by their parents.

LIMITATION:

The major limitation of my study is the sample frame. The samples in the mall and apartment are not much interested in giving responses to surveys. The other factor is that young people learn to function on mobile / PC's without using parents as a source. The restrictive area of sample size is also another major drawback. The physical factors are the most impactful and a major factor limiting the study.

CONCLUSION:

From all the analysis part from the research it is found that the effect of online games is highly negative and has a negative impact on the students academic performance as well. Moreover , online games like pubg and candy crush must be banned as the students and youngsters are very much addicted to it. The parents control over children is controllable in the initial stage but once addicted then they cannot be kept under control. This research fully recommends avoiding the online game. It helps to physically and mentally health for

the student community. As a government also concentrates more on the student community. The majority of students fully affect the online or digital games, such as parents,public, educational institutions, universities ,and the government actively taking care of student communities.

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