

A Study on Impact of Video Games on College Students in Coimbatore District

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Abstract:

The video games have been most favorite pastime for youth for several decades, started from pong which was created in 1958 to PUBG in 2020. Gadgets for video game have been changed but the addiction towards video games is still remains high. Many researchers have been made on how video games impact the children, how video games influence violence for youth, effects of video game, does video games good or bad for children...etc. but researchers are mainly focusing on negative side of the video games and also focusing only on pc and console games. Our research is about HOW VIDEO GAMES INFLUENCE THE YOUTH; this topic covers all type of gamers starting from console games to Smartphone games. Nowadays video games not only influence the youth it also influences the old age people also. We did a survey for research which has several questions for all age category, we asked public What's your favorite video game, Roughly how many hours do you spend playing video games each day (e.g. gaming consoles, computers, Mobile phones), Have you tried to play video games for shorter durations of times but have been unsuccessful, Have you played video games as a way to escape problems or negative feelings, Do you think about playing video games while you are not playing them, Does playing video games ever take priority over performing daily task. With this survey we made data analysis and interpretation to support our research

Keywords: Video Game, Social behavior, Mobile games, Motivation

1. INTRODUCTION

Globally India has one of the largest gaming populations around the world and it have become a big business in India. Console gaming is popular with young people, and it is one of the top activities they engage in. Console gaming is also more popular than social networking. Console Game Industry is witnessing a massive evolution silently. Young people get introduced to console gaming through Advertisements, friends, family, and peer group. Traditionally, games could be bought from shops, often in the form of a disk for use on a PC. But console games can also be downloaded. Games are played on many platforms; with those bought in shops often have a console component to them. Internet connectivity in a game adds a new opportunity for gamers as it allows players to find and play against, or with, other players from around the world (in a multi-player game). It's no secret that today's youth have a love of video games. Video gaming is a multibillion-dollar industry bringing in more money than movies. While video games have been around for decades, they are much more sophisticated than the early days of Pac Man, Zelda and Super Mario Brothers. Today's video games engage youth both physically and emotionally as they become entwined in the realistic graphics, stories and adventures that make up some of today's playing experiences.

When it comes to the impact that video games have on children and adolescents, many researchers are hesitant to label games as "good" or "bad" as multiple factors can influence how gaming impacts youth. For example, the type of games being played, the time that kids spend playing games as well as the setting in which they are playing (isolated or with others, online "friends" or face to face) can be influential factors in both positive and adverse impacts of video gaming.

Study have shown that, 75% and more are 18-24 years young people play the different console games, the psychology of young people learns to function without using parents as a major source of comfort, establish a sense of "equality" with parents and Develop adult friendships.

Gender percentage to play games in India is 83% male and 17% female, male tend to do things together that they find mutually interesting, in such as activities related to sports or hobbies. Male gamer(s) are concerned about data and memory consumption, Female gamer(s) seek regular update / upgrade. High number genre of games played in the age group 13-24yrs is Action, Puzzle, arcade, adventure. 75% of young people use a mobile phone to play different games, 21% use PC/Laptop

Pre 2005: The advent of India's online gaming industry can be dated back to early 2000s, when console and PC gaming brought several middle-income Indians on digital gaming platforms. Although the consumption was limited to a niche customer segment due to high cost of PCs and consoles, it underlined the potential of online gaming in India.

2005 - 2010: During the mid-2000s, social media introduced a significant percentage of Indian population across age, gender and socioeconomic groups to online gaming. The online population started exploring, learning and sharing online games across social media platforms. During this period, the supply was dominated by global publishers. Global gaming companies began to establish local shops to tap the Indian gaming market. Smartphones began to gain popularity and replaced feature phones significantly by 2010. This paved way for inception of new, less capital-intensive opportunity for the local gaming companies. Indian gaming companies acting as service providers so far, began end to end development of games for the Indian market.

2010-2019: Between 2010 and 2019, smartphones became the primary mode of internet usage, enabled by an increased internet penetration and volume of budget devices. This rise in internet and mobile volumes has contributed significantly to the evolution of online gaming consumption in India. During this period, the number of Indian gaming companies reached high and started launching their own titles. A few of these games successfully featured among the top 10 downloaded and record grossing games, a list dominated by global companies so far. However, Investments in gaming companies continued to remain low. Young population, access to internet and entertainment seeking behavior are key factors driving online gaming in a country. Videogames/Computer games have become an ever-increasing part of many adolescents' day-to-day lives. Youth worldwide play violent video games many hours per week.

2. REVIEW OF LITERATURE

Author Andrew K. Przybylski, conducted a study of "2436 male and 2463 female young people, ranging in age from 10 to 15 years." Entitled "Electronic Gaming and Psychosocial Adjustment," Przybylski's study looked at how different amounts of game play impact gamers, "the net effects that different levels of game play have on children's psychosocial development." What he found was surprising. It fills significant gaps in psychosocial gaming research and may change the way we think about gaming's impact in general.

The mainstream view of gaming has become less curmudgeonly in recent years--we no longer think of games as a horrible evil demon trying to corrupt our children. However, most parents still see games as a negative influence on their children. They think it needs to be limited and restricted. They think it can lead to 'sins' like sloth and apathy. Of course, I use the word 'sins' with some cynicism. I want to point out that when it comes to our conceptions of developmental norms, 'healthy' is often code for 'morally preferable. Przybylski's study suggests that there's

little distinction between gaming and other favorable activities. "Compared with factors shown to have robust and enduring effects on child well-being such as family functioning, social dynamics at school, and material deprivations, the current study suggests the influences of electronic gaming, for good or ill, are not practically significant. Przybylski's study also suggests that the ratings of games hardly correlate to typical conceptions we have of 'healthy' development of prosocial behaviors. Age-inappropriate gaming did not significantly impact the results (at least not when compared to movies and television). The study indicates that "the negative effects of age- inappropriate gaming on hostile thoughts, feelings, and real-world behaviors are substantively smaller than those observed for passive forms of media entertainment."

Anderson et al conducted a longitudinal study of elementary school students to examine if violent video game exposure resulted in increases in aggressive behavior over time. Surveys were given to 430 third, fourth, and fifth graders, their peers, and their teachers at two times during a school year. The survey assessed both media habits and their attitudes about violence. Results indicated that children who played more violent video games early in a school year changed to see the world in a more aggressive way and also changed to become more verbally and physically aggressive later in the school year. Changes in attitude were noticed by both peers and teachers. Anderson et al. (2010) also analyzed 136 studies representing 130,296 participants from several countries. These included experimental laboratory work, cross-sectional surveys and longitudinal studies. Overall, they found consistent associations between playing violent video games and many measures of aggression, including self, teacher and parent reports of aggressive behavior. Although the correlations were not high ($r=0.17-0.20$), they are typical for psychological studies in general and comparable with other risk factors for youth violence suggested in the 2001 Surgeon General's Report on youth violence.

James Sargent and the Scott M study appears August 4 in the American Psychological Association's Journal of Personality and Social Psychology. The findings follow a 2012 Dartmouth study that shows such video games may lead teens to drive recklessly and experience increases in automobile accidents, police stops, and a willingness to drink and drive. "Up to now, studies of video games have focused primarily on their effects on aggression and violent behaviors," says the Geisel School of Medicine's James Sargent, study co-author and the Scott M. and Lisa G. Stuart Professor in Pediatric Oncology and co-director of the Cancer Control Research Program at the Norris Cotton Cancer Center. "This study is important because it is the first to suggest that possible effects of violent video games go well beyond violence to apply to substance use, risky driving, and risk-taking sexual behavior." "With respect to playing deviant video game characters, we feel it best to follow the admonition of Kurt Vonnegut in Mother Night: 'We are what we pretend to be, so we must be careful about what we pretend to be,'" says Professor Jay Hull, the study's lead author and chair of the Department of Psychological and Brain Sciences.

3. OBJECTIVES OF THE STUDY

- To study the video game usage among children and adolescent in India.
- To study the socioeconomic status of video game users.
- To analyze the different types of video game genres and their impact on aggressive and pro social behavior.

- To explore how youth's social identity influences gaming.
- To assess the role of video game genres in players' motivation for video game play.

4. RESEARCH METHODOLOGY

Research used in the study is descriptive and analytical research which includes online survey forms, existing research journal and preexisting surveys. Online research involves the collection of information from the internet. With the advent of the internet, the traditional pen-and- paper research techniques have taken a backseat and made room for online research. Objective facts are directly observable and can be verified by other people. Objective facts include demographic characteristics such as age and gender, as well as the number of hours spent playing games. Subjective states such as attitudes and emotions which are collected by Questionnaires and surveys. Administering the survey by telephone interviews, face-to-face interviews, online interviews and questionnaires can be mail surveys or web surveys.

Target sample size for the survey is estimated around 120. Simple Random Sampling will be used in selecting the samples and non-probability samplings are used to select the samples of respondents purely on the basis of their knowledge on video game. Areas of study will be live survey areas like shopping malls, crosscut road, colleges. Coimbatore is one of the urban cities in Tamilnadu and it has a huge audience base for video games. Percentage analysis, weighted average is used for the study.

ANALYSIS AND INTERPRETATION

TOTAL COUNT OF RESPONDENTS

Gender	Count	Percent (%)
Female	39	26.90%
Male	106	73.10%
Total	145	100.00%

AGE CATEGORY OF REpondENTS

Age	Count	Percent
15 or younger	3	2.07%
16-25	126	86.90%
26- 40	12	8.28%
Above 40	4	2.76%
Total	145	100.00%

WHAT'S YOUR FAVORITE VIDEO GAME?

Female respondents

Favorite Game	Female (Count)	Percentage
Anything	1	2.56%
Assassins creed	1	2.56%
candy crush	9	23.08%
Clash of clans	2	5.13%
Clash of clans	1	2.56%
Doodle Jump	1	2.56%
Farcry	1	2.56%
FIFA	1	2.56%
GTA	1	2.56%
Mario	2	5.13%
NFS	1	2.56%
Nil	1	2.56%
None	1	2.56%
PUBG	5	12.82%
PUBG	1	2.56%
SAN ANDREAS	1	2.56%
Subway	1	2.56%
Subway surf and free fire	1	2.56%
Subway surfers	1	2.56%
Temple Run	2	5.13%
Tennis	1	2.56%
Vice City	1	2.56%
Vice City	1	2.56%
WII sports resort	1	2.56%
Total	39	100.00%

The above table shows us the most favorite game for female respondent, 23% of females responded that their favorite game is candy crush following that 12% have responded their

favorite game is pubg. From this table we can get that candy crush is played by most of the females.

Male respondents:

Favorite Game	Male (Count)	Percent
Assasins creed	2	1.89%
Assassin's Creed	1	0.94%
Batman	1	0.94%
Batman series	1	0.94%
Call of duty	5	4.72%
candy crush	3	2.83%
Car race	1	0.94%
Carrom disc pool	1	0.94%
Clash of clans	5	4.72%
Clash of clans	1	0.94%
Clash of clans b	1	0.94%
Class of glans	1	0.94%
COD	2	1.89%
Contra	3	2.83%
Cricket	2	1.89%
CRICKET	1	0.94%
Dota 2	2	1.89%
Dream 11	1	0.94%
EA Cricket	1	0.94%
Far Cry 3	1	0.94%
Farcry	1	0.94%
FIFA	7	6.60%
Fifa	1	0.94%
Free fire	1	0.94%
Future fight	1	0.94%
GTA	5	4.72%
Just cause	1	0.94%

Ludo, carrom	1	0.94%
Mario	2	1.89%
Mini miltia	1	0.94%
Mortal combat	1	0.94%
Moto golp	1	0.94%
Need for speed	1	0.94%
NFS	3	2.83%
Nil	1	0.94%
Nothing	1	0.94%
Prince of Persia	1	0.94%
PUBG	23	21.70%
Rummy	1	0.94%
Skyrim, witcher 3	1	0.94%
Wrestling	1	0.94%
Wwe	2	1.89%
Grand Total	106	100.00%

The above table shows us the most favorite game for male respondent, 22% of males responded that their favorite game is PUBG, following that 6% have responded their favorite game is FIFA. From this table we can get that PUBG is played by most of the males.

HOURS SPEND PLAYING VIDEO GAMES EACH DAY Female:

Time they Spend	Female (Count)	Percent
1 hour	16	41.03%
2 hour	3	7.69%
2 hours	7	17.95%
3 hour		0.00%
3 hours	2	5.13%
4 hours or more	3	7.69%
None	8	20.51%
Grand Total	39	100.00%

The above table shows the time female respondent spend on playing video games, 41% of females responded that they spend 1 hr. on video games following that 20% have responded

that they don't spend time on video games and 17% said they spend almost 2hrs. From this table we can get that maximum respondent spend an hour playing video games.

Male:

Time they Spend	Male (Count)	Percentage
1 hour	35	33.02%
2 hour	5	4.72%
2 hours	21	19.81%
3 hour	1	0.94%
3 hours	14	13.21%
4 hours or more	16	15.09%
None	14	13.21%
Grand Total	106	100.00%

The above table shows the time male respondent spend on playing video games, 33% of males responded that they spend 1 hr. on video games following that 20% have responded that they spend 2hrs on video

games and 15% said they spend almost 4hrs and above on video games. From this table we can get that male respondent spend more time on playing video games than female respondent.

5. TIME, THEY SPEND ON PLAYING BASED ON AGE

15 or younger:

Time they spend	15 or younger (Count)	Percentage
1 hour	1	33.33%
2 hours	1	33.33%
4 hours or more	1	33.33%
Grand Total	3	100.00%

In this analysis, we took age group of 15 or younger to know how many hours they spend in playing video Games. From this we get the average time they spend for playing video games is 2 hrs

5.5.2 From 16 – 25:

Time they spend	16 to 25 (Count)	Percentage
1 hour	47	37.30%
2 hour	7	5.56%

2 hours	24	19.05%
3 hour	1	0.79%
3 hours	12	9.52%
4 hours or more	16	12.70%
None	19	15.08%
Grand Total	126	100.00%

In this analysis, we took age group of 16-25 to know how many hours they spend in playing video Games. From this we get the maximum people in this age category spend 1hour each day for playing video games

5.5.3 From 26 – 40:

Time they spend	26 to 40 (Count)	Percentage
1 hour	2	16.67%
2 hour	3	25.00%
2 hours	4	33.33%
3 hour	2	16.67%
3 hours	1	8.33%
Total	12	100.00%

In this analysis, we took age group of 26-40 to know how many hours they spend in playing video Games. From this we get the maximum people in this age category spend 2 hours each day for playing video games.

HAVE TRIED TO PLAY VIDEO GAMES FOR SHORTER DURATIONS OF TIMES BUT HAVE BEEN UNSUCCESSFUL?

Short Time	Count	Percentage
Agree	49	33.79%
Disagree	9	6.21%
Neutral	40	27.59%
Strongly Agree	31	21.38%
Strongly disagree	16	11.03%
Total	145	100.00%

The above table shows the respondent answer to the question “have you tried to play video games for shorter durations of times but have been unsuccessful?”, 33% of the respondent agreed to the statement, 27% respondent have responded neutral because they couldn’t agree or disagree the statement. While only 11% have strongly disagreed the statement. This shows many youths couldn’t their schedule on allocating time for playing video games.

Age 15 or younger

Short Time	Count 15 or Younger	Percentage
Agree	2	66.67%
Strongly Agree	1	33.33%
Grand Total	3	100.00%

This table shows the question in age wise, in this age category 15 or younger 66% gave agreed to the statement and 33% have strongly agreed. This shows that below 15 age categories have tried to play video games for shorter durations but have been unsuccessful.

5.6.2 Age 16-25

Short Time	Count of 16 - 25	Percentage
Agree	40	31.75%
Disagree	8	6.35%
Neutral	38	30.16%
Strongly Agree	26	20.63%
Strongly disagree	14	11.11%
Grand Total	126	100.00%

This table shows the question in age wise, in this age category 16-25, 31% gave agreed to the statement and 30% have been neutral. This shows that 16-25 age categories have also agreed that they tried to play video games for shorter durations but have been unsuccessful.

Like this, the age category 26-40 has also responded in the same way.

HAVE YOU PLAYED VIDEO GAMES AS A WAY TO ESCAPE PROBLEMS OR NEGATIVE FEELINGS?

Have you played video games as a way to escape problems or negative feelings?	Female	Percent
Agree	9	23.08%

Disagree	12	30.77%
Neutral	11	28.21%
Strongly Agree	5	12.82%
Strongly disagree	2	5.13%
Grand Total	39	100.00%

The above table shows the female respondent answer to the question “Have you played video games as a way to escape problems or negative feelings?”, 30% of the respondent disagreed to the statement where 28% have responded neutral, which clearly shows females are playing video games just for time pass not to escape from negative feelings.

Have you played video games as a way to escape problems or negative feelings?	Male	Percent
Agree	33	31.13%
Disagree	14	13.21%
Neutral	28	26.42%
Strongly Agree	26	24.53%
Strongly disagree	5	4.72%
Grand Total	106	100.00%

The above table shows the male respondent answer to the question “Have you played video games as a way to escape problems or negative feelings?”, 31% of the respondent agreed to the statement and 26% are neutral, which shows males are playing video games to escape from negative feelings.

DO YOU THINK ABOUT PLAYING VIDEO GAMES WHILE YOU ARE NOT PLAYING THEM?

Do you think about playing video games while you are not playing them?	Female	Percent
Agree	9	23.08%
Disagree	12	30.77%
Neutral	9	23.08%
Strongly Agree	3	7.69%
Strongly disagree	6	15.38%

Grand Total	39	100.00%
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The above table shows the female respondent answer to the question “Do you think about playing video games while you are not playing them?”, 30% of the respondents have disagreed the statement and 23% of the respondents are both agreed and neutral to this statement. By this analysis we know that females are not thinking about video games while not playing them.

Do you think about playing video games while you are not playing them?	Male	Percent
Agree	30	28.30%
Disagree	19	17.92%
Neutral	1	0.94%
Neutral	23	21.70%
Strongly Agree	26	24.53%
Strongly disagree	7	6.60%
Grand Total	106	100.00%

The above table shows the male respondent answer to the question “Do you think about playing video games while you are not playing them?”, 24% of the respondent strongly agreed to the statement and 28% are agreed to the statement, which shows males think about playing video games while you are not playing them

DOES PLAYING VIDEO GAMES EVER TAKE PRIORITY OVER PERFORMING DAILY TASK? Male:

Priority over daily task	Count of Male	Percentage
Agree	36	33.96%
Disagree	10	9.43%
Neutral	28	26.42%
Strongly Agree	20	18.87%
Strongly disagree	12	11.32%
Grand Total	106	100.00%

The above table shows the male respondent answer to the question “does playing video games ever take priority over performing daily task?”, 33% of the male respondent agreed to the

statement, 26% have responded that they are neutral to this statement.18% have responded strongly agree to this statement.

Female:

Priority over daily task	Count of Female	Percentage
Agree	14	35.90%
Disagree	4	10.26%
Neutral	9	23.08%
Strongly Agree	4	10.26%
Strongly disagree	8	20.51%
Grand Total	39	100.00%

The above table shows the female respondent answer to the question “does playing video games ever take priority over performing daily task?”, 35% of the male respondent agreed to the statement, 23% have responded that they are neutral to this statement.20% have responded strongly disagree to this statement. This shows most of the male and female respondent have been facing that the video games took priority over their daily task.

6. FINDINGS

Total respondents for this survey are 145.

73% of the respondents are male with count of 106.

27% of the respondents are female with count of 39.

Age 15 or younger is 2% 5, Age 6-25 is 87%, 6. Age 26-40 is 8.78%, Age 40 above is 2.76%.

23% of female has chosen candy crush has their favorite game.

21% of male has chosen PUBG has their favorite game.

Age category of 16-25 has mostly chosen PUBG.

41% of female and 33% of male are playing video games for 1 hr. each day.

20% of female and 15% of male are playing video games more than 4hrs each day

7. CONCLUSION

People usually play video games for entertainment, excitement, challenge seeking, emotional coping, and escaping from reality to virtuality to fulfill their unsatisfied needs or motivations. The present study likes to explore the addiction of video and internet games among students and establish fact about its effects. From our study, we understood the mindset of people towards video games. Some people play the video games just for pastime but others get addicted to it. Many responded that they usually think of video games while not playing them, many of this response came from male gender. Where female gender disagreed the statement. For some

people's video games took priority over their daily task. Many were agreed that they planned to play for lesser time but they unsuccessful. Some also use the video games as a tool to escape from negative feelings. This study helped us to understand that comparing to females' males is more addictive towards gaming. This addiction is normal to some extreme, when it affects the regular life and daily tasks; it needs to be treated psychologically.

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