

Online gaming addiction among the Higher Secondary School Students

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Abstract

This study aimed to examine the prevalence of online gaming addiction among higher secondary school students in Chennai and Thiruvalluvar, Tamil Nadu. Data was collected through a normative survey method, and an online gaming addiction tool was developed and employed for the investigation. The sample comprised 780 higher secondary school students. The collected data were analyzed using measures of central tendency (mean), dispersion (standard deviation - S.D), and inferential statistics (t-value). The findings reveal that the level of online gaming addiction among higher secondary school students in the region falls within an average range. When considering gender, the study found significant differences in the prevalence of online gaming addiction, with implications for targeted interventions. However, the addiction rates did not differ significantly across localities, suggesting that this issue is consistent across Chennai and Thiruvalluvar.

Introduction

Online gaming, with its immersive and interactive nature, has captured the attention of adolescents across the globe. While online gaming can offer recreational benefits and foster social connections, excessive engagement can lead to detrimental consequences, such as addiction. Adolescents, in particular, are susceptible to this phenomenon, making it imperative to assess and understand the extent of this issue. In recent years, the increasing ubiquity of online gaming has raised concerns about its potential impact on the well-being and behavioral patterns of adolescents. This study aimed to shed light on the prevalence of online gaming addiction among higher secondary school students in the vibrant educational landscape of Chennai and Thiruvalluvar, Tamil Nadu.

Objectives

1. To find out the level of online gaming addiction among the higher secondary school students.
2. To find out the significant difference in the online gaming addiction among the higher secondary school students with respect to sub variables selected for the study
 - a. Gender (Male / Female)
 - b. Locality (Rural / Urban)

Hypotheses

1. The level of online gaming addiction among the higher secondary school students is low.
2. There is no significant difference in the online gaming addiction among the higher secondary school students with respect to Gender (Male/Female).
3. There is no significant difference in the online gaming addiction among the higher secondary school students with respect to Locality (Rural/Urban)

Tool

1. Online Gaming Addiction tool (OGAT) prepared and validated by the investigators.

Method

Simple random sampling is a procedure in qualitative research for selecting participants. It means each individual has an equal probability of being selected from the population, ensuring that the sample will be representative of the population.

The present investigation has been conducted at Chennai and Thiruvalluvar district of Tamil Nadu. A simple random sample of 780 higher secondary school students selected for the study.

Inferential Analysis: Online Gaming Addition**Hypothesis: 1**

The level of online gaming addiction among the higher secondary school students is low.

Table:1
The Mean and SD Scores of Online Gaming Addiction

S.NO	Sub variables	N	Mean	S.D
1.	Entire sample	780	48.97	8.10

The computed mean score of the online gaming addiction among the higher secondary school students for the total sample is found to be 48.97 and the SD is 8.10 respectively. From the table the mean value laid between 37.5 to 68.37. Hence the respective null hypotheses is rejected and concluded that the online gaming addition of higher secondary school students is average.

Hypothesis: 2

There is no significant difference in the online gaming addiction among the higher secondary school students with respect to gender (Male/ Female)

Table - 2

't' test vales for Online Gaming Addition among the Higher Secondary School Students with respect to gender

Sub variable		N	Mean	S.D	't' value	Significant at 0.05 level
Gender	Male	305	50.88	8.31	6.389	S
	Female	475	47.06	7.88		

The calculated 't' value for the sub variables like gender is found to be 6.389 it is significant at 0.05 level for the df 778. Hence the respective null hypotheses is rejected; it is concluded with 95 percent confidence. It shows that the sub variable of students gender differ significantly in their online gaming addiction.

Hypothesis: 3

There is no significant difference in the online gaming addiction among the higher secondary school students with respect to locality (Rural / Urban)

Table - 3

't' test vales for Online Gaming Addition among the Higher Secondary School Students with respect to locality

Sub variable		N	Mean	S.D	't' value	Significant at 0.05 level
Locality	Rural	355	48.70	8.36	0.451	NS
	Urban	425	48.43	8.18		

The calculated 't' value for the sub variable like locality is found to be 0.451 it is not significant at 0.05 level for the df 778. Hence the respective null hypotheses accepted; it is concluded with 95 percent confidence. It shows that the sub variable of students gender do not differ significantly in their online gaming addiction.

Findings of the Study

- The level of online gaming addiction among the higher secondary school students is average.
- The male higher secondary school students are having high online gaming addiction than the female higher secondary school students.
- The rural higher secondary students having high online gaming addiction than the urban higher secondary students.

Conclusion

The study's findings highlight that online gaming addiction is a prevalent concern among higher secondary school students in Chennai and Thiruvalluvar. While the overall level of addiction falls within an average range, it is imperative to recognize the distinct gender-based differences. Male students, in particular, appear to be at a higher risk of online gaming addiction, warranting targeted interventions tailored to their needs. Furthermore, the uniformity of addiction rates across different localities underscores the need for a comprehensive, region-wide approach to addressing online gaming addiction in Tamil Nadu.

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