

AFFECT OF ONLINE GAMES PUBG ON SOCIAL AND ACADEMICS LIFE OF TEENAGERS-

SUBMITTED BY- AKANKSHA KACHER

BA 3rd year STUDENT

SOCIOLOGY AND SOCIAL ANTHROPOLOGY DEPARTMENT

INDIRA GANDHI NATIONAL TRIBAL UNIVERSITY

AMARKANTAK DISTT- ANNUPPUR {M.P}

INTRODUCTION -

Within online computer and mobile games Player Unknown's Battleground, or PUBG for short, is one of the most well-known video games that people of all ages play worldwide. PUBG Corporation is the owner and operator of the game PUBG. Essentially, this game is an action game with a combat-heavy focus. The war room, graphics, multiplayer functionality, and realistic themes are some of the characteristics that add to the game's fascination and addictiveness. Since its July 30, 2016, release, the popular smartphone game Player Unknown's Battlegrounds (PUBG) has maintained its position at the top while adding new features, intriguing gameplay, and game variations that keep players from getting bored.

Online games are widely played by the teenagers It's amusing, but that doesn't mean everything is positive. Billions of people worldwide are playing the game as it has gone viral. This game is making people addicted, which is lowering their quality of life. Excellent reviews were given to the game when it was published on Windows. When it was made available on mobile devices, it quickly gained popularity. The worldwide passion for this game has swept through all age groups.

The game which started for recreation has turned into an addiction. It is severely affecting the lives of the players and also being a cause for various crimes. For instance, a boy killed himself as a result of PUBG mobile game addiction.

An addiction develops when you begin to engage in a certain behavior regularly. This results in disregarding every other activity. Addiction to games is one of the many things and activities that can cause addiction in people. PUBG is now one of these games that most people become addicted to. Individuals begin to play this game for longer periods than they do other things. Those who are hooked on this game spend their entire day playing it. Aside from playing the game, they don't even give a damn about running any other businesses. But as they play this game, they become engrossed in the fake world and forget everything around them.

When you start to consistently indulge in a particular behavior, it might lead to addiction. As a result, all other activities are ignored. One of the many things and activities that can lead to addiction in humans is gaming addiction. These days, PUBG is one of the games that most people become hooked on. People start playing this game earlier and stay on it longer than they do other activities. People who are addicted to this game play it nonstop throughout the day. They don't even care about running any other enterprises other than playing the game. However, when they play this game, they lose themselves in the virtual world and stop paying attention to anything outside of it.

LITERATURE REVIEW-

(Aulakh, 2018)-Addiction to the internet can have extremely negative, long-lasting effects. It gives teenagers the appearance of companionship, allowing them to miss out on meaningful time spent with their regular friends and family. Adolescent internet addiction can result in emotional weariness and social isolation.

(Shailaja Mane, 2018)-The study evaluated internet addiction in teenagers enrolled in school from various socioeconomic backgrounds. Among boys between the ages of 12 and 17, internet addiction is highly prevalent. Boys had a greater propensity than girls to become addicted to the internet. Compared to children from classes III and IV, children from socioeconomic class II demonstrated significantly higher ratings for internet addiction. To fight internet addiction, there is a need for media literacy as well as a comprehensive strategy that includes awareness programs for parents and students.

(Ruth Fest, 2013)-Addiction to video games was linked to aggressive behavior, a lack of social skills, a low quality of life, heavy gaming, and a preference for particular genres across all age groups. Problematic game use is linked to particular personality traits, social interactions, heavy gaming, and genre preferences in all age groups.

OBJECTIVE-

To study the effect of PUBG and Online games on the social life of teenagers

To study the effect of PUBG and Online games on the academics of teenagers

RESEARCH QUESTIONS-

What is the effect of PUBG and Online games on the social life of teenage boys and girls?

What is the effect of PUBG and Online games on the academic scores of teenage boys and girls?

RESEARCH METHODOLOGY- The study uses descriptive research design.

the study is quantitative in nature. purposive random sampling was used to select 100 samples from two districts Shahdol and Anuppur, data was collected from the 100 respondents through online mode by using an online Questionnaire (with closed-ended questions) through Google form.

DATA COLLECTION: A total of one hundred respondents, aged between 14 and 18 were surveyed. The respondents' genders were distributed equally all belonging to class 9th to 12th.

DATA INTERPRETATION-

Fig1- time spend on playing games

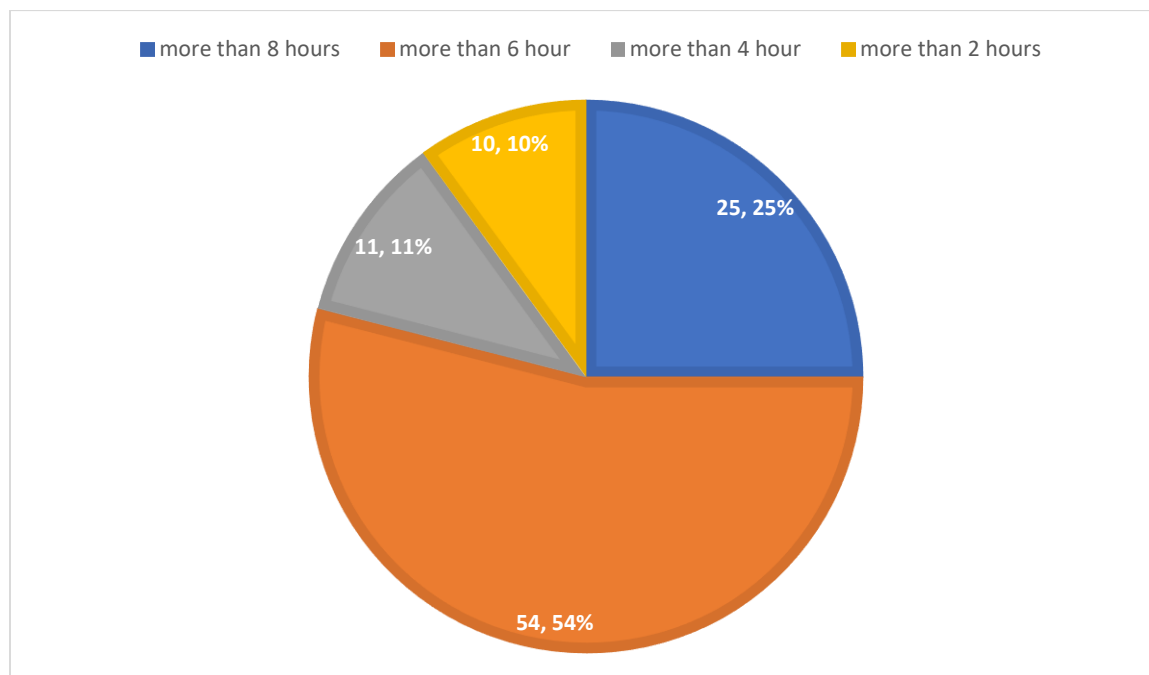


Fig 2- time spend on social media-

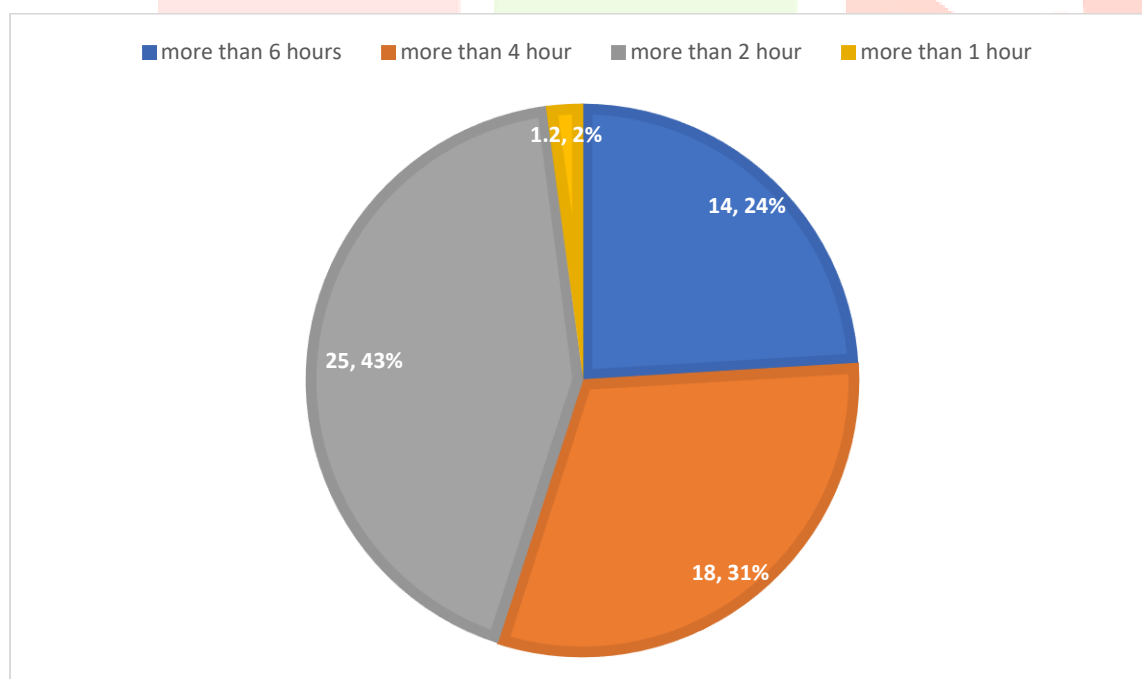


Fig 3- children interested in outdoor games-

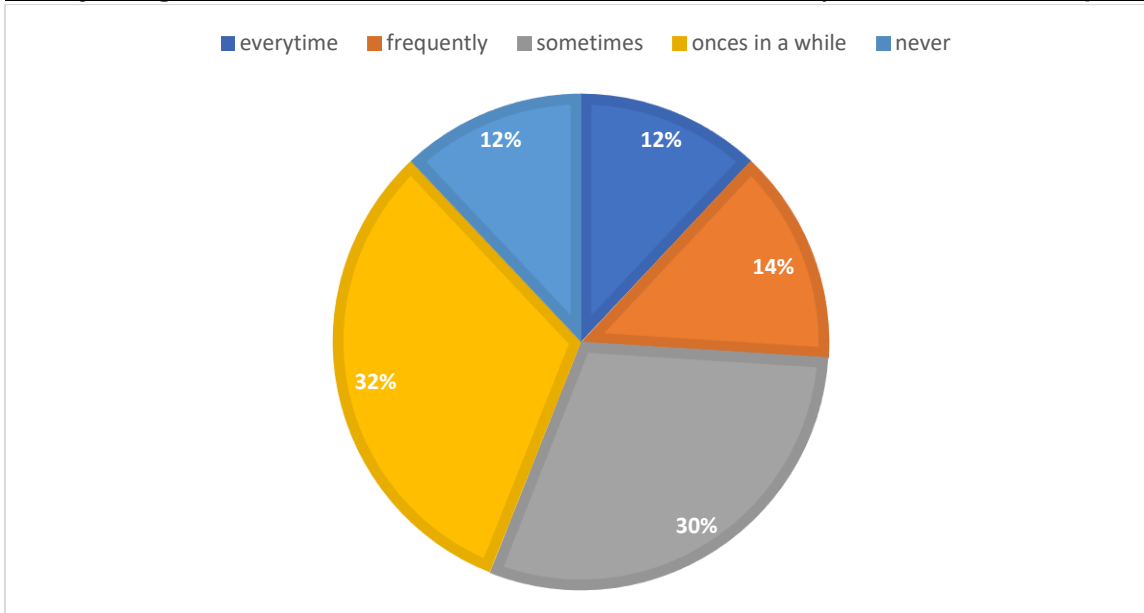


Fig4-children spending time with their family-

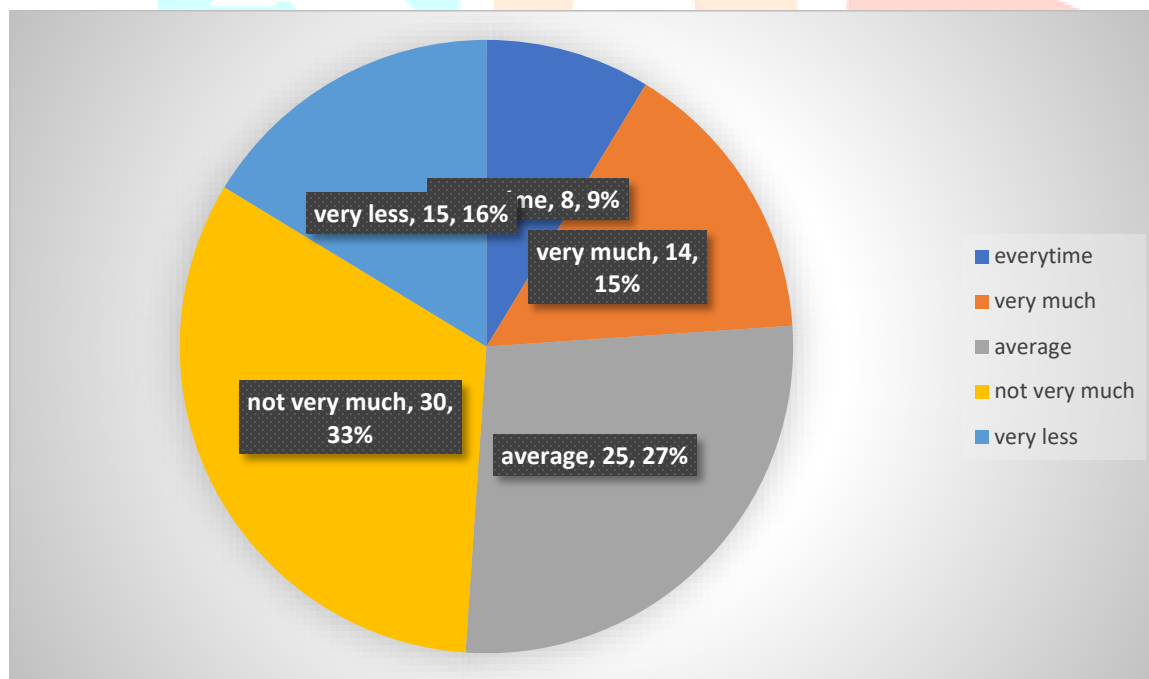


Fig 5- children feel angry and irritated if parents ask than to quit PUBG

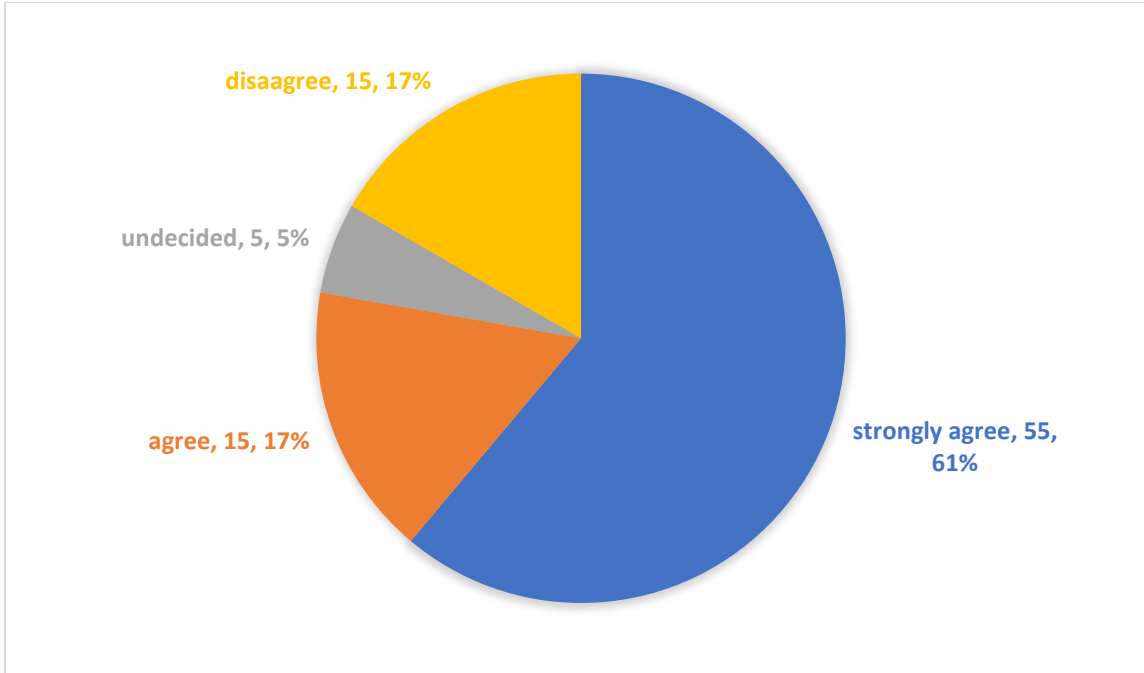


Fig 6- children feeling stressed when they don't win the games.

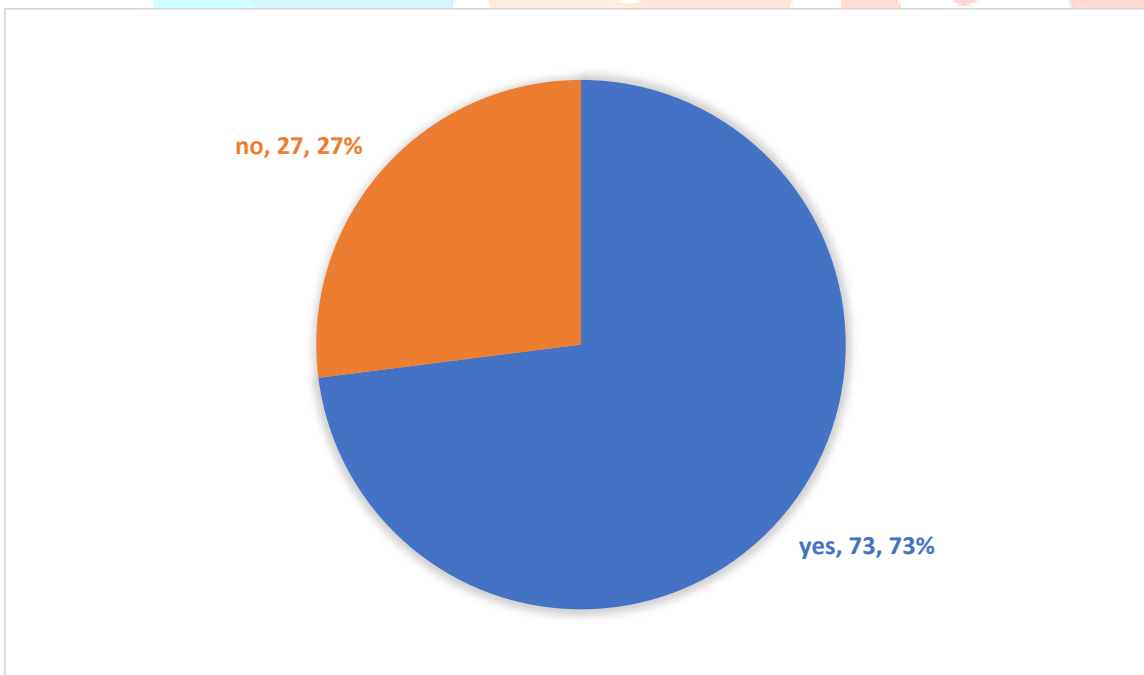


Fig 7- children have decreased their studying hours-

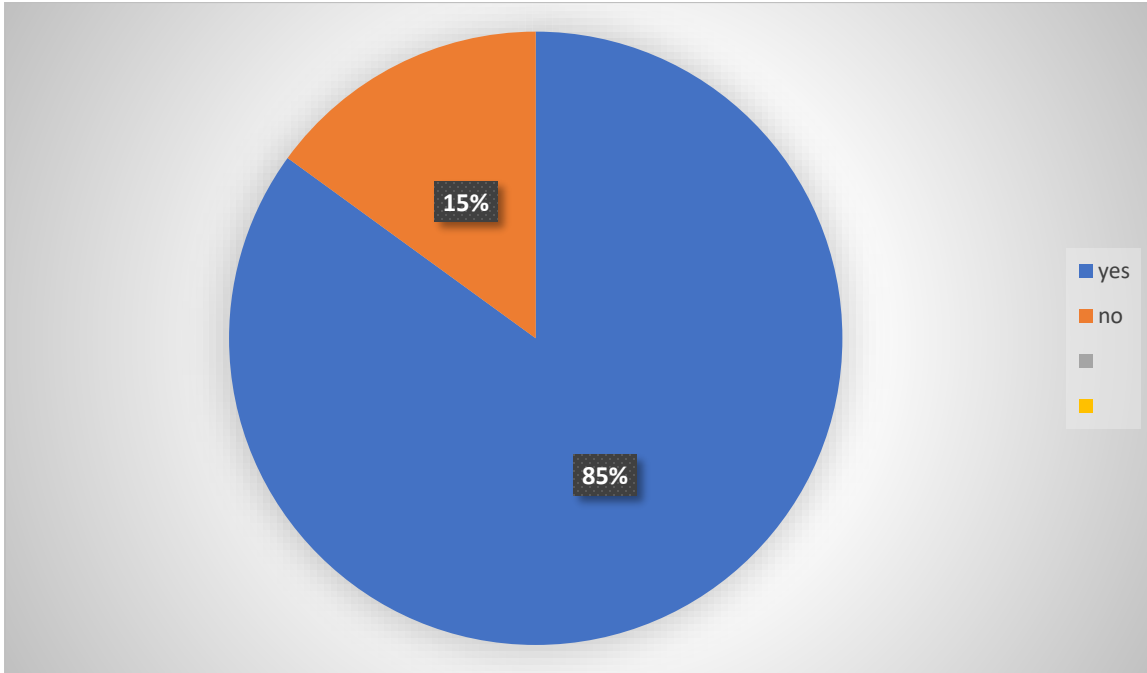


Fig 8- data showing focus on studies had affected by the games

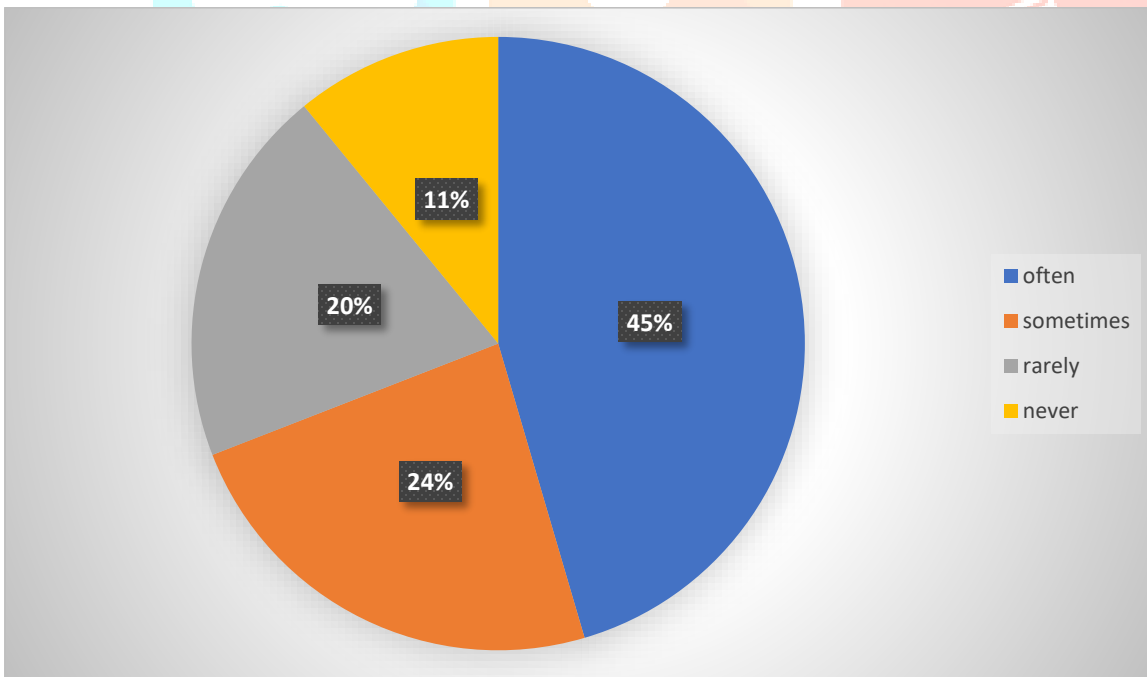
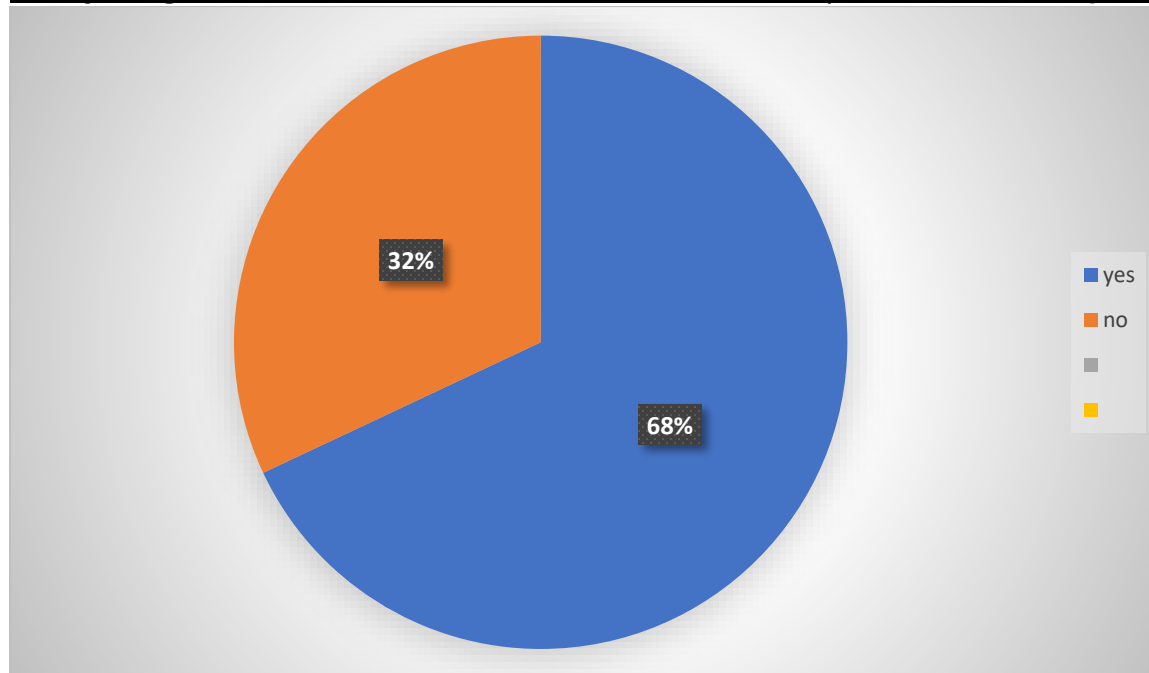


Fig -9 children feeling that we can make carrier in games-



DATA ANALYSIS- data is analyzed by using simple mean, percentage, average, MS excel and graphs.

DATA CONCLUSION- PUBG is one of the most popular and loved game by the peoples of every age groups but sometimes the teenagers who are not so mature to understand where to stop are trapped in the situation where they are completely addicted to the games and count them as their part of daily life continue screening and long hours games can take up all their time which obviously affect their academics they are unable to focus on their studies because of the screening time they are exhausted already

They are so much involve in the games that they don't feel to spend time with their family, they feel irritated if someone ask them to stop their game and do any kind of work they feel happy in their virtual world with their virtual friends they feel happy when they win and get chicken dinner(it is a kind of reward given to the player if he or she win) even teenagers are buying their accessories and weapons which is sold by the app. Children feel disconnected socially from others and can see downfall in their academics score they are thinking that they can have a good carrier in online gaming like others online gamers who run their YouTube channel and can get money and fame easily.

Bibliography

- Aulakh, R. (2018). Is the emerging pandemic of internet addiction leading to social isolation amongst adolescents. *Pediatric Review: International Journal of Pediatric Research*.
- Ruth Fest, M. S. (2013). Problematic computer game use among adolescents, younger and older adults. *National Library Of Medicine*.
- Shailaja Mane, S. S. (2018). Internet addiction in school going adolescents of different socio economic classes in Western India. *Pediatric Review: International Journal of Pediatric Research*, 60-65.