AN ESCAPE TO REALITY

by:
Rio Liezel Pineda Yambao, LPT

Friendship and Romantic relationship can be a motivation. You can be motivated by the people around you or by the things that surround you. Students are free from the authority of their parents tend to spend time acting like delinquents; illegal drinking, hitting cigarettes, skipping classes and getting addicted to online games. These are some cases in which students got motivated in their everyday life as they are able to escape. Is these the new way of our modern youth? Can these vices may affect students’ academic behaviour?

A Social Vice affecting the society is already interconnected to students, particularly in their whole being. The academic status, physical, mental, and moral aspect of students are negatively affected. Peer pressure, thrill seeking, and escapism causes one person to try something that may leave them wanting more. Students think that drinking alcohol and taking cigarettes isolates them from toxic society, escape from loneliness, run from stress, and weasel the problems.

Meanwhile, a student who’s addicted to online gaming becomes irritable when they are not able to get their game. Because half of their life is already about winning their games, killing their hero, getting gems, buying items- armour, and trash-talking weak players. With that, students probably cut their classes just to satisfy their wants. They become isolated and socially unavailable just because they enjoy talking to virtual monitors. These are very alarming as it affect the academic success of students and their holistic development.
Academic status of students may reflect from the vices they had taken; from high grades to low grades; from rewards and awards up to providing a safeguard; from better education to negative future. In fact, students suffer due to addiction. However, these issues can be solved through proper communication- teacher and parents may help students who suffer from bad habits. Behavioural and spatial activities are a better way to manage their stress and cope with their needs that may encourage students to perform best in their academics. These activities will raise a student’s self-confidence and improve his/her overall mental health. Thus, drinking alcohol, taking cigarettes, and playing online games is a boon and will never be a bane to student’s academic success.

References:

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