GAME ADDICTION: PREDICAMENT FOR SUCCESS

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Through technological advancements, drastic changes have also occurred on the different aspects of life people experience. The main role of technology is to make the life of people a lot easier and more convenient, but most of the new technologies and gadgets are mainly focused on the leisure and fun of people. Many developers focus on making things which will provide leisure and enjoyment to the users or consumers. At present, even little children are very knowledgeable with the different types of game technologies and gadgets as it is the current trend of today’s generation. But is it really okay for children to indulge more on games rather than more important matters?

Game addiction is an obsession with video games playing that usually begins in a very young age due to the influences of the trends of the current generation. This may continue until adolescence and even adulthood if not given proper attention. An activity becomes an addiction when an individual becomes dependent to the activity.

Today’s video and computer games are available in almost any venue that draw individuals, especially students into the world of gaming. Gamers experience a sense of Euphoria in gaming as they become the heroes of their own world and they can do what they want.

In a student’s being, game addiction can take a variety of characteristics or symptoms. For one, they become obsessed. Meaning that when they are not playing, they only think of playing and they become unsteady and craving to play. Another is they tend to neglect more important matters for the sake of gaming. Their studies mainly go down the drain as they focus most of their time gaming rather than studying. Their other important matters also tend to be neglected in exchange for a chance to play games. Lastly, games tend to have unnatural behavior patterns such as unnatural anger and depression when not playing games or something intervenes with their gaming. A game
addicted student often performs in school poorly. He often misses class, not complete assignments, sleep during class, and has arguments with teachers which lead them to fail or be under probation or suspension.

In the country, computer games are almost everywhere. They often spend more time at these places rather at home or school. They also tend to forget morals when entering a gaming environment.

So in the end, too much of one thing is really fatal. Parents must not overlook the status of their children at home or at school. Adequate monitoring must be implemented along with proper guidance to overcome this huge hurdle to the success of students. As students, they must know themselves their roles and obligations for being a student. They need to be hooked with books and not with games!

References: