THE EFFECTS OF ONLINE GAMING TO SCHOOL PERFORMANCE OF STUDENTS

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It may be hard to fathom but gaming was actually a very old leisure activity. Gaming has evolved through the decades, from arcade shooting games from the 70’s and 80’s to the Family computer and console games of the 90’s to the early 2000’s. Game is an innate pastime that grew with some of us.

Today however, gaming is a whole another level thanks to the invention of the internet. Originally internet was created as a source and storage of information, yet through the years people has come to use the commodity for several other purposes, one of which is online gaming. A couple of years ago online gaming is usually played on PC or desktop computers at home or at computer cafes. Teenagers of the 2010’s to 2016’s flock computer establishments mostly after school or after lunch on weekends.

But as technology progress further, gaming went from stationary to portable through handheld devices like tablets and smartphones. Now-a-days there are tons of games to choose from. From the all so popular Mobile Legends (ML) to Arena of Valor (AOV) to Rules of Survival (ROS), there is a flavor for everyone. And as the gaming becomes more and more accessible, the people who plays it becomes more and more hooked. If before when PC games are at its peek, when asked teenagers consider playing online games as a source of entertainment and a way to get out of the heat (since most computer cafes are air-conditioned) now in an era of mobile internet and smartphones, gaming is a way of life.
Truly gaming has some advantages to it. Gaming can be a diversion for teenagers. Anxiety and depression are unfortunately very common on teenagers due to so many different factors, like study stress and peer pressure. Gaming provides an outlet to those troubled teens which in turn keep them away from some more harmful situation and substances.

Although there are some advantages in gaming it is also undeniable that it can also cause some concerns especially when it comes to its effects in the academic performance of students. According to research almost 85% of a class population plays mobile games, at least 50% of that plays online mobile games like ML and AOV. Most of the time these students are very easy to spot. Actually, it is a common scene within a classroom to find students holding their mobile phones during breaks times. The students are so preoccupied by mobile games that sometimes they tend to set aside more important things just so they can play. Reviewing and studying in between classes and after school became none existent. A student plays an average of 3-4 hours a day on weekdays and about 4-6 hours on weekends. That sum of time can be spent on something more productive. Though studies concluded that the effects of mobile gaming do not exponentially affect the school performance of students as long as the gaming is kept at a manageable level and in moderation.

This where the parents and the teachers come to the picture. It is advisable for parents to monitor the gaming activities and the time children spend in mobile games at home. It is best to reprimand them when they exceed the allowable amount of time they were given. At school it is profound that there are NO mobile gaming allowed within the school premises to ensure that the time they spend at campus grounds will be for studying and other productive activities.

Like any other leisure activity, it all comes down to balance and moderation. Mobile gaming is an innovation in terms of entertainment and it can serve advantageous when dealt with accordingly.
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