

## TEENAGERS TRAPPED IN THE VIRTUAL WORLD OF ONLINE GAMING

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### Introduction:

Online gaming is the newest addition to the gaming ecosystem in India. In India it started way back with increasing PC penetration. Online gaming has been mounting rapidly in India. It has traditionally been associated with mainstream portals like Yahoo & MSN. For these portals, gaming has not been a nucleus area but merely another application so that it helps its users to search out for some quick entertainment.

This research is a close glance at the present status of online gaming and how are teenagers getting hooked to it and almost neglecting the most important aspect of their life which includes studies, interacting with their parents and so on.

Playing games is a natural part of growing up, though the medium has been shifted via computers. It helps teenagers to socialize and compete. But sometimes, online games become more than just a play. They become an addiction. This further affects their psychological behaviour which may turn in jeopardy.

I have studied the ecosystem for online gaming and how it is becoming a cause of addiction among teenagers. The study thus provides a universal perspective on things as they are at this point.

Addiction to online games is a growing problem among teenagers. The most addictive games are the online multi-player games. They include endless levels of accomplishment Number of players can play and chat online, creating a fantasy world which abscond them from real life.

Addicted teenagers spend hours on the computer and play online games which lead to omission of other activities. As a result they lose interest in their school, fail to complete their assignments, due to which their grades suffer. Much of their conversation may revolve around the games they are playing.

Parents should ensure that which games are installed for their children on their computers. It is important that they should engage teenagers in regular conversations; if they detect a behavioral change in their children it should be immediately addressed.

Online portals like zapak.com, miniclip.com, games 2 win.com has provided teenagers with numerous games categories in all areas be it sports, action, fun, racing and many more. These online game portals have also made a special section for multiplayer. They have introduced more than 30 games in each genre but among all these genres the multiplayer has extracted large number of teenagers as they get time to chat and socialize with large number of people through online.

During this research an interview was conducted. The interview was taken from the group of individuals whose children are between the age group of 13-17, after going through their answers and the behavior of their children I started understanding more about their children's gaming behaviors. The interviewees know that if this gaming of their child not controlled properly it would lead to great problem in future. One interviewee believes that the teenagers are more addicted to multiplayer games as they get addicted to online chats and turns a myth into reality. Ultimately, it allows their children to spend massive time playing on the computers. As Mrs. Neelam (bank manager) said that once her son sat on the computer and started playing games it was hard to stop him. But while other parents said that they had controlled their children from playing games by restricting time limit to it. It was also analysed that people who become addicted to online games lack social interaction, these interviewee's also suggest that if controlled by the parents at right time can curb this addiction.

On the whole teenagers between this age group are tend to get influenced by their peer groups it is their parents who has to be constantly aware of the habits of their children.

Further this will help them in building a better parent child relationship

Following points will be taken in due consideration:

- To understand the concept that how teenagers today are being trapped in this virtual world of online through the medium of online games.
- To understand the addicting factor of playing online games for long duration on the net.

•To understand the psychological variables of teenagers, weekly hours of online gaming and compulsive internet use scale.

**Area of study:**

Research would be conducted on teenagers who have access to internet and use it on daily basis in Delhi.

**Universe:**

The research was conducted on 50 users: -

- Age groups: 13-17 years.
- Class: Sec B1 & B2
- Place: Delhi

**Sample:**

Sample was selected on basis of Purposive sampling technique, wherein the researcher knows the daily habit and routines of all the units. Sample size was 50 units in this group.

**Tool:**

Questionnaires

I was able to send questionnaire to many people who are available on social networking site Facebook as well as also met teenagers personally to collect and analyse the results.

**Method of Data Collection:**

Data was collected by two methods:

**Primary Data Collection**

- Questionnaires

**Secondary Data collection**

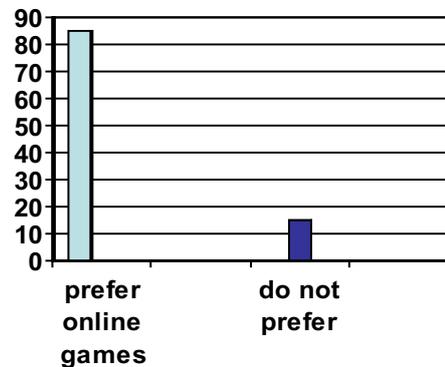
- Newspaper clippings
- Magazine articles
- Books
- Research papers

**Interpretation/Analysis:**

Q1. Do you like to play online games?

After asking teenagers from the age group of 13- 17 they agreed by that they like to play online games as it is the most convenient and easy way to connect with your friends while playing multiplayer games as you can chat with them and can connect with more people. 85 % teenagers said that they play online games while 15 % does not like to play online games.

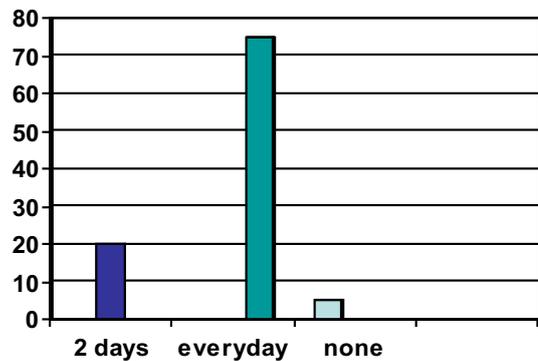
Below is the presentation of the graph showing that maximum teenagers prefer online games rather than outdoor games:



Q2.How many days a week do you play online games?

When this question was asked from school children I came up with an idea that it won't be more than 2 to 3 days a week but the answer which I got was that most of them played everyday but within a time limit. Mostly 75% children agreed to it while 20% of them said that they played only 2 days a week and 5% agreed that they do not play even once.

The following graph will present a clear picture-

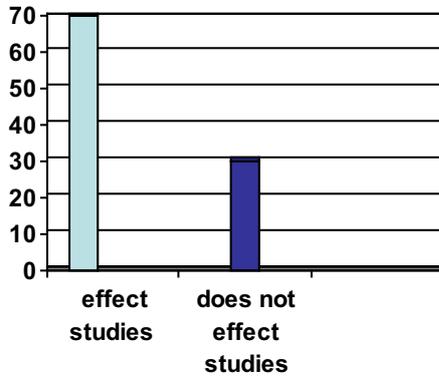


Q3 Do much of online games put a negative impact on your studies?

This was an interesting question as most of the time teenagers are restricted from playing online games because it brings a negative impact to their studies when not managed properly.

It harms their studies which affects their grades due to less concentration in studies and more in online games.

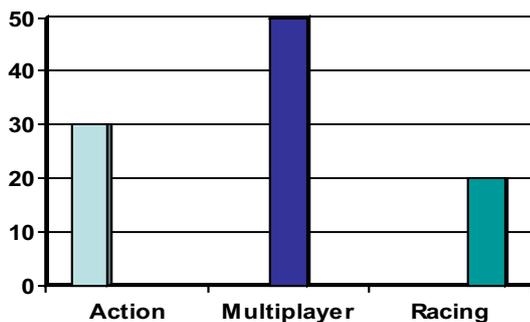
On the whole 70% agreed to the fact that it leads to negative impact in terms of studies while 30% said that it does not matter to them as they can balance appropriately.



Q4. Which games do you prefer more when playing on online game portal?

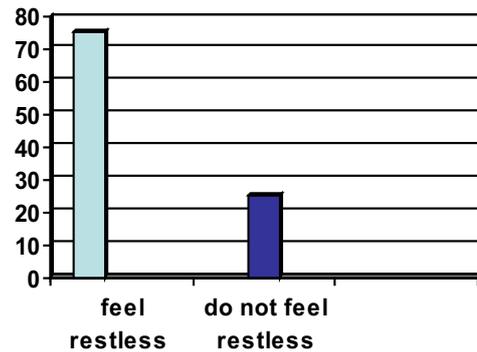
Through this question I analyzed that teenagers tend to play more of multiplayer games rather than racing and action games which took 3rd and 2nd place respectively. As they feel that multiplayer games increase the interaction with other people through the medium of chatting.

The following graph will show the actual picture:



Q5. Do you feel restless or irritable when asked to cut down or stop online gaming?

Mostly children responded in the favour of this question that they feel irritable when their parents ask them to study instead of playing games. Teenagers further stated that as they reach to next level of gaming it increases their anxiety level. So after conducting a survey on this question 75% said that they feel irritated when asked them to stop online gaming. While 25% do not feel restless or irritable.



**Conclusion:**

On the whole, the result which I gathered was that on-line games are addictive because they allow players, to disembodiment themselves from the real world and enter into the world of fantasy.

This has been further proved through extensive research and interviews which I had conducted.

Online games are addictive due to the characteristics of the game and the personal driving forces That keeps an individual playing.

Gamers put themselves in their characters shoes, for the duration of the game, becoming their characters.

Also, from the survey conducted mostly teenagers agreed to the fact that they play online games and they prefer it more than outdoor games as they believe that there is more level of interaction with too many people at the same time mostly when they play multiplayer games.

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