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RESEARCH ARTICLE

A STUDY ON VIDEO GAME PLAYING AMONG CHILDREN AND ADOLESCENT IN TAMILNADU WITH REFERENCE TO CHENNAI.

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Abstract

This study aims to examine video game playing with children and adolescent on video games usage, socioeconomic strata, gaming habits and preferences. Four hundred and six respondents from various socioeconomic backgrounds participated in the study. The purposive sampling technique was used to obtain data from respondents. This study result reveals that the majority of the participants played video games once in a week and preferred to play evening. besides, video games had played weekends high than weekdays.

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Introduction:-

In the 21st century video game playing increased among children and adolescent in Indian context, because of the ubiquity of video game has emerged social spaces on various platforms such as computers, mobile phones, gaming consoles, websites, etc., particularly, smart phones will lead to increase the video games usage people of all ages. The increases of video game usage decrease their other activities like playing physical games, watching movie and television. The amount of time that children and adolescents are playing videogames has been steadily increasing over the years (Colwell & Payne, 1997; Subrahmanyam, Kraut, Greenfield, & Gross, 2000; Anderson, Gentile & Buckley, 2007). Roberts, et al., (2010) found video game playing among children and adolescent predominant entertainment activities than others. Woodard & Gridina, (2000) studies revealed some significant 70% children aged 2–17 have computers in their home and 68% have video game gadgets. Statista.com (2016) conducted a survey among Indian gamers they stated that 60.44 percentage respondents use a computer or laptop to play video games, 52.74 percentages of the respondents reported they didn't participate in online or virtual gaming. In addition, 32.86 percentages of the respondents stated they played first person shooter games. Furthermore, says that digital games industry 49 percentages of the revenue generated by mobile phones than a digital computer, console and social network based gaming. Kantar Indian Market Research Bureau (IMRB) & Mobile Marketing Association (MMA) - Smartphone Usage and Behavior Report in India (2016), the study shows that women spend 2x more time on their smart phones compared to the men – on YouTube and games. The Internet and Mobile Association of India & IMRB (2016), the report found that entertainment is the main driver of internet consumption.

Review of the literature:-

Sudha, R. (2012) did a study on psycho physiological of playing violent video games among children in southern Chennai city. This study examined both boys and girls in the age group of 13-18 years who had played violent video games. The purposive sampling technique used to collect the data from the children, who were playing video games at video game parlours/ play stations. The result reveals that children were playing video games at video games center than other places like home, school, etc., and the majority of the children states that they played video games in the evening times and they played shooting game, fighting games and fun games. In addition, playing video

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games did not help their academics or studies. Choo, et al., (2010) examined the video gaming among Singaporean youth. This study found that 83 percentages of children and adolescents played video games. The boys played 22.1 hours per week, compared to 18.2 hours for girls, averaging 20.2 hours per week. Sebastian, T. (2010) examined an impact of computer animation on child and adolescent development. The survey collected 687 school students from three major cities (Cochin, Calicut and Trivandrum) in Kerala. The result shows that computer animation game may influence violence and desensitize the children.

Methodology:-

Objectives of the Study:-

- To study the video game usage among children and adolescent in Chennai.
- To study the socioeconomic status of video game users.

Participants:-

Survey data were collected from four hundred and six ($M = 13.68$, $SD = 2.39$) respondents from various socioeconomic backgrounds from Chennai metropolitan cities and its suburban areas. This survey was conducted video game playing arcade, gaming lounge, internet cafeteria and video game play station.

Instruments:-

The questionnaire was aimed at collecting data regarding demographic characteristics of the participants and academic level, and their socioeconomic status (SES) that include family monthly income, parents' occupation, owning a computer and video game consoles, video game playing habits such as amount of time, place of access, time of playing, frequency of play and whom do tend to play.

Sampling Method:-

This study used a 'purposive sampling' in the non-probability category. The sample consist of the whole population of school goers, diploma students, school discontinued and illiterates who had played video games children and adolescent both male and female in the age group of 9 to 17 years.

Procedure:-

The purpose of the study was clarified to the respondents and made clear that participation was voluntary; the data were collected from March to June 2013. Individuals were informed that all information was anonymous and confidential.

Results and Discussions:-

Demographic:-

The gender distribution of the respondents was 88.2% male ($n= 358$) and 11.8% ($n=58$) female. Since the samples were taken in the video game playing places, girls coming to play these places were comparatively lesser. Because of India is a patriarchal society, parents may not permit girls to play video games in gaming arcade, internet cafeteria and play centre. In addition, a total of the respondents, 61.6% city ($n=250$) and 38.4% ($n=156$) suburban areas. Particularly, the lack of video games parlour in suburban areas, for the reason that suburban was comparatively lesser. A total of the participants nearly (92.1%) were school students compared to other educational divisions.

Table 1:- Frequency distribution of the participants demographic.

Gender	Frequency	Percentage
Male	358	88.2
Female	48	11.8
Total	406	100.0
Place of Residence		
Place	Frequency	Percentage
City	250	61.6
Suburban	156	38.4
Total	406	100.0
Educational Qualification		
Educational Level	Frequency	Percentage
Going to school	374	92.1

School Discontinued	7	1.7
Diploma	24	5.9
Illiterate	1	0.2
Total	406	100.0

Socioeconomic Strata:-

In this study, the major percentages of the participant's fathers were working and (41.4%) of the participant's mother was a house wife. Table 2 shows that 24.9% of the sample monthly income were Rs.10000/- to 20000/-. The present study, the significance of the sample monthly income was Rs. 20000/- and below. Incomes play an important role for children and adolescent where as may play at home, arcade, video game lounge or video game play station.

Table 2:- Frequency distribution of the children and adolescent based on Socioeconomic Strata.

ParentsOccupation	Father		Mother	
	Frequency	Percentage	Frequency	Percentage
Not working	5	1.2	168	41.4
Working	390	96.1	231	56.9
Retired	2	0.5	3	0.7
Expired	9	2.2	4	1.0
Total	406	100.0	406	100.0
Monthly Family income				
Income	Frequency		Percentage	
Below 10000	75		18.5	
10001-20000	101		24.9	
20001-30000	79		19.5	
30001-40000	56		13.8	
40001-50000	40		9.9	
Above 50000	55		13.5	
Total	406		100.0	

Video game playing:-

The majority of the participants (94.3%) reported playing video games at least once a week with 41.1% of the respondents reported owning computer / laptop and 25.1% of respondents stated owning gaming consoles like PS 2, PS 3, PSP, X BOX, X BOX 360 and WII. Also the significant percentage 58.4% of the participants reported video game playing started at the age range from 7-10 years. In this study, a major percentage of the children and adolescent 60.8 % had played video games in the evening. Nearly 87.4% of the respondents reported they had played video games in weekdays and all of the respondents reported that they had played on weekends. Playing video games on the weekends might be one of the reasons that they could break away from academics and escape from their parent's supervision.

Table 3:- Frequency distribution of the children and adolescent by Video game playing

How often play video games	Frequency		Percentage	
Every day	208		51.2	
5 or more times per week	47		11.6	
2 to 4 times per week	99		24.4	
Once a week	29		7.1	
Once in fifteen days	8		2.0	
Once a month	15		3.7	
Total	406		100.0	
Amount of time spent a day playing video games	Week days		Week ends	
	Frequency	Percentage	Frequency	Percentage
Less than hour	144	35.5	40	9.9
1-2 hrs	123	30.3	67	16.5
2-3 hrs	32	7.9	94	23.2

3-4 hrs	15	3.7	49	12.1
4-5 hrs	22	5.4	50	12.3
More than 5 hrs	19	4.7	106	26.1
Do not play	51	12.6	0	0
Total	406	100.00	406	100.00

Video game preferences:-

In this study, a major percentage of respondents were 49.8% (n=202) and 45.1% (183) preferably played in the video games at home and video game centre like play zone, parlor, gaming lounge. Playing video games with friends in the video game centre was entertaining and socialization. Also video games playing fostered team building and group competitively. A substantial percentage (58.6%) of the children and adolescent reported that they had played video games with their friends than parents and siblings. In addition, computer, mobile phones and gaming consoles they had preferred to play video games more compared to other gaming devices like arcade and handheld. The major samples reported that the most favorite video games are Grand Theft Auto, WWE-F/Smack Down, Call of Duty and Need for Speed.

Table 4:- Frequency distribution of the children and adolescent by Video game preferences

How do you play video game	Frequency	Percentage	Prefer platforms to play video games	Percentage
Alone	86	21.2	Computer	80.8
Friends	238	58.6	Mobile phone	79.3
Siblings	68	16.7	Console	75.6
Father	10	2.5	Handheld	53.7
Mother	2	0.5	Online(MMORPG)	43.1
Stranger	2	0.5	Arcade	15.0
Total	406	100.0		
Favorites video games				
Game title	Frequency		Percentage	
Grand Theft Auto	89		21.9	
WWE-F/Smack Down	83		20.4	
Call Of Duty	44		10.8	
Need For Speed	27		6.7	

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