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RESEARCH ARTICLE

CONCUSSION OF PLAYERUNKNOWN'S BATTLE GROUNDS OF SECONDARY SCHOOL STUDENTS

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Abstract

Through Education, one has to be better adapted and adjust oneself in order to change oneself and the society at large. In such stable and sustainable situation one can develop with individuals possessing the best mental and moral qualities. As a result, education enables an individual to face all kinds of challenges in life. The main purpose of the study was to investigate the playing of Player Unknown's Battle Grounds (PubG) of Secondary school students. The objectives of the study were to study playing of PubG of Secondary school students on the basis of gender, standard of the students, boards of study, type of school and medium of study of secondary school students. The researcher employed survey method by executing Self-constructed and validated tool on 135 secondary school students of Patna in Bihar to assess the objectives of the study. The scholar used mean, Median, S.D. and 't' test for the calculation of the collected data. The result revealed that there is no significant difference between the mean scores of male and female, IX and X standard students, CBSE and ICSE students in their playing of PubG of Secondary School students whereas there is a significant difference between the mean scores of ICSE and BSEB, CBSE and BSEB, Private and Government, English and Hindi medium secondary school students in their playing of PubG.

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Introduction:-

The fruit of education in the present scenario for an individual is to be better adapted and adjusted in order to change oneself and the society at large. In such stable and sustainable situations, one can develop with individuals possessing the best mental and moral qualities. As a result, education enables an individual to face all kinds of challenges in life. At the same time, education also enables an individual to face the problems in all spheres of life, gives the individual the courage and affirmation to solve his/her own problems in his/her own in an adjustable way. While adjusting and adapting oneself in the world people are constantly tossed by the inventions of technologies and the challenges. It so happens at times that the students are not able to breathe properly to adjust themselves with the recent changes which demands so much of energy. Students are choked at times yet there is no space left for themselves to look for new adjustments. At the time of being tossed in the world of technology, the activities, actions, innovation and much more than that the challenges make them strive to do well in their academics as well as in their career. The gift of technology is always attractive and interesting. The adolescent students become mad and chase the activity to have control over so that they are masters in those areas. Playing Player Unknown's Battle Grounds (PubG) is one of those thrills and interesting games which has mobilised the students worldwide. Many of the educationists and teachers are not aware of what exactly is this activity which students are crazy. They give their life, give up night

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sleep but be in it unless they win. There is no space for them to be in loose-loose stage rather prefer to be in win-win stage. This game is not only a simple game but also it generates critical mind, sharpness and promptness in the minds of the students. Of the multitude of online games available to users worldwide, only a few have actually been successful in terms of being played for a significant period of time and maintaining strong consumer loyalty. PubG, which stands for "Player Unknown's Battlegrounds", is one of those games which is apparently gaining in popularity on a daily basis. It is a live streaming game that is classified as belonging to the "Battle Royale" sub-genre of first-person shooter video games (Dagdee & Philip, 2019). The game was officially released in late December 2017 and rapidly saw a tremendous increase in terms of popularity and number of downloads (Dagdee & Philip, 2019). PubG is today attracting an increasing number of users worldwide to join and enjoy its live streaming features.

Significance of the Study

The whole world is on the move with the click of the mouse of a computer or a system. This is possible only because of the advancement of technologies. The students are attracted to any activity or movement which has full of thrills and risks. The students would forgo all that is not be attractive, playful, interesting and much more than that boring. PubG is an online multiplayer survival game. Games are thrilling and interesting for adolescents. Almost 400 million people around the world are active on this gaming platform and out of these 120 million i.e. about 1 in every 3 PubG players is from India. It is one of the top three downloads of all time on Google's Play store. PubG mobile game is free of cost accessible to everyone and does not require any prerequisite skill to start. Its realistic graphics and real time responses is the reason it has become so popular amongst the adolescents. Strategizing to hit the targets with peers get the children excited and hooked to this game. Playing PubG develops problem solving skills, enhances mental abilities such as concentration and multitasking. Most children have easy access to smart phones and parents are not able to realize the situation of the game's addiction. It is only when there is an academic turnaround that they pay heed to their child's smartphone usage behavior and his addiction for PubG. The educationists and the teachers need to explore, need to know how much the students are engrossed in this game, they will be in a better position to assess, guide and counsel them for building better career.

Statement of the Problem

Role of Playerunknown's Battlegrounds on Secondary School Students

Operational Definitions

Role :

The position or the situation that a person occupies in society is called status.

PlayerUnknown's Battlegrounds(PUBG):

It is an online multiplayer survival game. The gaming experience is realistic and the developers keep on updating the game to add new features and maps.

Secondary School Students:

Students studying in Std.IX and Std.X standards are termed as secondary school students.

Objectives of the Study:-

1. To study playing of PubG of Secondary school students on the basis of gender.
2. To study playing of PubG of Secondary school students on the basis of standard.
3. To study playing of PubG of Secondary school students on the basis of school board.
4. To study playing of PubG of Secondary school students on the basis of type of school.
5. To study playing of PubG of Secondary school students on the basis of medium of school.

Tool Used

Self-Constructed and Validated tool on "PUBG" of Secondary School Students.

Method Used

The investigator has used survey method for the present study.

Population of The Study

The population for the study is secondary School students of Patna district in Bihar.

Sample

The sample consists of 135 Secondary School Students of Patna.

Techniques Used

i. Mean

i. Median

ii. Standard Deviation

iii. 't' test

Delimitations of the Study

i. The study is on the secondary school students of Patna only.

ii. The study is on the secondary school students of CBSE, ICSE and BSEB Board.

iii. The study is on the secondary school students of std 9th and 10th only.

iv. Sample is of 135.

v. Sample is from Patna District.

Null Hypotheses

1. There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of gender.
2. There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of standard.
3. There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of CBSE and ICSE board.
4. There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of ICSE and BSEB board.
5. There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of CBSE and BSEB board.
6. There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of type of school.
7. There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of medium of study.

Null Hypothesis – 1

There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of gender.

Table 1:- Gender wise playing of PubG of Secondary School Students
(At 0.5% level of significance, the table value of 't' is 1.96)

Gender	N	Mean	SD	t-value	Remarks
Male	108	84.509	26.36	0.214	NS
Female	27	85.703	25.72		

It is inferred from the above table 4.1 that the calculated 't' value is 0.214 which is less than the table value of 't' (1.96) at 0.05% level of significance. Hence the null hypothesis is accepted. It means, therefore, there is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of gender.

Null Hypothesis – 2

There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of IX and X standard.

Table – 2:- Standard wise playing of PubG of Secondary School Students
(At 0.5% level of significance, the table value of 't' is 1.96)

Standard	N	Mean	SD	t-value	Remarks
IX	81	86.604	25.22	0.99	NS
X	54	81.96	27.47		

It is inferred from the above table 4.1 that the calculated 't' is 0.99 which is less than the table value of 't' (1.96) at 0.05% level of significance. Hence, the null hypothesis is accepted. It means then, that there is no significant difference between the mean scores of secondary school students in their playing of PUBG on the basis of IX and X standard.

Null Hypothesis – 3

There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of CBSE and ICSE board.

Table 3:- Board wise playing of PubG of Secondary School Students

Board	N	Mean	SD	t-value	Remarks
CBSE	40	82.55	16.56	0.087	NS
ICSE	70	82.95	32.10		

(At 0.5% level of significance , the table value of 't' is 1.96)

It is inferred from the above table 4.1 that the calculated 't' value is 0.87 which is less than the table value of 't' (1.96) at 0.05% level of significance. Hence the null hypothesis is accepted. It indicates that there is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of CBSE and ICSE board.

Null Hypothesis – 4

There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of CBSE and BSEB board.

Table 4:- Board wise playing of PubG of Secondary School Students

(At 0.5% level of significance , the table value of 't' is 1.96)

Board	N	Mean	SD	t-value	Remarks
ICSE	70	82.95	32.10	1.97	S
BSEB	25	93.28	17.07		

It is inferred from the above table 4.1 that the calculated 't' value is 1.97 which is more than the table value of 't' (1.96) at 0.05% level of significance. Hence the null hypothesis is rejected. So, there is a significant difference between the mean scores of secondary school students in their playing of PubG on the basis of CBSE and BSEB board.

Null Hypothesis – 5

There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of CBSE and BSEB board.

Table 5:- Standard wise playing of PubG of Secondary school students

Standard	N	Mean	SD	t-value	Remarks
CBSE	40	82.55	16.56	2.43	S
BSEB	25	93.28	17.07		

(At 0.5% level of significance , the table value of 't' is 1.96)

It is inferred from the above table 4.1 that the calculated 't' value is 2.43 which is more than the table value of 't' (1.96) at 0.05% level of significance. Hence, the null hypothesis is rejected. Therefore, there is a significant difference between the mean scores of secondary school students in their playing of PubG on the basis of CBSE and BSEB board.

Null Hypothesis – 6

There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of type of school.

Table 6:-Type of school wiseplaying of PubGofSecondary school students

Type of School	N	Mean	SD	t-value	Remarks
Government	25	93.28	17.07	2.37	S
Private	110	82.80	27.40		

(At 0.5% level of significance, the table value of 't' is 1.96)

It is inferred from the above table 4.1 that the calculated 't' value is 2.37 which is more than the table value of 't' (1.96) at 0.05% level of significance. Hence, the null hypothesis is rejected. Therefore, there is a significant difference between the mean scores of secondary school students in their playing of PubG on the basis of type of school.

Null Hypothesis – 7

There is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of medium of school.

Table 7:- Type of school wiseplaying PubG ofSecondary school students.

Medium of School	N	Mean	SD	t-value	Remarks
English	110	82.80	27.40	2.51	S
Hindi	25	93.28	17.70		

(At 0.5% level of significance, the table value of 't' is 1.96)

It is inferred from the above table 4.1 that the calculated 't' value is 2.51 which is more than the table value of 't' (1.96) at 0.05% level of significance. Hence, the null hypothesis is rejected. Hence, there is no significant difference between the mean scores of secondary school students in their playing of PubG on the basis of medium of school.

Conclusion:-

While analyzing the findings of the study, it is found that there is no significant difference between the mean scores of male and female, IX and X standard students, CBSE and ICSE students in their playing of PubG of Secondary School students where on the other hand there is a significant difference between the mean scores of ICSE and BSEB, CBSE and BSEB, Private and Government, English and Hindi medium secondary school students in their playing of PubG. The results clearly indicate that there is a craze in ICSE and BSEB, CBSE and BSEB, Private and Government and finally English medium and Hindi Medium secondary School students to devote more time and playing of PubG in their day today activities. PubG is a game that teaches one the value of teamwork, helps one make quick-fire decisions under pressure, work your brain to bring out the best strategic military attacks, the basics of the art of war, improves your hand-eye coordination. **Players Unknown Battle Grounds** or **PUBG** is more than a game, is nothing but a masterclass for the big dreamers and proactive entrepreneurs.

Suggestive and Remedial Measures: -

There is no exaggeration to say that the game makes one to be multi-tasking, creative, critical thinker, have focusing power, focus on the team work, connecting oneself with unknown people, to be expert in scanning power, to be capable of playing PubG on PC, prompt in career option. At the same time as the game suggests that the players become significantly aggressive in nature and moody in their behavior in the course of time. The PubG game has an addictive measure and the players find it difficult to resist playing it. The video gaming has a drug effect on the players which attracts the players to play it frequently as a craze. The players start skipping their meals, sleep, steal money to possess better output mobiles, be moody in the classes, begin uttering lies and live a life of loneliness for the sake of consecrated game. Once the players taste the game, they are prone to many physical and mental issues because of excessive playing of game. There are symptoms of low academic performance, aggressiveness in nature and have violent behavior with their well-wishers. If the players are challenged and disturbed, they become revengeful. Because of lack of their academic performance, the students pave the way for depression which is the biggest challenge of the youth today. When such symptoms are noticed in their wards, Parents should limit the gaming hours and reduce the limit of the game play and have control over them. At the same time, the developers should develop the programme in such a way that the players should enjoy playing the game rather than becoming violent and aggressive. It is highly suggested that constantly there could be

some mechanisms by which the number of hours of playing could be reduced. The parents need to watch over the movements of their wards that they should not become addicted to such unwanted technological games which yields nothing but psychological disorder.

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