A DESCRIPTIVE STUDY TO ASSESS THE EFFECTS OF INTERNET GAMING ADDICTION PLAYERS' UNKNOWN BATTLEGROUND AMONG SCHOOL GOING TEENAGERS IN SELECTED SCHOOLS OF MANDI GOBINDGARH (PUNJAB)

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ABSTRACT

Introduction: Technology addiction is the part of society in present era and when it's matter among youth or teenagers then a general perception of having this addiction is little higher level. Among all technological addiction the mobile addiction, internet addiction and internet gaming addition are very high. Among these the internet gaming disorder are prevailing at higher side among teenagers.

Material and Methods: The method for adopted for present study was quantitative research, the research design used was descriptive research design. The population of the study was school going teenagers from selected schools of Mandi Govindgarh, Punjab. Researcher recruited 100 participants by using non-probability purposive sampling technique.

Results: The mean and standard deviation 84.18 ± 6.32 is also suggesting that majority of participants are facing an addiction to PUBG game at some level. Based on these analysis the null hypothesis H_0 stands rejected for gender, present educational status and family's monthly income while get accepted for other socio-demographic variables.

Conclusion: Authors of this study concluded their outcome that every school going teenager is facing PUBG gaming addiction and followed to it some behavioural outcome issues, so it's important to work on this line and further research with some of interventional package will be try to come out from this addiction.

Keywords: Assess, Internet Gaming Addiction, Players' Unknown Battleground (PUBG), School Going Teenagers.

INTRODUCTION:

Technology expanding in very faster way in which each and every part of human life covers. The technology role in

any field has its achievements which cannot be justified by words. The telecom technology has made our life so simple and convenient that it is helping the people

to live smoothly and communicate with family members, friends, professionals, colleagues and targeted audience at very ease level. At the point when we watch out for it then we will understand that mobile phones particularly of brilliant classification and online world has made gigantic impact.(1)

In Year 1995, first time a few standards distinguished to express the importance of psychoactive substance reliance or maltreatment under pennant of DSM-IV. It was computer games. Gaming fixation bring about close to home, family, scholarly, budgetary and word related issues that are normal for different addictions. Debilitations of genuine connections are upset because of exorbitant utilization of the game. Those experiencing computer game compulsion spent mineral connection lone, detachment, invested less energy with genuine individuals in their carries on with, exiting school exercises, sports and disconnecting from loved ones to play computer games and are regularly seen as socially abnormal. Mental health professionals' and researchers' extensive proposals to include Internet addiction as mental disorder in the forthcoming fifth edition of the **Diagnostic and Statistical Manual of Mental Disorders (DSM-V)** will come to fruition as the American

Psychiatric Association accepted to include Internet use disorder as mental health problem worthy of further scientific investigation. The over the top utilization of the Internet has been connected to an assortment of negative psychosocial results. These incorporate mental issues, for example, somatization, over the top impulsive and other nervousness issues, despondency and separation just as character attributes and pathology, for example, inner-directedness and psychoticism.

Gaming disorder is defined in the 11th Revision of the International Classification of Diseases (ICD-11) as a pattern of gaming behavior ("digital-gaming" or "video-gaming") characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences. PUBG was made by Brendan Greene, its title dependent on his online "PlayerUnknown For Greene's situation, to contrast his contribution from Craving Games motivated modes, he planned the mod to arbitrarily spread weapons around the guide rather than from the focal store. Greene refreshed his mode for ARMA 3

when the Day Z group selected to deliver their game as an Independent game. Greene kept on receiving his arrangement as an advisor for H1Z1: Ruler of the execute before turning into the inventive engineer a Blue opening of an independent game speaking to his vision of the imperial classification, PUBG. While Battlegrounds was not the main fight regal game, its delivery to early access in Walk 2017 drew a lot of consideration, selling more than twenty million duplicates before the year's over and is viewed as the characterizing round of the class.(5) After reviewing these many facts and research evidence in this area of online gaming especially game of PUBG. The researcher's curiosity increased to study this factor and being a healthcare professional this curiosity is keep me on track to identify more about online gaming addition especially addiction to PUBG online game. These facts forcing us to do more work in this area to find something new to serve the society in a better way.

OBJECTIVE OF THE STUDY

1. To assess the level of PUBG game addiction among school going teenagers in selected school of Mandi Gobindgarh.
2. To assess the behavioral outcome of PUBG game players among school

going teenagers in selected school of Mandi Gobindgarh.

3. To find out the association between levels of addiction of PUBG playing among school going teenagers in selected school of Mandi Gobindgarh with selected socio-demographic variable.

Material and Methods:

The method for adopted for present study was quantitative research approach to undertake the study, the research design used was descriptive research design because the whole study took place in natural setting without manipulation a single variable and complete natural phenomenon assessed and documented. The population of the study was school going teenagers from selected schools of Mandi Govindgarh, Punjab. Researcher recruited 100 participants by using non-probability purposive sampling technique. This study tools were prepared in line with objectives where apart from socio-demographic variables a PUBG Addiction Assessment Scale (PAAS) and Behavioural Outcome Assessment Scale (BOAS) were designed to collect the data. Researcher planned to use descriptive and inferential statistic to analysis the gathered data.

RESULTS:

Table 1A: Frequency and Percentage distribution of school going teenagers according to Socio-demographic variables

N-100

Socio-Demographic Variables		F	%
Age	13-14	19	19.0
	15-16	71	71.0
	17-18	10	10.0
Gender	Male	77	77.0
	Female	23	23.0
Type of family	Joint family	24	24.0
	Nuclear family	76	76.0
Present educational status	8th std	7	7.0
	9th std	12	12.0
	10th std	50	50.0
	11th Std	21	21.0
	12th Std	10	10.0
Religion	Hindu	53	53.0
	Muslim	4	4.0
	Christain	26	26.0
	Sikh	17	17.0
Number of family members	3	26	26.0
	4	39	39.0
	>4	35	35.0
Father's educational status	Secondary	6	6.0
	Graduation	36	36.0
	Post-graduation & above	58	58.0
Mother's educational status	No formal education	17	17.0
	Primary	30	30.0
	Secondary	27	27.0
	Graduation	22	22.0
	Post-graduation & above	4	4.0

f- Frequency

%- Percentage

Table 1 A has stated the frequency and percentage of first eight socio-demographic variables of participants.

Analyzed data reflected that highest number of participants 71% are belongs to age group of 15 to 16 years of age. Majority of them were male gender 77%.

Maximum number of participants stays in nuclear family 76%, while majority of them 50% are presently studying in 10th class of standard. Highest numbers of participants are from Hindu religion 53%.

Majority of participants 39% have 4 family members in their family and then 35% of participants are staying with more than 4 members in their family.

Maximum number of participant's 58% father are qualified post-graduate and above whereas majority participant's 30% mother's education status is studied primary level of education then 27% under secondary education and 22% are studied till graduation.

Table 1B: Frequency and Percentage distribution of school going teenagers according to Socio-demographic variables

N-100

Socio-Demographic Variables		F	%
Father's occupation	Self-employ	29	29.0
	Private	40	40.0
	Government job	21	21.0
	Business & others	10	10.0
Mother's occupation	housewife	66	66.0
	Private	32	32.0
	Government job	2	2.0
Monthly income	10,001 to 20,000	2	2.0
	20,001 to 30,000	10	10.0
	> 30,001	88	88.0
Type of mobile phone	Android phone	86	86.0
	i-phone	14	14.0
Hours spent per day	1-3 hours	4	4.0
	3-5 hours	61	61.0
	> 5 hours	35	35.0
During internet access	Social media	9	9.0
	Online games	73	73.0
	YouTube / Videos	16	16.0
	Studying	2	2.0

f- Frequency %- Percentage

Table 1B reflecting the other 7 socio-demographic variables of participants. Analyzed data revealed that maximum number of participants' 40% father has private job while highest number of participant's 66% mothers are housewife. Majority of participants 88% have their family's monthly income more than 30,001/- rupees. Majority of participants 86% are using Android mobile phone to play PUBG. Highest number of participant's 61% are spending 3 to 5 hours of their time for online playing on daily

CONCLUSION:

Authors of this study concluded their outcome that every school going teenager is facing PUBG gaming addiction and followed to it some behavioural outcome issues, so it's important to work on this line and further research with some of interventional package will be try to come out from this addiction.

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