

A Study of behavioral changes and disorders among youth due to addiction of Mobile games

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Abstract - With the rapid development in mobile technology and related areas we can see roaring growth of market size and public reach. One of such area is mobile games, which are in focus due to its addiction and popularity. Video game addiction has severe consequences like compulsive disorder. This addiction is spreading from children to old age people. Although it is not yet recognized by any medical association as diagnosable disorder but many cases came in scene as addiction of mobile game. This research is based on survey among youth to study their behavioral changes, their emotional and physical disorders due to addiction of Mobile Games.

Key words – Mobile technology, Mobile games, Addiction, disorder,

Introduction –

Addiction of mobile game is excessive play which results in negative emotional, social, relational, educational, or career - related consequences. Some of the study shows there is change in behavior also. Still no any study is available that proves medically bad impact of extensive game playing. Addiction can also be defined as a serious loss of control over mind, body and there is significant harm for the player in the real world.

From 1990 to 2010 Indian gaming industry underwent a major make over. Initially Nintendo , Sega and arcade game were popular video games. Many action and sports games were popular at that period. Smart phone revolution 2010 onwards popularized game playing with better display, qualitative graphics, and good color combination. Since game is easy mode of entertainment, it has diverse categories like arcade, shooting, adventure, racing, action, strategy and many more for different age groups. Gaming can also be a source of income for example many championship for games conducted online or any place, also by sharing game play at different platforms gamer can earn money. So there are various reasons that are responsible for attraction of game to gamer, and this attraction slowly become addiction.

With increase use of urban population, migrating rural population towards urban area demand of smart phone and their user base is increasing day by day also rising internet penetration across the country gaming industry is demand.

There are various reasons behind increase use of games like extensive revolution of telecom sector, availability of internet with very low cost and increased income level of citizens.

Literature review-

In 2011 Liang, Ting-Peng & Yeh, Yi-Hsuan in his study Effect of use contexts on the continuous use of mobile services: The case of mobile games shows mobile services become more popular and people can use them virtually anywhere, in their research they concluded there are some adverse effect of extensive game playing. The results from conducting an online survey indicate that contextual factors have significant moderating effect on the intention to play mobile games.

In the 2011 Edition, Dr. Alan Meister found that the ailing economy took its toll on Indian gaming in 2009. In fact, on a nationwide basis, gaming revenue at Indian gaming facilities declined for the first time in the recorded history of Indian gaming.

In 2004 Kati Alha presents a study on game history books and their take on the most influential games in history. The lesson that we can learn from the short history of digital games is that innovation is not merely about the originality of the idea. It is necessary to find the right time and right place to develop the game, as well as seeing what has already been done and learning from other games that have existed before.

Objectives –The purpose of this study was to study change and behavior and disorders among youth due to mobile game addiction.

Specific objectives for this paper are-

1. To study the preference in game by players.
2. To study the level of addiction of mobile game player.
3. To identify change in behavior and disorder of payers.

Research methodology – The paper has been written on the basis of primary data. The primary data were collected from youngsters. Both web based and paper based survey was used to collect data. Total 620 respondents provided response, among these 554 responses were valid and considered as study. Obtained data organized using MS-Excel and graphs based study was used for analysis.

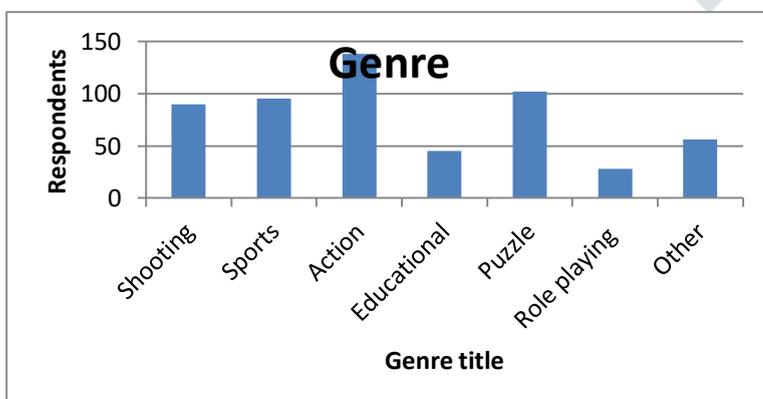
Limitations and future scope of study-

The main limitations of this research study are as follows-

The present study has been conducted to understand the perceptions of the youngsters towards game playing. In future, we may study addiction under supervision of specialist doctors. In this research, a sample size of about more than 600 respondents has been surveyed. In future, we may take wide number of respondents from many other cities. Thus, we can widen the scope of the research in the above mentioned area.

Survey of Data and analysis-

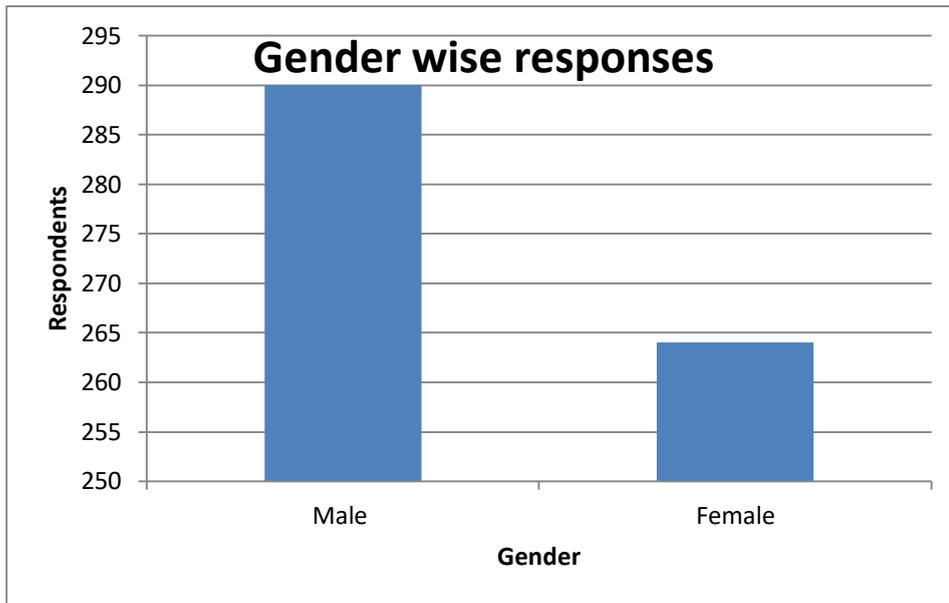
Que. (1) What genre game do you play –



Analysis- Among 545 respondents 90 preferred Shooting, 95 were interested in sports game, 138 were playing Action games, 45 were interested in Educational games, 102 were interested in Puzzle game, 28 were interested in Role playing and 56 were interested in other types of games.

Conclusion- Action games were preferred by maximum respondents and Role playing is preferred by least number of respondents. Since Action games preference is more that is cause of increase aggressiveness among youth, because it is the one of the reason of increasing aggressiveness.

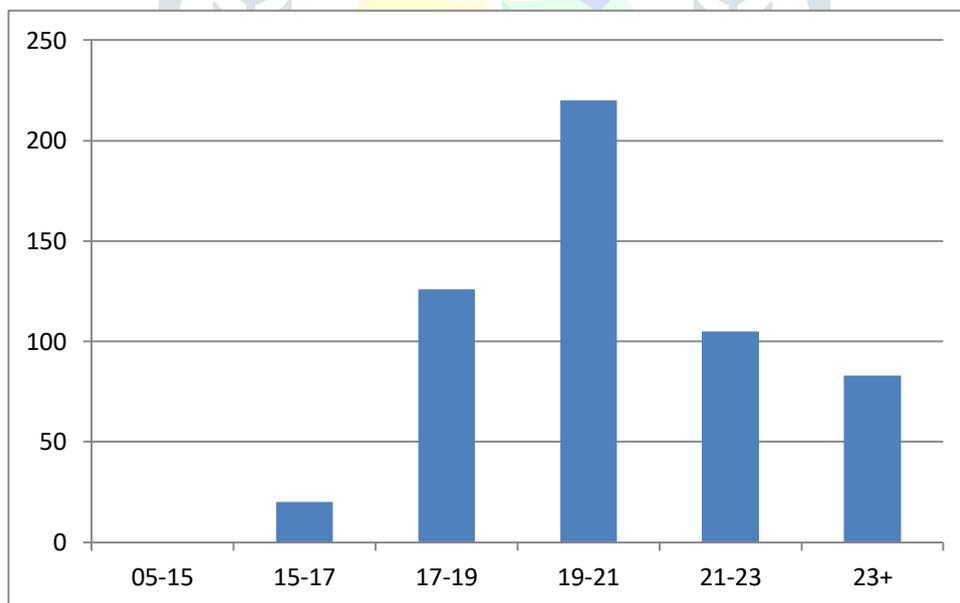
Que. (2) Who are you ?



Analysis- Among 545 respondents 290 were male respondents and 264 were female respondents.

Conclusion- More numbers of male respondents shows they have more attraction towards games than female.

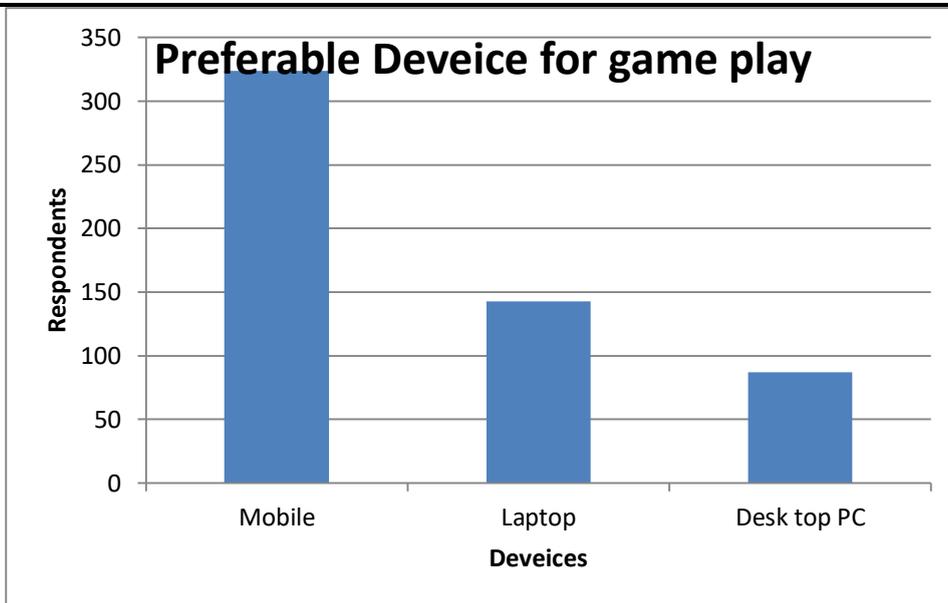
Que. (3) What's your age?



Analysis- Among 545 respondents 20 belongs to age group 15-17, 126 belongs to 17-19 , 220 belongs to 19-21, 105 belongs to 21-23 and 83 were of more than 23.

Conclusion- More number of age group 19-21 shows this age group has maximum number of respondents who has more attraction towards gaming.

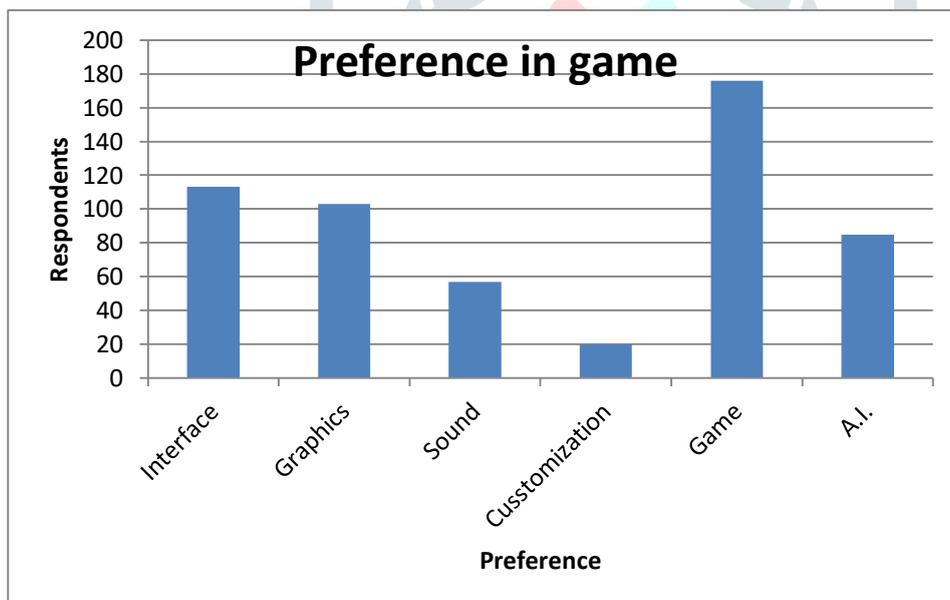
Que. (4) What do you prefer to play Game?



Analysis- Among 545 respondents 324 preferred Mobile, 143 preferred Laptop and 87 preferred Desktop PC to play games.

Conclusion- More numbers of Mobile user shows that it is more comfort to play game. It also fulfill are basic need to play game.

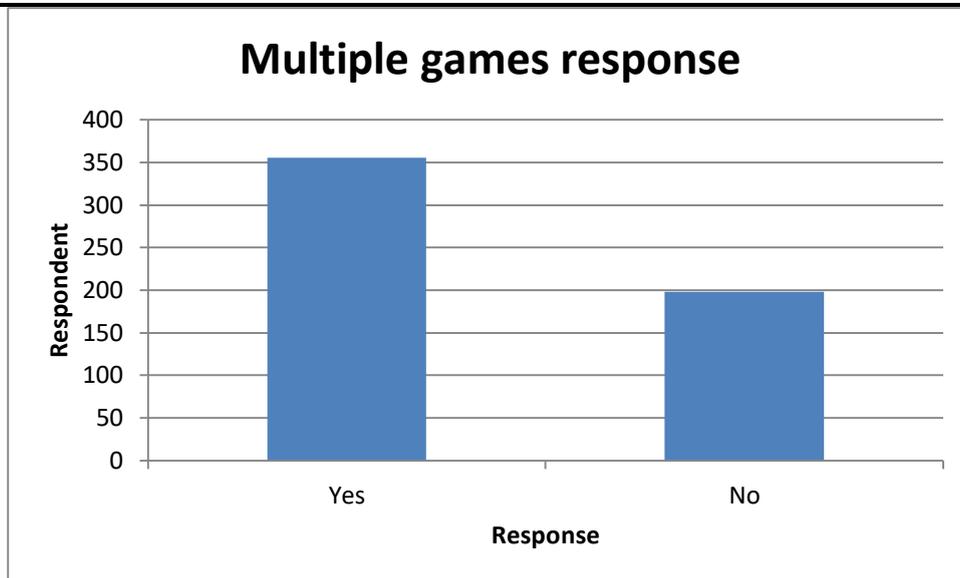
Que. (5) What is your preference in mobile game ?



Analysis- Among 545 respondents 113 preferred interface, 103 were interested in graphics, 57 preferred sound, 20 were interested in customization, 176 were interested in game and 85 were interested in A.I.

Conclusion- More number of respondents of Game shows their preference is games and can compromise in other factors. Also some of the respondents were preferring interface of game and graphics quality of game.

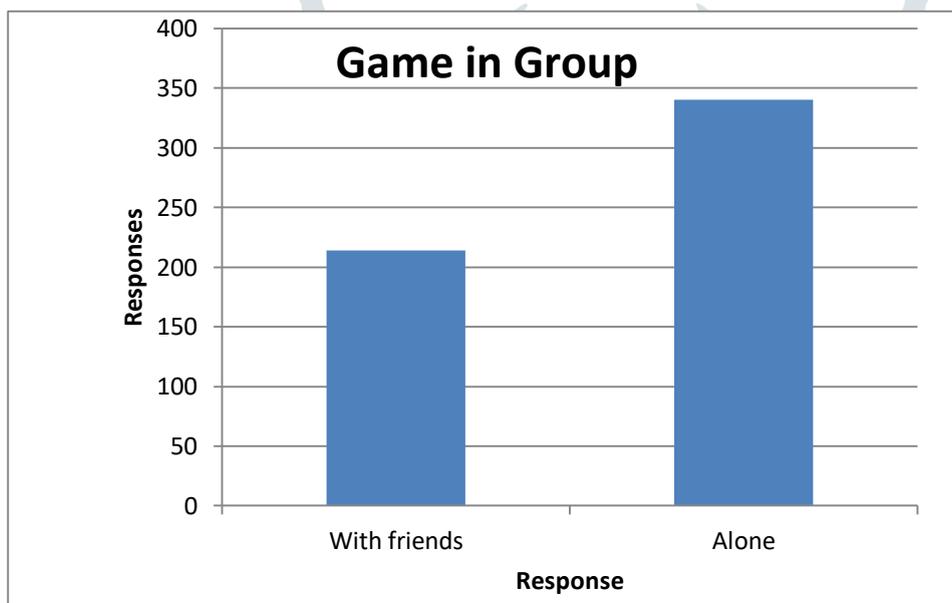
Que (6) Do you play multiple game ?



Analysis- Among 545 respondents 356 preferred multiple games to play and 198 don't prefer multiple game to play.

Conclusion- More number of yes shows that respondents prefer to play more than one game and they like multiple games to play.

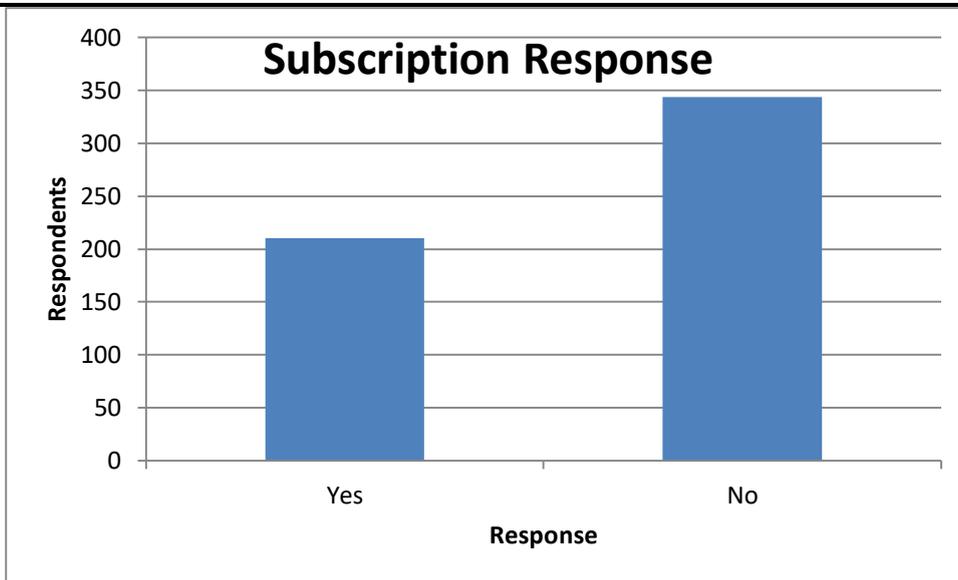
Que. (7) Do you play multiplayer game ?



Analysis- Among 545 respondents 214 preferred game playing with friends and 340 shows alone

Conclusion- More numbers of response shows that respondents prefer game playing alone and less numbers shows less prefer with friends.

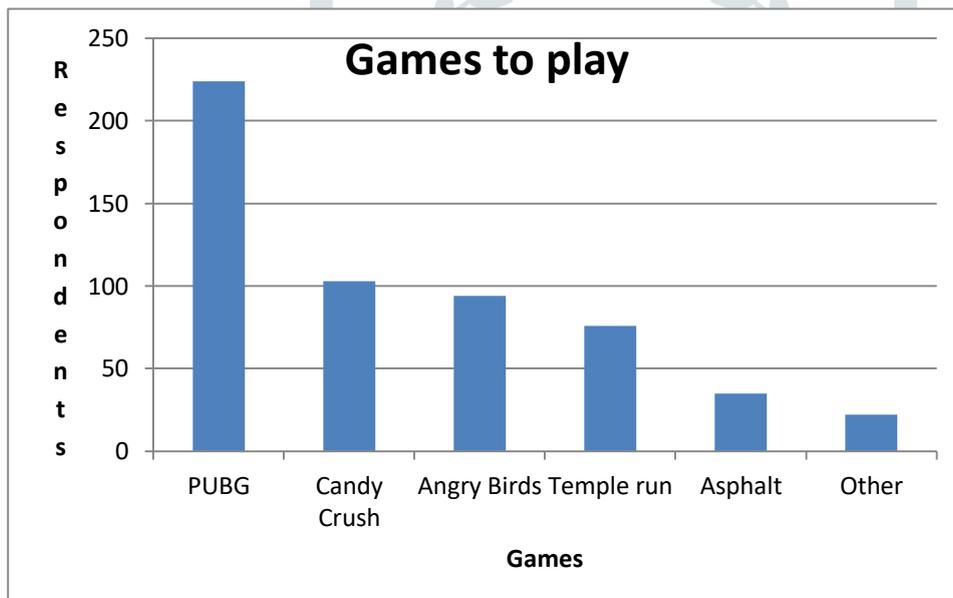
Que(8) Do you play subscription game ?



Analysis- Among 545 respondents 210 preferred subscription of games and 344 doesn't prefer subscription.

Conclusion- Respondents less number for subscription show they don't want to spend money on game, they prefer free available games to play.

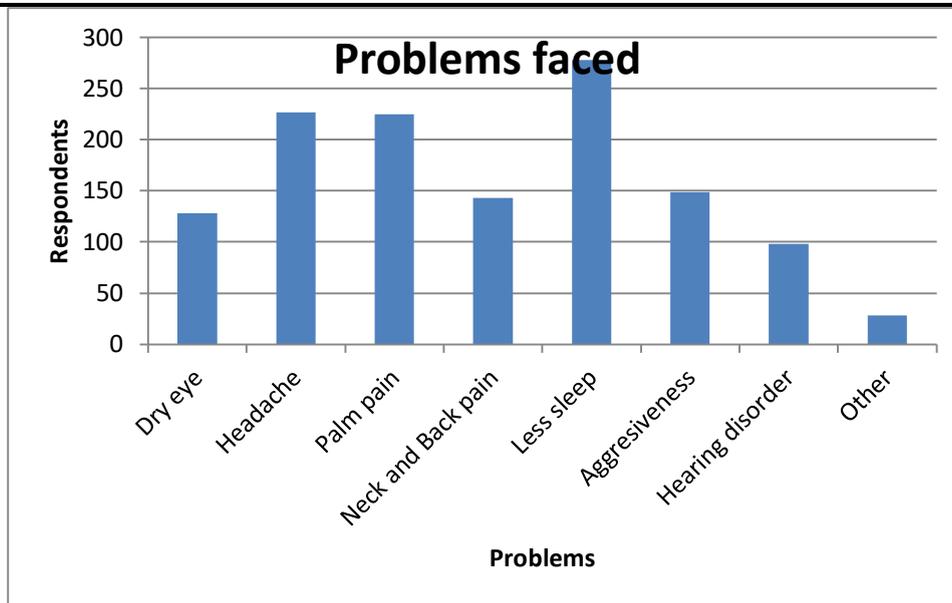
Que(9) Which game do you play?



Analysis- Among 545 respondents 224 preferred PUBG, 103 were interested in Candy crush, 94 were playing Angry Birds, 76 were interested in Temple Run, 35 were interested in Asphalt and 22 were interested in Other games

Conclusion- More number for PUBG shows that this game has more lover than other games, after this candy crush is most favorite game.

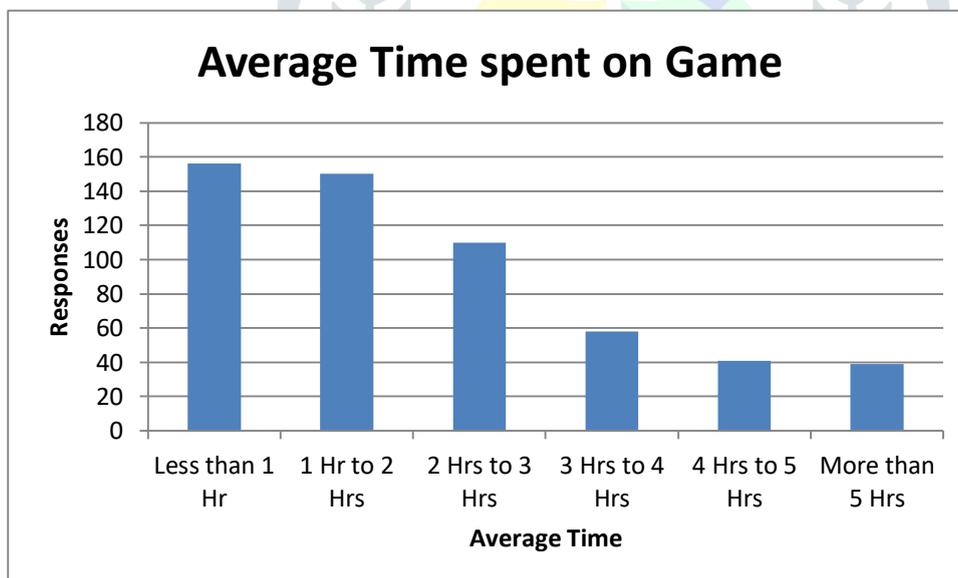
Que(10) What problem do you face ?



Analysis- Among 545 respondents 128 were facing problem of dry eyes, 227 were facing Headache, 225 were facing Palm pain including finger and thumb pain and stiffness, 143 were facing Neck and back pain, 278 suffering less sleep, 149 faced aggressiveness, 98 were facing Hearing disorder and 28 were facing other problems.

Conclusion- More numbers of respondents were facing pain in palm and finger. When these respondents were asked you use for other task, response was no, shows that extensive playing game may be the reason behind this.

Que. (11) How much time you spend on game?



Analysis- Among 545 respondents 156 preferred to play for less than 1 hr, 150 were playing for 1Hr to 2 Hrs ,110 were playing 2Hrs to 3 hrs, 58 were playing for 3Hrs to 4 Hrs, 41 were playing for 4 Hrs to 5 Hrs and 39 were playing for more than 5 Hrs.

Conclusion- Most of the respondents were preferring to play for less than 1 Hr and then 1 Hr to 2 Hrs, and number is decreasing for more hours.

Final Conclusion- Since this study is based on response from respondents and no any medical investigation was done, hence we can't say there is change behavior and disorder due to extensive

use of mobile. For more clear result it requires that medical diagnosis is required to measure in change in behavior and disorder. Although some of the respondents agreed that they felt some change in behavior after playing game, but couldn't say about disorder.

After this study it was found that peoples are more spending time to play mobile games because of availability of featured phone at low cost and reduced cost of internet service.

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