

USAGE AND ADDICTION OF GAMES IN PLAYSTATION 4 AMONG USERS

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ABSTRACT

The primary purpose of this research is to study the people's addiction of video games in Playstation 4. The survey was made on 50 Playstation 4 gamers using quantitative method, in which it has been identified that, most of the gamers sacrifice their food and sleep, which may cause major physical and mental illness, such as, eye problem, nerve issues, depression, social withdrawal, brain destruction etc. This research has been limited to 50 people. From which, I've found that number of users who are addicted to Playstation 4 on an average scale. This study will be helpful to know about the impact of Playstation 4 and the video games on it. This paper clearly explains about the feature purpose and positiveness of video gaming.

Key words: Videogames, Users, Addiction, Playstation 4.

INTRODUCTION

Playstation 4 :

The Playstation 4 had been introduced as the 8th generation house video gaming console by Sony interactive entertainment Limited, which was introduced on November 29th, 2013 in South America, Europe and Australia, and on February 22nd, 2014 in Japan. On November 15, 2013 in North America the Playstation 4 was released first and having it the fastest selling video gaming console in a 24hrs period to up to the date, it had sold around 1 million unit's on its first day from its launch.

The Playstation 4 is the company's most attractive master piece of structure. It is a good- looking system, with a sharp edges on all side and includes a stream of light in the middle which helps to identify the status of the console.

The Playstation 4 comes with features of Playstation vita, Remote play and the capability to online stream the user's gameplay or to share them with friends within our friends list.

As a signal to prove how deliberate Sony took its multiplayer games online, is revealed by the introduction of a normal AUX supported headphone jack within the controller and also they provided it with a headset on every Playstation 4. That additional content, supported the new chat system introduced on the Playstation 4, which brings Playstation4 to develop a feature of party chat, with which existing players can communicate with each other in the online gaming space.

The share play button has been added to the Dual Shock 4 controller, which has been an added headphone jack and mic port ergonomic over haul . The Playstation 4 has also launched the ability to share game play videos and upload the gameplay videos. The Playstation 4 is also created a way for Playstation VR.

Notable games: A Thief's End - Uncharted 4, Grand theft auto 5, Infamous - Second Son, Until Dawn, Blood borne, spider man and etc.

RESEARCH OBJECTIVES :

- Ø To find the usage of Playstation 4 among users.
- Ø To access the level of addiction of Playstation 4 games among users.

REVIEW OF LITERATURE

According to Joel Billieux, 2015, one of the most recent and popular types of video games played worldwide, problematic and in uncontrolled involvement in playing MMORPGs is the most frequently reported activity by people seeking an help for the Internet-related problem. Teens who reported 5 hours or more in video games per day in 2009 had a significant higher risk of sadness. These risks includes extreme depression, suicidal ideation, suicide planning, etc.(Erick Messias, 2011). Dr.Yao Chung Chuang's 2006 research concludes, among the people he surveyed, most of the patients were young gamers affected with epileptic seizures, tonic- clonicseizures, myoclinic seizures. Comparatively young adults were affected with this disorder. Nicila S Schutte in 1988, conducted research on children, titled, "Effects of playing Video games on Children's aggressive and other behaviour". According to the research, children tends to act more related to the game which they play. The blood pressure level rises on playing video games due to anxiety, non-violence, etc.

Authors

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RESEARCH METHODOLOGY RESEARCH

DESIGN - SURVEY METHOD

This research study of this research us quantitative research and uses questioner method. The research methodology is adopted to find out the Addiction of Playstation 4 video games among the users. An online survey was conducted to about 50 people who uses the Playstation 4 to find the effects of Playstation 4 and among its users.

Snow ball sampling method is used to collect the samples from all the people.

ANALYSIS AND INTERPRETATIONS

As per the analysis the users under age group of 10 - 15 are only 2% of the entire crowd, the age of 16 - 20 are about 32% , 21 - 25 are of 46%, 26 - 30 are 12%, 31 - 35 are 8% and above 35 are none.

About 14% of people use Playstation 4 for 2hrs per day, 62% use 2- 5 hrs, 18% use 5 - 10 hrs and 6% use more than 10 hrs per day.

There are 14% of users feel bad after playing video game for long time and 86% do not feel bad for playing for a long time.

As per the data, 38% of users have become stressed and 62% are not stressed when they are unable to use Playstaion 4.

The data analysis about the relaxation says 94% of users are getting relaxed and only 6% of users are not among 50 responses.

The data says 62% of users compromise their lunch and 38% users don't compromise their lunch and 78% of users compromise their sleep to play Playstation4.

According to the analysis the data says 74% of people's academics are affected by Playstation 4 and 26% are not affected among 50 responses.

As according to the data 62% of users are affected by the characters of Playstation 4 and 38% are not affected. According to the data gaming doesn't affect 60% of user's personal mindset and gaming affects 40% of user's mindset.

FINDING AND CONCLUSION

The result found from this research is that, many people waste their daily time of 2 - 10 hours in gaming everyday, but on the other hand, it relaxes users mind significantly, allowing them to stay calm and out of stress from other job pending's or deadlines. At the same time, it also makes many people addicted to it. When the users play continuously for a long time, some of them get stressed out and tired. Because of gaming, most of the users compromise their food and sleep, just to play Playstation 4 for hours which shows their level of addiction on Playstaion 4 and video games. Even though their academics and personal mental health gets affected, the addiction level of Playstaion 4 doesn't reduced. Some people spend more money on buying video games for Playsation 4. People gets mentally affected when they lose a game they play, and some says it feels like they lost them in real but till they never stop playing. Many gamers lie about the time they spent on gaming and also have arguments with family and friends regarding the hours spent for playing Playstation and Video games.

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