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Video Game Engagement and Academic Performance: A Correlation Analysis Approach

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ABSTRACT

Playing video games is a popular leisure activity among adolescents and youths. People's motivations for playing video games, as well as the potential benefits and drawbacks, are an issue of continual debate. Some researchers believed that playing video games negatively impacted academic achievement among students. Consequently, the purpose of this analytical paper is to identify the link between the academic performance of UiTM Pahang Branch, Jengka Campus students and the amount of time they devote to video games. A survey was distributed online in order to collect information regarding the amount of time students spend playing video games and their academic performance. The sample for the study was comprised of 103 students from UiTM Jengka, Pahang, who were chosen at random. This study indicates that there is a statistically significant correlation between the amount of time students spend playing video games and their academic performance at UiTM Jengka, Pahang. The findings reveal that gaming time accounts for 3.72 percent of the total variation in academic achievement, while the remaining 96.28 percent can be attributed to other variables. Moreover, the outcomes show that students who play video games have substantially lower CGPAs compared to students who don't engage in video games. In order to reduce the prevalence of online gaming addiction in the future, this study suggests that awareness campaigns on the adverse consequences of online gaming should be strengthened.

KEYWORDS

Video game; Academic performance; Students; Pearson Correlation Analysis; Normality

INTRODUCTION

In recent years, video games have gained popularity as a form of entertainment, particularly among adolescents and college students. A video game is defined as the computational model software that requires players to respond to events occurring in a simulated world (Coller and Scott, 2009). As a result of technological advancements and the proliferation of gaming platforms, an increasing percentage of young people participate in this interactive medium. In this technologically advanced era, the video game industry has become a very profitable industry due to the growing demand in the gaming industry, which is primarily driven by teenagers.

According to Ruiz et al. (2013), young people and adolescents frequently spend their free time participating in the activity of playing video games. In accordance with a study conducted in the United States, at least 90 percent of households have children who have played (rented or owned) video games. The current level exhibits a persistent upward trend. In addition, the study revealed that 66% of internet players and 55% of console players are older than 18. Due to the absence of parental supervision and their more flexible schedules, college students appear to be the main gaming population (Anand, 2007). Furthermore, a study conducted at Swansea University in the UK discovered that over 88% of the sample students engaged with gaming in some way, with over 71% of them being frequent players (Ip et al., 2008).

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