Study the Impact of Video Games on Students' Outcomes and Time Management Skills

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Abstract

Playing computer games has been changed out to be one of the greatest exercises on the earth. This outcome seems that the effect of computer games on learners have left very important aspect. The existing writing has linked computer game utilization as being appositively related with each of these three components. This probation, utilizing an example of the under grade learners at public schools of Sindh, the population of current study was the public secondary schools of Sindh. The sample of this study consist of public secondary schools of SBA Sindh, the tool for the research study was five points likert scale. The current research study is descriptive by method and quantitative by purpose. On the basis of analysis it was found a measurably noteworthy relationship between computer game use and academic achievements. Measurably critical connections was not search out the utilization of game and computer time management capabilities. It is necessary that learners know the effect of utilization of computer game left significant positive impact on their academic teaching learning process. This research study can fill the gap for establishment of future researches that would have a positive role on the learners that the computer game playing fulfills an important aspect on learner execution of modern knowledge through E-Learning.

Key Words: Video games, students' outcomes, Time management.

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Introduction

Nowadays our students have a lot of for the extra activities and they are almost spending their precious time on the mobile as well as they almost wasting their time in video games. They have not trying to connect their studies with the books most of the time, they are in before Face book or YouTube and other video games. In this case so many students learn good things as well as bad things almost our children open the prohibited sides. They have spent most of their time on the video games these also put the date on the learners learning.

TV, computers, the Internet, videogames (Playstation, Gameboy, BSB, etc.) have become a major challenge for parents and Muslim families in the contemporary world. Parents are wondering how to train their children. How to protect children from the negative effects of these things. It is fact that these things have positive and negative possessions found in the life of children. The positive and negative effects of video games are being observed. Family, society, the state and mankind will have to adopt a comprehensive and clear-cut approach to the future to tackle the problems and dangers of video games, without that it will not be built. The world of video games has had a wonderful revolution. The changes in skill have led to the realization of games , while there are many benefits to one side, many of the disadvantages have also emerged. Computer technology and the Internet have made video games for teens and children much cheaper and easier. Video games are affecting everyone.

As far as computer games and children are concerned, children are given similar training in these games. They also develop a desire to bleed and fulfill that desire. Logically, these exercises are nothing short of military exercises. Research has also shown that ordinary fighting games have a far worse effect than the worst kind of violence a movie can have on television or cinema. The reason is that when we are watching a movie, our character is limited to the viewing only, but when we sit in front of the computer and play the game we are part of the game. Especially in games where helmets and lenses are used, children are cut off from the outside world and become completely part of the game environment, then lose the game or In the event of winning, (Halvorsen, 2020). They express the true emotions that are part of real life. Gradually, these unrealistic emotions become an integral part of real emotions and then these children remain as influential in real life and their reaction at the time also shows the dominant color of these emotions (Lee, Weeda, Insel, Somerville, Krabbendam, & Huizinga, 2018).

Reason Statement

The main role of this exploration to go through the relationship of video games at secondary school level understudies review point normal. Moreover, it expects to find the connection between computer games, time administration abilities, and study propensities.

According to a 2001 Mnets study, 32% of children between the ages of 9 and 17 play this video game every day, and 60% of them try to do the same. According to research by Professor Paquetti and Jacques de Guys of Level University, 80% of TV violence is transmitted.

Violence is generally and sexually harassed, especially in the video game industry. The current trend has been that video game criminals kill and attack innocent children in order to gain more points in action in the fantasy world, this examination will essence on gauging the effects of video games, their usage and understudies' execution in the classroom, ponder the time administration aptitudes.

Literature Review

At present, parents in countries not only in Pakistan but all over the world are worried about the child's obsession with electronic games and the resulting birth. The first computer game in the world was made in 1962 Krzywinska, (2018). Named Space War. Although the series of electronic games started at that time, the lack of access to everyone's computer did not make it public. This was reinforced when powerful personal computers began to become commonplace after the 1980s. After that, computer games also started to increase rapidly. Now the scope of these games has grown to such an extent that all the goose games, adventure games and action games are available at very cheap prices in the market (Groot, 2018).

It should be noted here that not all games have positive features. There are countless computer games in the market that show open common law violations. Their scenes are full of violence, and sexual offenses are portrayed in a very attractive way. Generally, the language used in these games is superficial and inferior, but it is also two hands ahead of the market language. The President of the American National Institute of Farmed or Family commented on it, saying, "Unfortunately, this has begun to be a catastrophic event that is morally destroying our new generation." 15 years of age According to one research, 80% of young people prefer playing games that are violent and based on different types of crime Reynolds, (2018). One psychologist commented on the situation, saying, "We just consider computer games to be a game, but unfortunately, it is taking our society in the wrong direction and we are giving our children all the things they need through computer games. Are causing them to have a negative impact on their future lives. A person who may not have learned to load a weapon magazine for 60 years in real life but with the help of a computer he not only mastered the use of modern weapons, but at the same time was able to manipulate humans and other living things with bullets. He also learns" (Jhally, 1992).

When the Fighting Game called Earth Race came to market in 1976, the American public protested. The game was based on violence and crime, but nowadays, the worst violence and crime is seen in fighting games (Runstedtler, 2019). The number of these

games is in the thousands and their CDs are full of shops. On the market is a fighting game, Carmagaddon, in which 35,000 people are gunned down to reach the final round. This game is so different and more serious than other traditional games in that it also fires those who appear to beg for mercy from a computer operator and scream, roar and avoid death. Sit on the toes to save their lives. But the computer operator goes all the way through his short-shot bullets to reach the final round. Blood is visible on all sides, and the gaming player makes the whole scene very interesting, but the question is, isn't everything harmful to children? Great research was done in the United States to find the answer to this question. Many people have proven that crime and society are very closely linked to crime in the society at the moment. When children are playing these games while sitting in front of a computer, they are not actually doing anyone any harm, but when they try to do the same in real life, it affects many people in society Games are transforming children into criminal thinking (Runstedtler, 2019).

The trend of killing in video games, so they kill innocent people even though these games are rated M But it is most popular among the youngest boys. Grant Theft Auto-3, for example, is one of the hottest games in which jacking off and taking drugs with drug dealers to earn points (Anand, 2007).

Similarly, pedestrians who play in Carmageddon get crushed points and the sound of their bones clamping right now. From US programs in Canada to a total of 87.9% of all violence acts are shown at 9 pm, with 39% appearing before 8 pm. This is when kids watch TV more (Gentile, 2004).

In this way, the pill was injected into people's chests in Slimosan and showing blood addiction to blood has now become commonplace in the media. As seen by millions of viewers around the world, women's wrestling is one of the best-selling games in the world due to women pulling off each other's clothes, pulling hair.

There is no doubt that the use of computers is very important for children's mental development and computer games are also aids in mental training, but the use of this disastrous effect has extremely deadly and negative effects on children, Western thinkers and psychologists. According to the games created in the modern age are causing aggression in children and young people, some video game companies are incorporating elements of violent violence in order to make their games closer to reality and create interest. And bloody, partial or complete nudity, sexual violence, criminal behavior rare provocative and contribute to problems such as drugs and violence in video games for children and youth who objectionable content. In the psychology term, aggression refers to behavior that causes harm to any object and is intended to be malicious. There are three types of aggression: verbal, physical and emotional, verbal aggression refers to abuse by a character in the game or the use of vulgar words also affects the minds of children, violence and injury refers to physical aggression that is likely to be serious and harmful. Because children and teenagers try to imitate such scenes and create nudity,

sexual violence, immoral acts, psychological disturbances and sexual aggression (Gentile, 2004).

In our lives, inventions are in progress, on a daily basis, things are seen to be stunned, and technology is playing a very important role in different walks of life. The modern Internet has facilitated messaging via e-mails and e-mails, and thus has eliminated human interaction. The same is the case with mobile phones. Provides mobile phone, phone as well as TV, computer, internet, radio, wireless phone, pager, flashlight, clock, alarm, calculator, tape recorder, steal camera, movie camera, Walkman and what not. On the other hand, the same mobile phones are also causing problems of adultery, obscenity and many other social issues. It is a fact which has been proved in the research of global experts that if mobile phones and cellular services have made it easy for us, on the one hand, it has raised the most serious problems. Scientists have warned US lawmakers about the dangers posed by the use of mobile phones. Heads of the University of Albany and University of Pittsburgh cases informed the standing committee of the US House of Representatives about the pitfalls of mobile phones and suggested that users of mobile phones should be warned of its harmful effects (Berlet, & Lyons, 2018). Ronald Herberman, director of the Cases Institute at the University of Pittsburgh, points out that all the research that says that mobile phone use and brainstorming has nothing to do with it is actually outdated. Researchers who say that mobile use and cancer have nothing to do with it "often explain the frequent use of mobile once a week" while using mobile phones in recent times. Has increased immensely. According to research by David Carpenter and Dr. Herberman, children who use mobile phones are at increased risk of cancer, they also presented a model to the standing committee that tried to prove that cell phones How far the emitted electromagnetic rays penetrate the brain of children compared to adults. Dr. Herberman says his warning is based on research that has not yet been published, "We must take protective measures without waiting for the publication of any research in this regard, I believe that even then There is research on which caution should be exercised in the use of mobile phones." Dr. Herberman says that children should be kept away from using mobile phones. They say that when talking on mobile, do not use the same ear constantly and children should use the mobile phone only in case of emergency while older ones keep the phone away from their head. In a survey last year, it was proven that teenagers aged 16 to 20 years are just as good at messaging each other. According to a paper published by the Royal Society of London, children who begin using cell phones before the age of 20 are five times more likely to develop brain cancer than those who are not. Those who did not use mobile in childhood. However, there are differences between the use of mobile phones, the use of online games via mobile phones, the use of games installed on mobile phones, the use of games on computers or TV or the use of games on video games, as well as the effects of games. Also depends on its nature. Violent games have proven to be more harmful than X-sized

games. Experts agree that sports and exercise play an important role in keeping a person healthy, and most sports, including video games, are thought to increase weight. However, a new study reveals that there are video games that help reduce obesity in children. Experts say playing such video games may meet the requirements for exercise. According to Professor Bruce Bailey, children spend more energy on X-shaped machines in many types of videogames, including boxing, dancing and soccer, although these games may not solve the problem of obesity in children, but This can be a useful method for parents and healthcare professionals who are trying to increase their children's physical activity. Dr. Deb Lunzer is a pediatrician at the Cleveland Clinic in Cleveland, Ohio, USA He did not participate in the study but called the study encouraging. They say children should get out, but there are other ways that exercise is possible.

Hypothesis

H1:   There is no significant impact of computer game utilization on the student's outcomes.

H02.   There is a significant impact of computer game utilization on the student's outcomes.

Objectives of the Study

i.   To study the impact of computer video games on the education of students who report higher computer game utilization.

ii.   To assess the impact of video games on the learners behaviors

iii.   To examine the students effect of video games on the learners aptitudes.

iv.   To give recommendations to use positively the video games.

Methodology

The current research study is descriptive investigation project. The measureable learning complicated the primary investigation that that engage and show the position as well as behavior.

Results

Autonomous flexible of computer game of video's users were slow as normal hours played in atypical week. The computer videos users in investigation revealed that the range from low of one hour to a high of 60 hours for every week. The mean of the hours was equivalent to 13.38 hours while the mode of response was six hours for each week. The learners that extensive users under the hours of 13.39 enumerated as "0", or squat use computer disposed troupes that were learners, the majority of the learners that recorded over the hours of 13.39 coded as "1", or even high user computer player of video games. The learners were divided into two unequal classifications. Bringing out of

93 learners which were qualified the low use of computer, same the fifty learners were high qualifies in higher utilization computer player of video games. The required factors assessed in the overview questions from the learner's learning results, time organization aptitudes, and study requirements. Here is the result of mean of the learning respondents was 3.34 out of a 4.0 scale, with a method of 3.0. Defendants to this inquiry in which themes touched the computer video games negatively affected those students who waste more time on merely games. Their evaluations depicted a mean reaction, this and the code sizes of 1-5 to 1.71, remained with means of reaction as 1. the management of time and the mean reaction to how regularly the subject to skip class due to computer games on the coded size of 1-5 was a 1.13, with the mode reaction being 1. The mean reaction to how frequently the subject lost due to the computer games on the coded size of 1-5 to 2.06, regarding with mode reaction as yet being 1. When taking an example at the examination respondents for the subjects, the topic to what extent the understudying considered every week and how regularly the experienced difficulty focusing in class was utilized. For the normal hours contemplated every week, the normal reaction of 11.84 hours, with a mode reaction of 10 hours. The mean reaction to how regularly the subject experienced difficulty focusing in class on the coded size of 1-5 was 2.39, with the mode reaction being 2. To test for relationship be tween's the measure of computer game utilization and the relevant factors, showed and revealed from the t-tests that were utilized. As already depicted that, in this respect 93 learners have low utilization computer video player classification 50 learners use computer video game users. The t-tests took a glance at the mean reactions to each inquiry to check whether there was a measurably critical distinction between the mean have use the low child players and the high player of video games. In the important contrasts that implies, alongside t-test numbers, p-values appeared that there is a significant impact of computer game utilization on the student's learning outcomes.

Discussion

The outcomes were verified that cover in enlightening on the research, it was found out that a lot of number uses of computer games in our country, this is the main reason that most of the learners, they are using this device in their classes &work place. it was found their relationship between the utilization of higher computer games and investing high time of their learning on these and the GPA noted that 95% certainly in wasting their time on these games they gates watches practically noted to do effects on the learners learn additionally. it is also decided that the dimension of GPA is a computer game what was utilized by the learner more affected on the learners effective learning after the effects of these learning then the students are not able to sit in the examination and expanded their learning and learning outcomes.

It is also decided that the why this the learning of student selected as well as the drop out ratio of the learn also increase both are very e learning position for the country this is

study it is also explored that the highest number of computer uses in our area located in on the learners as one on their owners because most of the gardener parents.

They have more knowledge about their learners what they are doing and where their kids are working or learning. It is also search out that their learner learning or playing in their whole lace, most of the parents have nothing knowledge about this same the student who are facing the difficulty not focusing on the higher level of considered in their learning process, these are very sharp minded but they are making short cut in their whole life, same in their leaning process, it is also that the turn on the distinction between through classification with the T- test assessment 1.7 derived and the individuals appraisal of 1 1.09 influence were not made not their strip measurement of larger 505 for the mayor of the world's most of the learners spend a lot of their times on the games in the 20 games foot very extensive pressure on these student. There was a distinction in implies, however not at the measurably huge p-estimation of <.05. Aimed at the degree of the time was explored and the arising questions were deeply analyzed.

In this it is also sort out that a high level of research were invested geared in which also sort out that the student invested their precious time on these games and they are not proper attended the classes it was also found that these game can be fruitful, if they should be given a proper time under the custody of their parents, It was also found that 13.46 hour every students. Little customers full of the mean can be seen 10.98 hours are used in these games.

Limitations of the Study

The limitation in this study and the structure have regarding the time work there were very small collected data within due date & time to meet the requirement of the study. The students are of the primary schools, in this study it is also assessed the literature and research from the peer-reviewed journal and types from the individual with their experience in their field. Video game data collected from journals, books and online sources. This study focuses on the positive impact of video game, however they are also express the negative consequences of the video games that are also discuss because these are also connected to the topic 10 time the technological advantage and possibilities are videos games also discuss and these are also coming in our society change according to the emerging situations.

Conclusion

This study was very important in which an important and very sensitive matter was brought under consideration in the research study it was revealed that the outcome between computer is the use of computer player of video games it was found that there were few students they are mostly using these things and having no opportunity because they were going away from their study are so that the 70% student they are equal user of

computer game in the most of their time in which it is stated that the computer games users are increasing because they are not properly using because of the supervision of their parents and they are not properly provided time table for these things. This is there learning process it was also search about that such kind of a student was lot use of time a computer for their games they become lazy as well as they are very extremist in the habits. Both of these things are very rampant found in such learners.

The parents have no proper time to pay attention to the learners till they struck in bad habits or in same kind of it will be positive and very beneficial for their lovers or for their kids if they have paid proper attention on them. As they are also not over seeing their kids' activities unfortunately the computer again its monitoring is not properly maintained by the parents and that's why a great difference seen in the learner learning activities properly there outcomes is very low those student who are only using computer properly their results are better than those who are not using the computer and those student who are using computer without proper time and wasting lot of time on the computer then they are not where in their learning process it was asked to demonstrate that they are not connected to chatting to their parents they are wearing extreme in position and they are not working in a proper position show the computer games will be helpful via these will be properly formatted by their parents to manage time properly.

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