

## IN WHAT WAYS DO VIDEO GAMES AFFECT TEENAGERS

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### Abstract

The aim of this proposed study is an endeavor to evaluate how Video games influence young people. This paper provides a clarification of Video games and the effect of Video games on the behavior, health, and education of teenagers. It is vital keeping in mind the end goal to perceive how far Video games have had positive and negative impacts on adolescents today.

**Keywords:** Video games, education, behavior, health, impact

### INTRODUCTION

These days, we can see numerous individuals occupied with their devices, separately. They infrequently do disregard the circumstance around them. A large portion of them are not just bustling utilizing their devices surfing online networking, for example, Facebook, Twitter, and Instagram, however, they likewise share on Video games. The computer game is an electronic diversion that is extremely well known nowadays. Despite age, sex, place, and time, individuals play a computer game for amusement. The computer game can be portrayed as an amusement with a showcase gadget that includes human collaboration with a UI to create visual input, for example, on a TV screen or PC screen or cellular telephone (New World Encyclopedia on the web, Updated 20 January 2016).

Video games can be repeated in different ways. In the 1970s, Video games are played by introducing cartridges in a diversion box associated by wire to a TV (Reimer, 2005). Following a couple of years, they progress to utilize a joystick or controller to control the activities of a character or arrangement of characters as the characters face deterrents showed on the screen. Today, video recreations are complex innovation, outlined mostly to engage kids and teenagers; play in arcades, on PCs, and on little, or handheld screens. Gaming today is a generally perceived some portion of our social scene (Encyclopedia of Children's Health, © 2016). Notwithstanding, those of us more than thirty are sufficiently old to recollect a period before gaming before advanced excitement attacked the arcades, our PCs, and our homes.

Video games for home use demonstrated well known from the beginning. In any case, now, we can see where we can see a computer game can be played with the advanced instruments of innovation these days. The fame of Video games has been coordinated by the discussion; they have started among guardians, analysts, and teachers (Encyclopedia of Children's Health, © 2016). For the most part, we hear protests from their side are a computer game that the viciousness furthermore characters that is not as per the age of the player. As innovation has enhanced to permit the diversions to show circumstances and characters that are more

reasonable, the civil argument has heightened about the plausible impacts of video games on kids' conduct. A large portion of them consider the different video games that antagonistically affect young people. We regularly hear undesirable impact when somebody is playing video games. Be that as it may, the computer game is hurtful to its clients, as well as can give a few points of interest which we can't see and additionally conceivable. Here, we can take however much as could be expected about the masters of the computer game by utilizing to the advantage of buyers, particularly to young people.

In spite of some unfriendly impacts have been recognized, however, we can take some constructive outcomes from numerous edges as far as learning and conduct. Among these is the advancement of deftness, increments in fixation, legitimate deduction aptitudes, and solid rivalry among youngsters, and also socialization abilities picked up from sharing methodologies and the uplifted self-regard coming about because of effective exhibitions.

A study has ever been made and observed to be, a computer game player is a specialist. The specialists have prepared themselves with a considerable measure of video games to have a decent aptitude in surgery. It has been demonstrated that video games can likewise be of advantage to clients who took it from a positive point of view. With this, guardians and educators ought to assume a noteworthy part to regulate and control their youngsters, particularly those growing up playing Video games.

## ISSUES

In this paper, we identified a number of issues regarding in what ways video games affect teens. Built on the observations from previous studies, there are still some restrictions on Video games have on teenagers nowadays. Some limitations are:

- Lack of knowledge about the video games among teenagers.
- The impact of video games on adolescent learning.
- The use of technology that is abused by teenagers.
- No disclosure of knowledge about the use of technology on teenagers.
- Only a bad impression is always known about the video games by society.
- Adolescents are susceptible to violence in video games.
- Design of video games that are less suited to the teenagers
- Limited uses of video games in the learning system.
- Less received by parents and teachers about the video games for teenagers.

## RESEARCH OBJECTIVES

The aim of this study is an attempt to assess in what ways video games affect teens. In order to achieve this aim, we identify the sub-goals or objectives:

- To identify the effects of video games on teenager's behavior.
- To identify the effects of video games on teenager's health.
- To identify the effects of video games on teenager's education.

## RESEARCH QUESTIONS

The main research question will be as follows:

- How do video games affect teenagers' life?

The sub-questions will be:

- What are the effects of video games on teenager's behavior?
- What are the effects of video games on teenager's health?
- What are the effects of video games on teenager's education?

## LITERATURE REVIEW AND PROPOSED FRAMEWORK

This literature review analyzes a few writers about Video games on teenagers. As per (Marsh, 2010), there are more than 150 virtual universes working and building up the business sector and is as of now in the virtual world designers are benefitting from the age gathering of youngsters and youths. Diversion in the virtual world can give the innovative creative energy of kids and young people. With this, it can open their brains to be more inventive and creative. As indicated by Joiner, et al. (2010) the study found that men are more inspired by Video games than women's. Most men want to let access to Video games and invest their free energy in this amusement.

Notwithstanding Video games, there is some effect that we see when young people playing this computer game. The effect that we can find in this computer game is the impact on behavior, health, and education of youngsters. For the effect of behavior and daily conduct, as indicated by Holtz and Appel (2011), this article found that adolescents who invested a great deal of energy to play these Video games have a little time with the general population around them, particularly their folks. This can be dangerous practices by young people. In addition, they are additionally less speaking with their folks when they are at home. What's more, these adolescents will likewise be enticed to rough conduct when playing brutal video games with no checking.

Regarding the effect of video games on education, as per Marsh (2010), he expresses that this innovation can give advantages to youngsters and teenagers. Among them is that they get to be mindful and comprehension of the world, to think about the specialized and operational aptitudes, and learning of particular subjects in the territories of proficiency and science. They utilize this innovation for dynamic versus inactive. In spite of the upsides of this computer game, likewise, there is additionally some negative effect that we can consider in instruction. Gumuluk and Webber (2011) put stock in the utilization of Video games in the classroom. Nonetheless, they observe the difficulties in tending to the understudies to concentrate on the lessons learned from the computer game.

For its effect on health, as per LeBlanc, et al. (2013), they contend that the Active Video games (VGS) to build standard physical action and additionally enhance cardiovascular metabolic well-being in kids and youths, in spite of the fact that they just invest energy in screen-based exercises. The studies they took a gander at, they found that numerous kids and youngsters' advantage play sports with VGS. They are very amusing to utilize VGS contrasted with utilizing a conventional

style. Numerous high schoolers invest their energy playing VGS than does the chronic physical action. Other than that, the effect of broad communications is exceptionally broad furthermore possibly risk in youngsters influences the strength of kids and youths who is for the most part still not develop enough yet to have the capacity to recognize dream existence with their genuine living (Beam & RamJat, 2010).

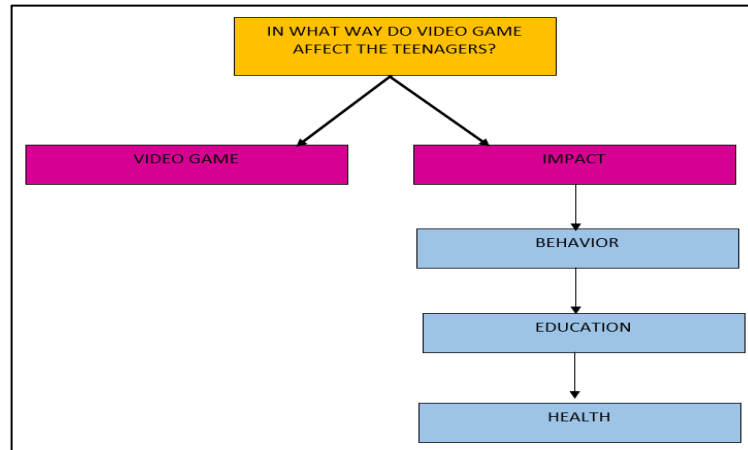


Figure 1. Proposed Theoretical Framework

In light of this research, there will be the observation furthermore a positive effect on these video games on youth. Figure 1 is a proposed theoretical framework that will be used to guide this research. Based on the previous study, the proposed theoretical framework illustrates the dependent variable (ways the video game affect the teenagers); and the independent variable (impact on behavior, education and health). The framework will be used to answer the main research question, that is, how do video games affect teenagers' life?

Ideally, teenagers can consider important the suspicion of utilizing innovation or Video games is critical and ought to try to acquire helpful data. Furthermore, we would like to uncover more about the Video games in learning, they will allure them to continue coming to class and concentrating on the connection of the all the more intriguing and innovative and unquestionably not exhausting. Furthermore, with this computer game likewise they can keep up their wellbeing all the more effectively and viably at a youthful age. With this, they will be the era who has to learn and has great wellbeing at a youthful age young people.

## CONCLUSIONS

The reason for this proposed study is to take a gander at the way that video games influence high schoolers. Over a time of years, we can see this computer game much effect. Both positive and negative viewpoints have been reviewed by a few creators who have led various studies on our childhood.

For instance, through the perusing of my literature examination, I see for the most part touching on these video games impact youth as far as training. Of parts of tutoring, numerous creators

advocate that Video games have numerous constructive outcomes in the expanded execution of youths in their learning.

Also, most schools today have impressive use Video games as a method for educating materials. This can pull in understudies to ponder the subject. Moreover, understudies can focus on their lessons in the classroom. This computer game is a piece of ideal approaches to push instructors in spreading data education to youthful grown-ups. Using dynamic innovation education data can spread rapidly and quick.

Moreover, today we can see the benevolent demeanor showed by guardians in the improvement of innovation these days. Guardians of youths today demonstrate a productive disposition towards the part of new advances in the improvement of their kids. With an uplifting disposition, young people can use this innovation effortlessly. In any case, supervision by guardians is vital for their kids that are expanding these days. Regardless of the fact that guardians permit their kids to utilize existing innovation, guardians still need to manage the data open to them.

In this proposed study, I am hoping to have the capacity to help individuals, particularly youngsters to utilize the innovation or video games additionally conceivable.

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