

Effects of Online Games on Student's Health, Academic Performance and Social Behaviour

Farwa Naseem

Ph.D. Scholar, (Mass Communication)

Gomal University, Dera Ismail Khan, KPK/Pakistan

Abstract

This study was created to look into how playing online games affects students' social interactions, health, and academic achievement. The studies' goals are to examine the demographics of students who use the Internet for online gaming, the frequency of use, the types of online games that students most frequently play the amount of time and money that students and the amount of time respondents spend playing games online, how it affects their children's health and academic performance, and more. To examine the belongings of online gaming on students' academic presentation, health, and social behaviour, a hypothesis was developed. Students from Dera Ismail Khan's Gomal University were chosen as a sample using a simple random process. In order to analyse the data, SPSS Version 21 is used.

Keywords: Online games, use of internet, media role, social behaviour, student's health.