CAUSES AND EFFECT OF ONLINE GAMES AMONG YOUTH IN SERKAWN COMMUNITY

Submitted in partial fulfillment of Bachelor of Social Work V semester

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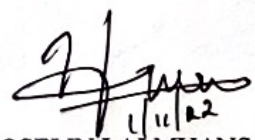**Higher and Technical Institute, Mizoram**

CERTIFICATE

This is to certify that the project title '*Causes and Effects of Online Games among Youth at Serkawn Community*' submitted by Brandon Vanlalhruaia, Department of Social Work, Higher and Technical Institute, Mizoram for the award of Bachelor of Social Work is carried out under my guidance and incorporates the student's bonafide research and this has not been submitted for the award of any degree in this or any other Universities or Institute of learning.

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(BRANDON VANLALHRUAIA)

5th Semester

Bachelor of Social Work

CONTENT

CHAPTER 1

INTRODUCTION

1. Youth:

Youth is a worth while phase of one's life. The age where the age group is no longer of a child but yet to turn out to be a grown-up is the youth age. It is an age recognized by traits of heroism, toughness, muscle, stimulation, curiosity, judgmental attitude and even much more. At this stage, even though driven by fantasy or freedom and the power to choose his or her response, all must be cautiously exercised. It is a golden phase to accomplish the dual goals of intelligence and character. World Health Organization (WHO) defines 'youth' as the 15-24 year age group.

1.2 Online games:

An online game is a video game that is either partially or primarily played through the Internet or any other computer network available. Online games are ubiquitous on modern gaming platforms, including PCs, consoles and mobile devices, and span many genres, including first-person shooters, strategy games, and massively multiplayer online role-playing games (MMORPG). An online game is a mobile game played over some form of phone network. This network is usually the internet or equivalent technology, but games have always used whatever technology was current: moderns before the internet, and hard wired terminals before moderns.

A game is a structured form of play, usually undertaken for entertainment or fun, and sometimes used as an educational tool. Games are different from work, which is usually carried out for remuneration, and from art, which is more often an expression of aesthetic or ideological elements.

1.3 Purpose of online games:

Altogether, playing online games help players develop complex problem-solving skills, leadership skills, and the ability to deal better with unexpected consequences. They also enhance a player's skills of observation, intuitive abilities, and hone their alertness and concentration.

1.4 History of online games:

In 1980 ARPANET was linked to the University of Essex, Colchester, England, where two undergraduate students had written a text-based fantasy adventure game that they called MUD, or "multiuser dungeon." When the first outside users connected to MUD through ARPANET, online gaming was born. The evolution of these games parallels the evolution of computers and computer networking, with new technologies improving the essential functionality needed for playing video games on a remote server. Many video games have an online component, allowing players to play against or cooperatively with players across a network around the world.

1.5 National scenario:

Video gaming in India is an emerging market since India is experiencing strong growth in online gaming, making it one of the top gaming markets in the world. Over the past few decades, the Indian gaming industry has gone from close to non existent in the 1990s to one of the top markets globally in the late 2010s. In 2019, the online gaming market in India was estimated at ₹6,200 crore (US$780 million) with an estimated 300 million gamers, a 41.6% increase from 2018. As of 2021, it is one of the top five mobile gaming markets in the world. By the third quarter of 2020 there were more than 7.4 billion mobile game downloads. The industry is projected to reach 510 million gamers by 2022.

Well, the allure of playing games is not new. Be it board games or virtual games, the pleasure of it has always increased in India. After the technological advancement and the history of gaming has completely changed and transformed. The one protruding area which did not get relatively affected by the COVID-19 pandemic was the gaming industry all over the world. In fact, The pandemic lockdown gave a boost to this industry since people were force to sit at their homes and explore some leisure activities.

According to a survey, there was a 30% increased in traffic in online mobile gaming in India during this period. Also paytm first games reported that they saw an increase of 200% in the users of this online gaming platform.

1.6 Global Scenario:

As almost the entire world was brought to a standstill because of COVID-19, almost half of the world's population had become more engaged in games. As businesses everywhere stopped their operations and economies were suffering recession-like losses, the gaming industry continued with its busy streak. Industry observers expect that as more people become engaged in gaming, more revenues, particularly those for the long-term, will likely be generated. However, it will likely be difficult to replicate the level of growth achieved during the pandemic, as it would take another similar global crisis to achieve it. Nonetheless, gaming vendors will definitely search high and low to keep their clients engaged in their game offerings, which is among the major challenges for industry players once the health outbreak is through

1.7 Statement of the problem: The present study attempt to understand the causes and effects of online gaming since almost all the youth have involved in online games, therefore it might affect them in many ways regarding their health, and lifestyle. It seems like they are playing with their full time and make many problems in their personal lifestyle, and family and even in the society. Therefore, it is significant to study how online games effects the youth in Serkawn Community.

1.8 Research Objectives:

- ❖ To identify the causes of playing online games
- ❖ To identify the effects of online games.

1.9 CHAPTER SCHEME:

- ➢ Introduction
- ➢ Review of literature
- ➢ Methodology
- ➢ Result and discussion
- ➢ Conclusion
- ➢ Reference

CHAPTER 2

REVIEW OF LITERATURE

2. Causes and effects of online game playing among Junior-Senior High School Students Malang East Java studied by IDP Eskasasnanda. Journal of Indonesian Society and Culture (2017) states that, science and technology development causes a lot of changes in any fields including the form of popular games among the Junior and Senior High School students. The traditional games that are famous formerly have been replaced by the modern games like online video game. This article discusses the cause and effect of the online video game playing on the Junior and Senior High Schools students. This study reveal that students play video games online due to peer pressure; and online video games are liked because they are considered more modern, practical, realistic and varied. Initially, students play online video games to relieve the fatigue due to studying at school, but subsequently, they are becoming addicted, and reach a condition that they find it difficult to stop playing games. This condition will directly affect their achievement in school.

2.2 RA Latif, NAAziz, MTA Jalil on study of Impact of Online games among undergraduate students (2017). This study provides insights on the impacts of online games have on players (especially on undergraduate students of Malaysia). The results showed that playing online games (either as excessive or addictive players), the students will be impacted in their reality. The positive impacts of online games are even though they acknowledged that playing online games were activities of wasting time, but students were able to complete their tasks, assignments and works required. Besides that, students agreed that even though playing online games took time socializing, but when it came to actual face-to-face socializing events, they had no problem to do so. The same goes with their emotions. Students agreed that by engaging in MMOGs, they might have a high tendency to be easily emotional, but did not affect them negatively as many mentioned that MMOGs allow them.

2.3 According to V Rosendo – Rios, S Trott, P Shukla on the study of Addictive Behaviours of online games (2022). gaming addiction refers to a persistent and recurrent use of internet to engage in games leading to significant impairment or distress in a person's life.

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With the current pandemic, media reports suggest that the greater access of online devices among children and young adults has intensified online gaming addiction. However, the domain of online gaming addiction is a relatively new phenomenon with disparate studies examining various facets of it. Hence, the purpose of this research is to analyze the existing literature in to release their stress, problems and negative surroundings.

2.4 Causes and effects of Internet addiction in Malaysia studied by A Kapakhi, CS Ling, S Ramadass, N Abdullah (2013) states that, the Internet started as a divine gift to the human society, it was meant to enlighten the human society by transferring knowledge, making available all the information needed for human well-being, growth and prosperity. But as the Internet grew, it created its own set of problems—one of the key ones being Internet Addiction. As the Internet grows in Malaysia, Internet addiction is surfacing as a key problem, particularly amongst the younger generation here. This research outlines a method to examine the level of Internet addiction amongst Malaysian youth. The purpose of our study is to identify the use of Internet among Malaysian youth and the relation of excessive use to the addictive level.

2.5 According to J Mc bride, J Derevensky on Internet gambling and risk-taking among students and behavioural a ddictions on (2012) says, the results of this study suggest that students who have gambled on the Internet have greater risk-taking motivation than students who have not gambled online, and those classified as problem gamblers have greater risk-taking motivation than non-gamblers. Results also suggest both higher risk taking scores and classification as a high risk-taker predict online gambling. Gambling on the Internet may be harmful for some individuals; young males, those with high risk-approach motivation, and, most certainly, those already exhibiting problem gambling behaviours.

2.6 The effects of violent vedio games on adolescents studied by SJ Kirsh (2003) states that, recent acts of extreme violence involving teens and associated links to violent video games have led to an increased interest in video game violence. Research suggests that violent video games influence aggressive behavior, aggressive affect, aggressive cognition, and physiological arousal. Anderson and Bushman [Annu. Rev. Psychol. 53 (2002) 27.] have posited a General Aggression Model (GAM) to explain the mechanism behind the link between

violent video games and aggressive behavior. However, the influence of violent video games as a function of developmental changes across adolescence has yet to be addressed. The purpose of this review is to integrate the GAM with developmental changes that occur across adolescence.

2.7 DJ Kuss and MD Griffiths have a study on internet Gaming addiction on 2012. Their research suggest that a minority of internet game players experience symptoms traditionally associated with substance-related addictions, including mood modification, tolerance and salience. Because the current scientific knowledge of internet gaming addiction is copious in scope and relatively appears relatively complex, this literature review attempts to reduce this confusion by providing an innovative framework by which all the studies to date can be categorized. A total of 58 empirical studies were included in this literature review. Using the current empirical knowledge, it is argued that internet gaming follows a continuum, with antecedents in etiology and risk factors, through the development of a "full-blown" addiction, followed by ramifications in terms of negative consequences and potential treatment.

2.8 Why are Adolescents addicted to online gaming? An interview study in Taiwan done by CS Wan and WB Chiou (2006) this study was twofold: to investigate the conscious and unconscious psychological motivations of online game addicts, and to further discuss the relationship between surface and source motivations. Ten Taiwanese adolescents with online game addiction were selected for in-depth interviews. Through sentence completion test and semi-structured interviews, data were collected and analyzed from the following four realms: (1) surface motivations, (2) source motivations, (3) self-conception, and (4) interpersonal relationships in real life. After content analysis, five categories with distinct themes were formed: (1) addicts' psychological needs and motivations; (2) online games as the everyday focus of the addicts; (3) the interplay of real self and virtual self; (4) online games as the compensatory or extensive satisfaction for addicts' needs; and (5) addicts' self-reflections.

CHAPTER 3

METHODOLOGY

3. **Methodology:** The present chapter includes the methodology used for the current research and the field settings.

3.2 Research Design: The research is descriptive in design and employed quantitative method.

3.3 Sampling Design: The population of the study is the youth comprises 15-24 years of age who involves in online games in Serkawn Community.The study is conducted in Serkawn community as it is the researcher's locality. Disproportionate stratified sampling method is applied and High Schools are used as strata and 15 persons each were randomly selected from each school.

3.4 Data collection: Quantitative method is employed where a pre tested que0tionaire is used to collect quantitative data from schools. Primary method is used to collect the information of students through the Head of the School.

3.5 Data processing: The quantitative data collected were processed with the help of Microsoft Excel and SPSS. Quantitative data are analysed with the help of simple percentages average.

3.6 Field settings:

Profile of community

Name of community	-	Serkawn, Lunglei
Year of establishment	-	1903
No. of population	-	3125

No. of households	-	610
No. of YMA section	-	6
No. of educational institution	-	11
No. of denomination	-	1
No. of Anganwadi	-	2
No. of NGOs	-	4

History:

Serkawn community is 164 km from the state capital Aizawl. The place chosen by British missionaries LH. Lorrain and FW. Savidge at 1903 plus in the same year a denomination is set up. During that period it was in the province of Zotlang king. In the year 1954, again it was under Village Council of Zotlang as there is no king anymore and in 1981 Serkawn has its own Village Council and YMA Serkawn branch was also established in that year.

As mentioned above, The place was chosen by British missionaries and they started organising school, theology classes and medical services. The medical services were strengthened as a small dispensary in 1919 with the help of new missionaries. The dispensary ultimately developed into the present day Christian Hospital Serkawn. The present Baptist Higher Secondary School was established as an extension of savidge's school. By the 1930s there were some twenty isolated families in the village, and became a village of educated people. Between 1932 and 1946 the school authority held annual festivals, famously known as "Serkawn Concert". Major activities included music concert and plays. This was the first ever entertainment festival of any kind in Mizoram.

 Present Status:

The present status of Serkawn community is, seven members are there in Village council and one branch of YMA, three Baptist church. Lena stadium is also there and it as constructed by National Buildings Construction Corporation Limited NBCC with 23 crore. There is also a significant project called Khawiva mini Hydel Project, it is a prevalent foremost power supplying station for southern part of Mizoram. In collaboration with NGOs, the Village Council work under UD&PA through NREGS Land Development, Environment and Water Conservation was held.

CHAPTER 4

RESULTS AND DISCUSSION

4. Profile of Respondents: Age, Gender, Religion, Type of family, Socio-economic status, Size of family and Family occupation are taken to study the profile of respondent. (See table no.4.1).

4.1.1 Age: This study was conducted among youth. According to WHO youth is defined as 15-24 of ages. It is categorized into three parts –

a. 15-18 (20.0%)

b. 19-21 (56.7%)

c. 22-24 (23.3%)

in the above category youth aged between 19 – 21 is the most youth who indulged in online games which is followed by 22 – 24 years of age.

4.1.2 Gender: The gender of the respond ents in the present study is categorized into two i.e., male and female. It is observed that male (83.3%) and there are (16.7%) female. The questionnaire was given at classroom as the respondents were students of class 11 & 12.

4.1.3 Religion: As all the respondents are Christian the percentage is 100%.

4.1.4 Type of family: The type of family observed in the present study is classified into two i.e., Joint family, and Nuclear family. Nuclear family is higher and is (53.3%) followed by Joint family (46.7%).

4.1.5 Socio-economic status: To understand the living condition Socio-economic status of respondents is studied. The classification made by the government of India for socio-economic condition is used. All the categories were observed viz., Above Poverty Line (APL), Antyodaya Anna Yojana (AAY), and Below Poverty Line (BPL). Majority of the family belong to Above poverty line (43.3) followed by Antyodaya anna yojana (40.0), Below poverty line (16.7).

4.1.6 Size of Family: As cbollecting the profile of respondents, size of the family is collected in detail such as (1-2), (2-3), (3-4), (4-5), (5 and above). The size of 4-5 (43.3%) is

the highest which is followed by the size of 5 and above (33.3%) and 3-4 (13.3%). This are the top 3 and 1-2 and 2-3 are less which is (3.3) and (6.7) percent.

4.1.7 Family occupation: Half of the respondents does not answer the question. So, from the answers there are three categories i.e., Daily labour, Business, and Govt. Servant. From those, business is the highest (26.7%) followed by govt. servant which is (13.3%) and daily labour (10.0%).

Table No. 4.1: Respondents Profile

SI.no	Particular	No. of Respondents	Percentage
I	Age	N=30	
1	15-18	6	20.0
2	19-21	17	56.7
3	22-24	7	23.3
II	Gender	N=30	
1	Male	25	83.3
2	Female	5	16.7
III	Religion	N=30	
1	Christian	30	100.0
IV	Type of Family	N=30	
1	Nuclear family	16	53.3
2	Joint family	14	46.7
V	Socio-economic status	N=30	
1	APL	13	43.3
2	AAY	12	40.0
3	BPL	5	16.7
V	Size of family	N=30	

1	1-2	1	3.3
2	2-3	2	6.7
3	3-4	4	13.3
4	4-5	13	43.3
5	5 and above	10	33.3
VI	**Family Occupation**	**N=30**	
1	Daily labour	3	10.0
2	Business	8	26.7
3	Govt. Servant	4	13.3

Source Computed

4.2 Types of games played: Types of games mainly the online games observed in the present study are 7 types of games viz., Pubg, Mobile Legend, Clash of Clans, Clash of Royal, DOTA, Genshin Impact, CSGO. Most of the respondents always played Mobile Legend and Pubg is the second most played, they involve most of their time in this two games. Clash of Clans, Clash of Royal are the games that they played occasionally and DOTA, Genshin Impact, and CSGO are that they rarely played. (See table no. 4.2)

Table no. 4.2: Types of games

Sl. No	N=30			
	Types of games	**Always**	**Sometimes**	**Never**
1	**PUBG**	11	15	4
		(36.7)	(50)	(13.3)
2	**ML**	16	12	2
		(53.3)	(40)	(6.7)
3	**COC**	3	19	8
		(10.0)	(63.3)	(26.7)
4	**COR**	3	13	14
		(10.0)	(43.3)	(46.7)
5	**DOTA**	3	4	23
		(10.0)	(13.3)	(76.7
6	**Genshin Impact**	4	9	17

		(13.3)	(30.0)	(56.6)
7	**CSGO**	1	8	21
		(3.3)	(26.7)	(70.0)

Source Computed   Figures in parenthesis are percentages

4.3 Causes of Online Games: To understand the causes of playing online games, the respondents results were analyse and studied. The table mentioned below shows that:

❖ Majority of the respondents (43.3%) mentioned that they occasionally played online games for taking off sometime from reality and 30% says that they never played online games for that reason and the rest (26.7%) stated that they always play for taking off sometime from reality.

❖ 40% of the respondents played for avoiding society sometimes and most of the respondents (43.3%) stated that they never play online games to avoid society and the rest (16.7%) played for avoiding society always.

❖ Majority of the respondents (66.7%) mentioned that they played online games to relieve their fatigue due to studying at school and 16.7% said they always play for that reason and also another (16.7%) of the respondent never played for relieving fatigue due to studying at school.

❖ 30% of the respondents stated that they occasionally played online games because it is considered more modern and most of the respondent (56.7%) never played because of considering more modern and the rest (13.3%) talks about that they always play because online games is considered more modern.

❖ From half (50%) of the respondent result, they never played online games due to peer pressure and 36.7% stated that they played because of peer pressure sometimes. The rest (13.3%) always play due to peer pressure.

❖ Most of the respondents (60%) occasionally played because of having too much leisure time and another 23.3% stated that they never played for filling their leisure time and the rest (16.7%) always played because of having too much leisure time.

❖ 36.7% of the respondents played online games due to powerless of playing outdoor games once in a while besides half (50%) of the respondents not ever played because of such reason. The rest (13.3%) constantly played.

- 40% of the respondents talk about that they used to play online games to avoid loneliness at times plus 40% of the respondent permanently played to avoid loneliness and the rest 20% never played for avoiding loneliness.
- Half of the respondents (50%) always played online games only for enjoyment and 46% played only for enjoyment sometimes plus the rest (3.3%) not ever played just for enjoyment.
- Majority of the respondents (53.3%) permanently played online games for enjoying to pass time with people who share the same interest of gaming besides 36.7% played every so often. The rest 10% never played.

Table 4.3

SI. No	Causes of playing games	Always	Sometimes	Never
N=30				
1	To take off sometime from reality	8 (26.7)	13 (43.3)	9 (30.0)
2	To avoid society	5 (16.7)	12 (40.0)	13 (43.3)
3	To relieve the fatigue due to studying at school	5 (16.7)	20 (66.7)	5 (16.7)
4	Because it is considered more modern	4 (13.3)	9 (30.0)	17 (56.7)
5	Due to peer pressure	4 (13.3)	11 (36.7)	15 (50.0)
6	Too much leisure time	5 (16.7)	18 (60.0)	7 (23.3)
7	Unable to play outdoor games	4 (13.3)	11 (36.7)	15 (50.0)
8	To avoid loneliness	12 (40.0)	12 (40.0)	6 (20.0)
9	Only for enjoyment	15 (50.0)	14 (46.7)	1 (3.3)

10	Your'e enjoying to pass time with people who share the same interest of gaming	16	11	3
		(53.3)	(36.7)	(10.0)

Source computed   Figures in parenthesis are percentages

4.4 Effects of online games: To understand the effects of online games, the respondent results were analyse and studied.

- From the table **4.4** we can see that 53.3% never played without eating and the rest 46.7% played only sometimes without eating food. Majority of the respondents (76.7%) occasionally played overnight and 13.3% never played overnight and the rest 10% used to play overnight always.

- 63.3% of the respondents stated that playing online games overnight effects their studies sometimes and 30% of the respondent mentioned that playing overnight never effect their studies. The rest (6.7%) find that overnight playing effect their studies. Half of the respondent (50%) mentioned that playing games occasionally effect their health and 40% also stated that playing games never effect their health and the rest 10% utter that playing games always effect their health.

- Most of the respondent (53.3%) stated that playing games makes them a short tempered person sometimes and 26.7% of the respondent tells that playing games never makes them a short tempered person and the rest (20%) mentioned that playing of the games always makes them short tempered person.

- More than half of the respondent (53.3%) mentioned that too much of playing games never effects their mental health negatively and 33.3% of them stated that too much of playing games occasionally effects their mental health in negative way. The rest (13.3%) utter that too much of playing games always effect their mental health in negative way. (See table no.4.4)

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Table 4.4: Effect

Sl. No	Effects of Playing games	Always	Sometimes	Never
	N=30			
1	**Have you ever played without eating food**	0	14	16
		(0)	(46.7)	(53.3)
2	**Do you used to play overnight**	3	23	4
		(10.0)	(76.7)	(13.3)
3	Does playing overnight effects your studies	2	19	9
		(6.7)	(63.3)	(30.0)
4	Do you think playing games effect your health	3	15	12
		(10.0)	(50.0)	(40.0)
5	Do you think playing games make you a short tempered person	6	16	8
		(20.0)	(53.3)	(26.7)
6	Do you think playing games too much effect your mental health in negative way	4	10	16
		(13.3)	(33.3)	(53.3)

Source Computed   Figures in parenthesis are percentages

CHAPTER 5

CONCLUSION

5.1 Major findings:

The discoveries on the topic of causes and effect of online games on Serkawn community are mainly on youth as most of the respondent are male who are still study. Their educational qualification are still undergraduate as all of the respondent are school students plus most of the respondent are unemployed. The age of the respondents are from 15 to 24 and the occupation of the family are mainly business. All the respondent are Christian and majority belongs to Baptist Church of Mizoram as Baptist is the only denomination at Serkawn community. All the respondent are mizo and more than half of the respondent are Nuclear family and most of them belongs to Above Poverty Line (APL).

The respondent are involving in different types of games. The most popular games that they are involved is Mobile Legend which 53.3% of the respondent are playing and they actively played these game which is followed by PUBG and the other games which they occasionally involved are Clash of Clan (COC), COR, DOTA, Genshin Impact, and CSGO.

Most of the respondent mentioned the reason they have played online games in such manner, almost half of the respondent occasionally played to avoid sometime from reality besides 40% played for avoiding society. Majority of the respondent also stated that they usually played to relieve their fatigue due to studying at school and then 43.3% just play it because it is considered more modern. Half of the respondent also played due to peer pressure as well as 76.7% involved in this games because of having many leisure time. Again 50% of them used to play for the reason that they are unable to play outdoor games. Almost all the respondent stated that they also used play for avoiding loneliness, yet again majority of the respondent played those online games only for enjoyment. And 90% of them played for enjoying to pass time with people who share the same interest of gaming.

According to the respondents, almost half of them used to play without eating food and 86.7% used to play overnight plus majority of the respondent mentioned that overnight playing of online games effected their studies. Also more than half of the respondents believed that

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playing games effected their health. Even 73.3% of them thought that playing online games made them a short tempered person and very nearly half of the respondents said that they have a faith that playing too much games effect their mental health in negative way.

5.2 Conclusion: The study focuses on how youth are involved in online games. Research have been done among youth at Serkawn Community, During the community youth goes to school, the sample is collected in the school. Although games are a form of entertainment, with parents' support and guidance video gaming benefits by helping them children develop their creativity, nurture relationships with friends and improve strategic thinking. It can also help young players build perseverance to achieve goals, build resilience and improve their communications skills, especially in online multiplayer video games. Video games can be a great recreational hobby. However, video games addiction can lead to several issues. The negative effects of video games include effects on our mind, body relationship, job performance, and more.

5.3 Suggestions:

1) The most significant way for reduction of accessive playing online games is self-control. So, controlling themselves would be appreciable.
2) Awareness to their parents that early buying of smart phones or other electronic gadgets does not much important as they thought.
3) Awareness among youth that playing too much games is insignificant unless it can have provided for their livelihood.
4) Parents should pay attention to their children regarding accessing to their devices.
5) A proper time schedule should be set for playing games so that it will not interrupt their studies and lifestyle.

<div align="center">**APPENDICES**</div>

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RESEARCH QUESTIONNAIRE

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Profile of the Respondents

Age	
Gender	1. Male 2. Female 3. Others
Religion	
Type of family	1. Nuclear family 2. Joint family
Socio-economic status	1. APL 2. AAY 3. BPL
Size of family	1-2, 2-3, 3-4, 4-5, 5 and above
Family Occupation	

Types of Games played

What type of games do you play?			
	Always	**Sometimes**	**Never**
PUBG			
Mobile Legend			
Clash of Clans			
Clash of Royal			
DOTA			
Genshin Impact			
CSGO			

Effects of playing games

SI.No	Particular	Always	Sometimes	Never
1	Have you ever play games without eating food			
2	Do you used to play overnight?			
3	Does playing overnight effects your studies?			
4	Do you think playing games effect your health			
5	Do you think playing games make you a short tempered person?			
6	Do you think playing games too much effect your mental health in negative way.			

Causes of playing games

SI.No.	Particular	Always	Sometimes	Never
1	To take off sometime from reality			
2	To avoid society			
3	To relieve the fatigue due to studying at school			
4	Because it is considered more modern			
5	Due to peer pressure			
6	Too much leisure time			
7	Unable to play outdoor games			
8	To avoid loneliness			
9	Only for enjoyment			
10	You're enjoying to pass time with people who (mostly) share the same interest of gaming.			