

Impact on Parental Awareness To habit or Care of Online Games With Reference To Chengam Taluk

Santhosh Kumar.G

Assistant Professor of Management Studies
Bharath Institute of Science and Technology,
Selaipur, Chennai, Tamil Nadu 600 073

ABSTRACT

Internet use is requisite in every walk of life. Online games are the most predominant entertainments and a conjoint phenomenon in modern civilizations targeting multiplicity of people at different ages damaging personal bonding and relationships and sometimes disappear altogether neglecting responsibilities. The rivalry and excitements of the games involving challenges and obstacles entices the teenagers in such a way that they do anything to reach a higher level of the game. However, playing an online game has meritorious aspects involving hand-eye coordination, fine motor and spatial skills, problem solving logic and multitasking parallelism facing severe drawbacks. They loathe the idea of social interaction resulting in long-term physical, psychological consequences that embrace carpal tunnel, migraines, sleep disturbances, eating irregularities, poor personal hygiene and Bipolar disorders which are usually known facts. There are few online games that involves people to end life. Most popular killer games such as Blue Whale which has traumatized and stunned the common man.

KEYWORDS: Online gaming, Spatial skills, Bipolar disorders and Blue Whale.

1. INTRODUCTION

An online game is a video game that is partially or primarily played through the Internet or another computer network. 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).

The architect of online games can range from simple text-based environments to the incorporation of complex graphics and virtual worlds. The existence of online components within a game can range from being minor features, such as an online leader board, to being part of core game play, such as directly playing against other players. Many online games create their own online groups, especially social games; assimilate the players' existing real-life communities. Online game culture sometimes faces criticisms for an environment that might promote cyber bullying, violence, and xenophobia. Some gamers are also concerned about gaming addiction or social stigma. Online games have fascinated players from a variety of ages, nationalities, and occupations. It has been argued that, since the players of an online game are strangers to each other and have limited communication, the individual player's

experience in an online game is not essentially different from playing with artificial intelligence players. Online games also have the problem of not being permanently playable, unlike purchased retail games, as they require special servers in order to function.

Online gamer must agree to an End-user license agreement (EULA) when they first install the game application or an update. EULA is a legal contract between the producer or distributor and the end-user of an application or software, which is to prevent the program from being copied, redistributed or hacked. The magnitudes of breaking the agreement vary according to the contract. Players could receive warnings to termination, or direct termination without warning. There are moderators who attempt to prevent Anti-Social Behaviour.

Recent development of gaming ascendancy necessitates rating label. The voluntary rating system was established by the Entertainment Software Rating Board (ESRB). A scale can range from "E" (stands for everyone) inferring games that are suitable for both children and adults, to "M" (stands for Mature) recommending games that are restricted to age above 17. Some explicit online game can be rated "AO" (stands for Adult Only), identifying games that have content suitable for only adults over the age of 18. Furthermore, online games must also carry an ESRB notice that warns that any "online interactions are not rated by the ESRB".

STATEMENT OF THE PROBLEM

There is a candid necessity to bring into lime light about the parental care on children and many parents tend to go unnoticed with the fact that their children are slowly getting addicted and affected rather feels that they are whiling their time or for a mood of leisure. But in reality, the children are falling prey directly or indirectly towards such online gaming. This paper brings the deadly insights and negligence of parental care towards children and help in creating viral awareness towards such social matters.

2. OBJECTIVES

The study has the following prime objectives.

- To understand the concept of online gaming.
- To analyze various reasons that lead to the negligence of parental care on children.

3. REVIEW OF LITERATURE

Adolescents may use online games as a way of coping with stressors and gaming can become a dysfunctional media-focused coping strategy (Thalemann, 2009). Similarly, relationships between problematic gaming and the ways in which adolescents cope with stressors and frustrations have been reported (Wölfling, Thalemann & Grüsser, 2008). For instance, problematic gamers play games significantly more frequently than non-problematic gamers as a reaction to anger and frustration. Thus, they appear to use gaming as a strategy for emotion regulation in order to decrease negative feelings. This seems particularly problematic because those adolescents who play online games excessively are likely to get little chance to actually develop healthy ways of coping with stressors because they are constantly occupied with playing online games instead. Therefore, their psychosocial development may be significantly

impaired. The consistent blocking out of and passive coping with stressful experiences is a strategy that may be successful in the short-term. However, viewed from a long-term perspective, it may limit the potential to have fundamental experiences that are necessary for developing a protective way to cope. In this case, it appears more likely that once new stressors appear, some adolescents continue to use escapist and media-focused coping mechanisms. This results in a vicious circle (Woofling & Müller, 2009)

Irrespective of whether problematic video gaming can be classed as an addiction, there is now a relatively large number of studies all indicating that excessive online gaming can lead to a wide variety of negative psychosocial consequences for a minority of affected individuals. In extreme cases, these can include sacrificing work, education, hobbies, socializing, time with partner/family, and sleep; increased stress; an absence of real-life relationships; lower psychosocial well-being and loneliness; poorer social skills; decreased academic achievement; increased inattention; aggressive/oppositional behavior and hostility; maladaptive coping; decreases in verbal memory performance; maladaptive cognitions; and suicidal ideation (Griffiths et al., 2012). In addition to the reported negative psychosocial consequences, Griffiths et al. also reported many health and medical consequences that may result from excessive gaming (both online and offline). These included epileptic seizures, auditory hallucinations, obesity, wrist pain, neck pain, blisters, calluses, sore tendons, and numbness of fingers, sleep abnormalities, and repetitive strain injuries. Taken together, this relatively long list of potential psychosocial and negative medical consequences indicates that excessive online gaming is an issue irrespective of whether it is an addiction. It also suggests that more extensive recognition by the medical community is needed of the wide range of potential negative and life limiting consequences of excessive gaming.

4. METHODOLOGY

Pilot study was conducted. Cronbach's Alpha holds 0.68 for testing the reliability of the questionnaire. The researcher used questionnaire method as the data collection tool. The data was collected from parents comprising relatives, neighborhood, and particularly from working parents for the simple reason to reveal the accuracy of the study. The present study is based on Simple Random Sampling method. The sample size determination is (n =50). The research was carried out by using both primary data and secondary data in Chengam.

RESEARCH GAP

Based on preceding literature it is found that various studies have been conducted in analyzing the psychographic elements of online games and video games. Few research also relates with clinical study with high end computation covering the attitude, behavioural changes, situational dimensions, physical and mental disorders on the basis of perception segment. But this study concentrates highly on the awareness level of the parents towards their children who are addicted with this technological era. This was the research gap identified by the researcher. The present study is a striving effort to fill the gap and the need of an hour to educate the real parental care atmosphere realizing the real rather than being in hypothetical dark world.

PROS AND CONS OF ONLINE GAMES

The following are the benefits namely:

- Offer free trial versions
- Allow communication with family and known sources.
- Develop Lateral and Strategic thinking
- Problem solving.
- Hand-eye coordination.
- Team skills (team based multiplayer games)
- Special awareness.
- Creativity

The following are the basic disadvantages of online gaming:

- Server Issues and Glitches
- Piracy and Copywriting
- Preoccupation with the Game
- Jeopardized or risked loss of significant relationships, job, educational or career opportunities because of Game use.
- Fatigue, tendency to fall asleep
- Declining grades, or failing classes

APPLICATION OF TOOLS

Percentage Analysis was used to compute the basic milieu of the respondents. To avail the basic information about the parental awareness level, ANOVA was used in the study.

AGE OF THE RESPONDENTS

S.NO	AGE	NUMBER OF RESPONDENTS	PERCENTAGE
1.	25-30 years	3	6
2.	30-35 years	30	60
3.	35-40 years	11	22
4.	40-45 years	6	12
TOTAL		50	100

Source: Primary Data

TABLE NO 1

GENDER OF THE RESPONDENTS

S.NO	GENDER	PERCENTAGE
1	Male - 8	16
2	Female - 42	84
3	Third Gender - Nil	Nil
TOTAL		100

Source: Primary Data

TABLE NO 2**OCCUPATION OF THE RESPONDENTS**

S NO	AGE	NUMBER OF RESPONDENTS	PERC ENTAGE
1.	Home-Maker	15	30
2.	School Teacher	4	8
3.	College Professor	2	4
4.	Grocer and Green Grocer	1	2
5.	Mobile Food Stall	5	10
6.	Unorganized Workers	20	40
7.	Government Employees	3	6
TOTAL		50	100

Source: Primary Data

TABLE NO 3**EXPERIENCE OF THE RESPONDENTS**

S.NO	EXPERIENCE	NUMBER OF RESPONDENTS	PERCENTAGE
1.	0-3	16	32
2.	3.5 – 6.5	20	40
3.	7 – 10	9	18
4.	More than 10 years	5	10
TOTAL		50	100

TABLE NO 4**ANALYSIS OF VARIANCE**

Null Hypothesis: There is no significant relationship between the demographic profile variables and the awareness of parental care of the children.

In order to find out the significant association between demographic profile variables and the awareness of parental care of the children, ANOVA is attempted with the null hypothesis.

CONSOLIDATION ANOVA TABLE**FACTORS OF HIGH PARENTAL CARE TOWARDS CHILDREN**

FACTORS LABELED	AGE	OCCUPATION	EXPERIENCE
PARENTAL CARE			
Careful Vigilant Observation	0.834*	1.411*	2.132*
Protection by blocking adult content or Change in settings	1.046	1.505*	2.252
Allowing to play offline	0.371*	0.685*	0.344

Interacting guide to parental control	0.196	0.442*	1.598
Data Security and designate screen-free zones	0.565	1.913*	0.245*
Getting passwords of social networking websites	0.156*	0.405	1.257

Source: Computed Data

* Significant at 5% level

TABLE NO 5**5. FINDINGS OF THE STUDY****MILIEU OF RESPONDENTS – A DESCRIPTIVE ANALYSIS**

- From the above table 1.1 it is seen that 60% of the respondents belong to the age group of 30-35 years. 6% of the respondents show the least among the age group ranging between 25-30 years of age.
- Regarding the gender description majority of 84% of the respondents belonging to the female category and 16% of the respondents comprises to be male for gender and no results are accounted in regard to third gender.
- As noted in Table 1.3, 40% of the respondents occupation belong to unorganized workers followed by 30% of the respondents holds home-maker the second highest markings in occupation and the minimum percentage of 2% are Grocer and Green Grocer.
- It is noted from the above table 1.4 that 40% of the respondents are holding the experience of 3.5 – 6.5 years and the least with the category of having above 10 years of experience.

FINDINGS ON THE BASIS OF PARENTAL CARE

- It is understood from the above table 1.5 that there is a significant association between age group, occupation and experience towards factors of high parental care on children in regard to careful vigilant observation.
- There is no significant association between age group and experience; but there is a significant association between the occupation towards factors of high parental care on children with protection by blocking adult content or change in settings due to technological illiteracy and modernization.
- There is significant association between age group, occupation and experience with regard to allowing to play offline games in terms of parental care on children.
- There is significant association between occupation on interacting guide to parental control and Data Security to designate screen-free zones for parental care on children addicted with online gaming process.

- It is clearly noted from the ANOVA Table that there is significant association between age in regard to Getting passwords of social networking websites as a part of parental care on children playing online games where F value is significant at 5% level.

SUGGESTIONS

- Share with Care. Younger children can find inappropriate websites by mistyping a word in a search engine or by clicking a link on a website, email, or video site. Web filters usually allow parent to choose which types of websites are appropriate and which types are blocked. A parent can also create a list of websites to be allowed and only grant access to a select group of child-friendly websites. Using a web filter on can protect from browsing inappropriate web sites or games.
- Following children activities on their social networks by logging in daily, else could keep up the child's online activities on social media by using a social media monitor.
- Sending sexually explicit text messages (or sexts) is fairly common among teens and adults by monitoring texts sent by a phone using a wireless carrier network (AT&T, Verizon, T-Mobile, Sprint, etc.) and these 'tracker' apps will send a copy of all texts to a parent's phone. Go to iTunes or the Google Play and search for sms or text tracker.
- Removal of the game console or setting of administrative control on the computer may allow you to better handle the problem.
- Keep computer devices out in a public space. The problem lies within the individual, not within the game.
- Engage children to have physical set of work and allow them participate externally at the maximum.

6. CONCLUSION

Evidence suggests that problematic online gaming can be conceptualized as a behavioral addiction rather than a disorder of impulse control. Personality traits like trait anxiety, sensation seeking, neuroticism, negative academic achievement and aggression appear related to the development of gaming addiction. Therefore, it's largely sidelined and is better to stay away from these types of games.

7. REFERENCES

- [1] Allison. S. E., von Wahlde. L., Shocklev. T., & Gabbard. G. O. (2006). The development of the self in the era of the Internet and role-playing fantasy games. *The American Journal of Psychiatry*, 163(3), 381–385. PubMedCrossRefGoogle Scholar
- [2] Chiu, S. I., Lee, J. Z., & Huang, D. H. (2004). Video game addiction in children and teenagers in Taiwan. *Cyberpsychology & Behavior*, 7(5), 571–581. Google Scholar

- [3] Griffiths, M. D., & Parke, J. (2010). Adolescent gambling on the internet: a review. *International Journal of Adolescent Medicine and Health*, 22, 59–75. PubMedGoogle Scholar
- [4] Rosenberg, M., Schooler, C., & Schoenbach, C. (1989). Self-esteem and adolescent problems: modeling reciprocal effects. *American Sociological Review*, 54, 1004–1018. CrossRefGoogle Scholar
- [5] Young K. Internet addiction over the decade: A personal look back. *World Psychiatry*. 2010; 9:91. [PMC free article] [PubMed].
- [6] <http://EzineArticles.com/9596148>.