



A STUDY TO CORRELATE THE LEVEL OF ADDICTION OF FREEFIRE ONLINE GAME WITH ITS CONSEQUENCES AMONG ADOLESCENTS IN SELECTED PRE UNIVERSITY COLLEGES IN MANGALURU

Nursing

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ABSTRACT

This study was aimed to correlate the level of addiction of free fire online game with its consequences among adolescents in selected pre university colleges at Mangaluru. A quantitative non experimental research approach was adopted. The research design adopted for this study was a descriptive correlation study design. A sample size of 100 adolescents were selected by non probability purposive sampling technique. The findings of the study revealed that the highest (86%) of adolescents got moderately addicted to free fire online game and 14% of them were mildly addicted to free fire online game. The computed correlation coefficient value showed a positive correlation ($r = 0.11$) between level of addiction and consequences of free fire online game among adolescents. Free fire online game is widely used and is affecting the student's physical, psychological, social, and academic performance.

KEYWORDS

Addiction, Free- fire online game, Consequences

INTRODUCTION

Online game addiction has become a common phenomenon that affects many individuals and societies. Commonly played online video games are Player Unknown's Battlegrounds (PUBG), Call of Duty, Grand Theft Auto (GTA), Garena Free Fire, Fortnite, Clash Royale, Clash of Clans, Ludo King, FIFA etc. Video gamers spend an average of 7 hours each week playing games. As of 2020 -21 statistics, Garena free fire game had 150 million active players worldwide and As of May 2020, free fire has set a record with over 80 million daily active users globally [1].

Genera free fire is a battle royale game developed by 111 Dots Studio and published by Genera for Android and iOS. It became the most downloaded mobile game received the award for the "Best popular vote game" by the Google play store in 2019. According to WHO, Gaming disorder is defined as a "pattern of gaming behaviour ("digital-gaming" or "video-gaming") characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences". Video games affect the brain in the same way as addictive drugs: they trigger the release of dopamine, a chemical which reinforces behaviour. In May 2019, the World Health Organization finally took an official stance; gaming disorder will be classified as a medical illness in ICD-11 [2-4].

OBJECTIVES OF THE STUDY:

1. To determine the level of addiction of free fire online game among the adolescents.
2. To determine the consequences of free fire online game addiction among adolescents.
3. To find out the correlation between the level of addiction of Free fire online game and its consequences among adolescents in selected P.U colleges in Mangaluru.

MATERIALS AND METHODS

Prior to data collection Ethical clearance was obtained from ethical committee. Permission was taken from a pre-university college in Mangaluru. Informed consent was obtained from the participants.

A sample size of 100 adolescents from selected P.U. College were selected by non probability purposive sampling technique. A quantitative non experimental research approach and descriptive correlation study design was adopted.

Table 1: Distribution of students according to the demographic characteristics

N=100

Sl. No.	Demographic variables	Frequency (f)	Percentage (%)
1.	Age (in years)		
	a. 15-17	51	51
	b. 18-20	49	49
	c. >20	0	0

2.	Gender		
	a. Male	93	93
	b. Female	7	7
3.	Religion		
	a. Hindu	7	7
	b. Muslim	87	87
	c. Christian	6	6
	d. Others	0	0
4.	Education		
	a. I PUC	0	0
	b. II PUC	100	100
5.	Place of stay		
	a. With parents	98	98
	b. With relatives	0	0
	c. In hostel	2	2
	d. Other specify	0	0
6.	Family Income Per Month		
	a. ≤ Rs. 10,000	14	14
	b. Rs. 10,001-Rs. 15,000	37	37
	c. Rs. 15,001-Rs. 20,000	23	23
	d. Rs. 20,001 and above	26	26
7.	Number of children in the family		
	a. Only child	12	12
	b. Two	19	19
	c. Three	42	42
	d. ≥ Four	27	27
8.	Educational status of the Father		
	a. No formal education	6	6
	b. Up to 10 th standard	51	51
	c. PUC or equivalent	26	26
	d. Diploma	8	8
	e. Graduation	8	8
	f. Post-graduation or above	1	1
9.	Educational status of the Mother		
	a. No formal education	13	13
	b. Up to 10 th standard	64	64
	c. PUC or equivalent	15	15
	d. Diploma	5	5
	e. Graduation	1	1
	f. Post-graduation or above	2	2
10.	Occupation of the Father		
	a. Professional	20	20
	b. Skilled	18	18
	c. Self-employed	42	42
	d. Unemployed	2	2
	e. Other (mention)	18	18
11.	Occupation of the Mother		
	a. Professional	2	2
	b. Skilled	5	5
	c. Self-employed	6	6
	d. House wife	85	85
	e. Other(mention)	2	2

12.	Internet facilities used per day		
a.	1 GB	12	12
b.	1.5 GB	51	51
c.	More than 2 GB	23	23
d.	Unlimited WiFi connection	14	14
13.	First online game played		
a.	< 1 year back	32	32
b.	1-2 years back	39	39
c.	2-3 years back	0	0
d.	3-4 years back	20	20
e.	>4 years	9	9
14.	Approximate time spent for online game		
a.	≤ 1 hour	50	50
b.	1-2 hours	26	26
c.	2-3 hours	15	15
d.	> 3 hours	9	9

Majority (51%) of the students were between 15-17 years of age and most of them were (93%) males belong to Muslim community (87%) and all of them were studying in IIP.U.C.

Most of the students (98%) were staying in their own residence. Highest (42%) numbers of families had three children; Educational status of the students fathers (51%) and mother (64%) was up to 10th standard. Majority of the student's fathers were self-employed (42%) and mothers were house wives (85%).

Maximum students were using 1.5 GB internet per day (51%), 23% were using more than 2 GB , 14% were using unlimited WiFi connections and only 12% were using 1 GB per day. Most of the students (39%) started their first online game from past 1-2 years, 32% students from past 1 year, 20% students from past 3 - 4 years and 9% students have started from > 4 years. Majority of students spent almost 1 hour in online game (50%), 26% students spent 1 to 2 hours, 15% of them spent 2 - 3 hours and 9% students spent more than 3 hours

Table 2: Level of addiction to free fire online game with frequency and percentage

N=100

Level of addiction of free fire online game	Range	Frequency	Percentage
Mild	16 - 31	14	14
Moderate	32 - 48	86	86
Severe	49 - 64	0	0

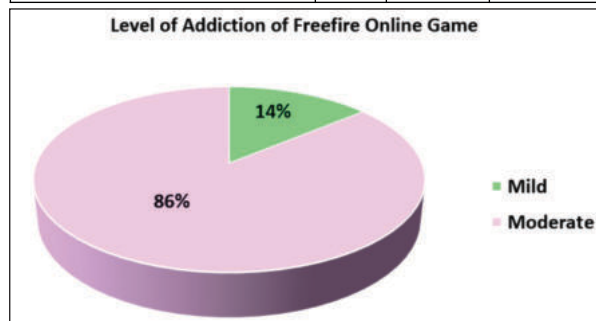


Figure 1: Pie diagram shows the level of addiction of free fire online game

Table 2 shows that the highest (86%) students were moderate addiction and 14% were mild addiction. Thus, the study infers that adolescents are moderately addicted to free fire online game.

Table 3: Range, mean, median and standard deviation of consequences of free fire online game

N=100

Consequences	Max	Min	Range	Mean	Median	Standard deviation	Mean percentage
Physical consequences	27	8	19	15.06	15	4.47	15.06%
Psychological consequences	26	7	19	13.51	13.5	4.98	13.51%
Social consequences	27	8	19	15.19	15	4.86	15.19%
Academic consequences	28	7	21	12.49	11.5	4.77	12.49%

Table 3 shows that the mean (15.19), median (15), standard deviation (4.87) and mean percentage (15.19%) are highest among social consequences. Here it is inferred that free fire online gaming addiction has social consequences much more than other consequences among adolescents.

Table 4: Area wise correlation between level of addiction of free fire online game and its consequences among adolescents

N=100

Sl. No.	Area	Mean	Standard deviation	r value	Remarks
1.	Physical consequences	15.02	4.47	0.11	Positive correlation
2.	Psychological consequences	13.51	4.98	0.12	Positive correlation
3.	Social consequences	15.19	4.86	0.1	Positive correlation
4.	Academic consequences	12.49	4.77	0.1	Positive correlation

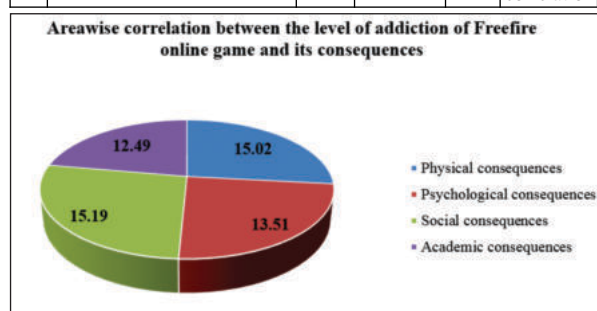


Figure 2: Area wise correlation between the level of addiction of free fire online game and its consequences

Table 4 shows that the computed co-relation coefficient values showed a positive area wise correlation between level of addiction of Free fire online game and its consequences among adolescents. Hence the null hypothesis was rejected for the variables and the research hypothesis H_1 was accepted that there is a positive correlation between the level of addiction and consequences leading to free fire online gaming addiction among adolescents.

Table 5: Correlation between the level of addiction and consequences of free fire online game

N=100

Variable	Mean	Standard deviation	r value	Remarks
Level of addiction	36.7	15.71	0.11	Positive correlation
Consequences	56.25	5.31		

*df: 99 *correlation coefficient: 0.11

The correlation coefficient value (0.11) and value of df (99) showed a positive correlation between the level of addiction and consequences of Free fire online game among adolescents.

DISCUSSION

Level of addiction of free fire online game among the adolescents

Free fire online game is entertainment for the adolescents which leads them to addict to it. That eventually causes adolescents to have bad behaviour.

The present study findings revealed that the highest (86%) of adolescents got moderately addicted to free fire online game and 14% of them were mildly addicted to free fire online game.

A descriptive correlation study was conducted on loneliness and social media network addiction among adolescents in selected PU colleges at Mangaluru by Laxmi memorial college of nursing students in 2018, revealed that there was a positive correlation between loneliness and social media network addiction. Adolescents those who feel lonely tend to be addicted to social media network [5].

Area wise correlation between level of addiction of free fire online game and its consequences among adolescents

The computed correlation coefficient in this study showed a positive

area wise correlation ($p < 0.05$) between the level of addiction of free fire online game and its consequences among adolescents.

A descriptive study was conducted on online game addiction among adolescents in Pondicherry in 2017, revealed that the correlation between addiction to online game and physical complaints, anxiety and sleep disorder, disorder in social functioning and depression were significant at $p < 0.05$ [6]

CONCLUSION

Out of 100 adolescents the highest (86%) of adolescents got moderate addiction and 14% of them were mild addiction to free fire online game.

Recommendations

- Similar study can be replicated with large represented sample.
- A study can be conducted with other age groups as well as with urban and rural setting.

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