ORIGINAL RESEARCH PAPER

Nursing

A STUDY TO ASSESS THE KNOWLEDGE REGARDING INTERNET GAMING DISORDER AMONG ADOLESCENTS IN GOVERNMENT HIGHER SECONDARY SCHOOL KAMALESWARAM, THIRUVANANTHAPURAM.

Renu. S   Professor, Hod, Mental Health Department, Sp Fort College Of Nursing

ABSTRACT

The internet is a network that consists of private, public, academic, business and government networks of local to global scope, linked by a board array of electronic, wireless and optical networking technologies. The study was "to assess the knowledge regarding internet gaming disorder among adolescents in Government higher secondary school, Kamaleswaram. Objectives of study to assess the knowledge regarding internet gaming disorder among adolescents, to find out the association between the knowledge and the selected demographic data. The hypothesis "there will be a significant association between knowledge and selected demographic variables of adolescents". The researcher used quantitative research approach on Non experimental descriptive research approach. The variables are age, gender, education, branch of study, number of siblings, area of residence, occupation and income of parents. By convenient sampling technique, we selected 60 samples of age group between 15-17 years. Tools are knowledge assessed by self-administered questionnaire.

INTRODUCTION

The internet is a network that consists of private, public, academic, business and government networks of local to global scope, linked by a board array of electronic, wireless and optical networking technologies. Most traditional, communications media, including telephony, radio, television, paper mail, and newspapers are reshaped, redefined or even bypassed by the internet, giving birth to new services such as email, internet telephony, internet television, online music, digital newspapers and videos streaming websites.

A study on prevalence of internet addiction and its association with psychopathology in Indian adolescents. The study sample comprising of 987 students of various faculties across the city of Mumbai was conducted after from concerned colleges. Of the 987 adolescents who took part in the study, 681 (69.9%) were female and 306 (31.1%) were males. The mean age of adolescents was 16.82 years. Of the total, about 74.5% were moderate (average) users. Using young's original criteria, 0.7% were found to be addicts. These with excessive use of internet had high scores on anxiety, depression, and anxiety depression.

OBJECTIVES OF STUDY

- To assess the knowledge on internet gaming disorder among adolescents.
- To find the association between knowledge on internet gaming disorder among adolescents with selected demographic variable

MATERIALS AND METHODS

The study was conducted on 60 samples (15 – 17 years) from Government higher secondary school, Kamaleswaram. The researcher used simple random sampling method used for data collection .The data collected with help of structured self administered questions which consists of two sections. Sections A contains demographic variables and section B contains structured self administered questions contains knowledge regarding internet gaming developed after referring by books, journals and internet. After getting consent from ethical committee of college and school authority main study was conducted. Informed consent taken from the participants and self administered questionnaire given to samples. Time taken to complete question paper is 30 minutes .

RESULTS

The data was analysed used inferential statistics .The data was organized, tabulated, summarized and analysed. Frequency and percentage where used for the analysis of demographic variables and chi square used to determine the association between knowledge on internet disorder among adolescents with selected demographic variables .

Table 1 . Description of demographic characteristics

Demographic variable	Category	frequency	Percentage (%)
Age	15 yrs	3	5
	16 yrs	11	18.34
	17 yrs	46	76.66
Sex	Male	30	50
	Female	30	50
Number of siblings	1	31	51.6
	2	27	45
	Above 2	2	3.33
Type	Nuclear	52	86.67
	Joint	7	11.66
	Extended Nuclear	1	1.66
Socio Economic status	5000	39	65
	5000- 10,000	16	26.67
	Above 10,000	5	8.33
Occupation of father	others	47	76.67
	private	9	13.33
	Government	6	10
Occupation of mother	Government	6	10
	private	7	11.67
	House wife	48	78.33
Education of father	SSLC	49	81.67
	Plus two	6	10
	Degree /Above Degree	4	8.33
Education of mother	SSLC	41	68.33
	Plus two	9	15
	Degree /Above Degree	10	16.67
Area of Residence	Slums	2	1.67
	Rural	33	45%
	Urban	40	55%

Table 1 depicts that most of the students (76.66%) belongs to the age 17 years. There is equal distribution of male and female. It is clear that students (51.67%) having 1 sibling. More over students (86.67%) belongs to nuclear family. In additional to that 78.33% student's mothers are house wife where as 76.66% student's fathers belongs to other group of occupation respectively Among 60 samples 65% lies at the income Rs 5000/- under socio economic status .

Table 2

Depicts all the assigned score of each of the item were assessed and mean score was calculated .

Distribution of adolescents according to knowledge, score regarding internet gaming disorder.
n=60

Knowledge grade	Frequency	Percentage (%)	Mean	Standard deviation
Good	5	8.33	14.6	3.69
Adequate	49	81.67		
In adequate	6	10		
Total	60	100		

It reveals that 8% of adolescents have good knowledge level, about 82% have average knowledge level and 10% have poor knowledge of internet gaming disorder.

Table-3

Association between knowledge and type of family.
n=60

Type of family	Inadequate	Adequate	Good	Total
Nuclear	3	44	5	52
Joint	2	5	0	7
Extended family	1	0	0	1
Total	6	49	5	60

Chi –square=13.173;df =4; p<0.05; p(4)=>9.49

Since the calculated value is greater than table value there is association between knowledge and type of family.

Table 4 : Association between knowledge and area of residence . n=60

Area of residence	Inadequate	Adequate	Good	Total
Urban	2	29	2	33
Rural	3	20	3	26
Slums	1	0	0	1
Total	6	49	5	60

Chi –square=10.324;df=4; p<0.05;p(4)>=9.49 .

Since the calculated value is greater than table value there is association between knowledge and area of residence.

DISCUSSION

Among the study population 5 % of samples belongs to 15 years, 18.34 % belongs to 14 years of age and 76.66% belongs to 15 years of age out of the 60 samples, 50 % equally belongs to males and females . 51.67% of samples have one sibilings, 45% have 2 sibilings and only 3.33% have above 2 sibilings . About 86.67% of study belongs to nuclear family, 11.66 % belongs to joint family and only 1.67% belongs to extended nuclear family. Distribution of participants according to their socio – economic status shows that about 65% of samples have family income below 5000, 26.7% have an income between 5000-10000 and only 8.33% have an income above 10000. This study shows Adolescent with good knowledge 8.33 %, Adequate knowledge 81.67%, inadequate 10 % .

Summary

Most of the adolescence had adequate level of knowledge. The mean and standard deviation of adolescence according to knowledge, score regarding internet gaming disorder. There is no association between knowledge and demographic variables like age, gender and number of sibilings. There is a significant association between age and area of residences. The finding of the study can be implicated in various area of nursing including education, nursing service, nursing administration, and nursing research .

Nursing service

1. Nurse can utilize this study to give healthy teaching about internet gaming disorder in adolescents .
2. Community health nurses also adopt these knowledge to spread the health message to community regards internet gaming disorder.
3. Health education as early detection of internet gaming behavior of adolescents and their effects on health .

Nursing Education

1. In service education can be given to a community health nurses regarding the effects in health by internet gaming in every age group.
2. Nursing student can be instructed to educate those people who are the victim of internet gaming in order to avoid this behavior of gaming disorder and also note to initiate this habit in their life.

Nursing Administration

Implementation of program can be easily administered by health workers in practice to increase awareness about internet gaming disorder .

Nursing Research

1. Similar study can replicated as a large study .
2. Utilise the knowledge of the study and in co –operate this study for future evaluation .

Recommendations

1. Similar Study can be conducted with large samples and in different setting .
2. Similar study can be done as experimental method
3. This study can be implemented in community setting in co – operating various age groups .
4. This study results can be compared with other similar study to evaluate study results and for future analysis .
5. The knowledge regarding other modes of internet gaming disorder can be assessed .

REFERENCES

1. "IPTO – information processing techniques office", The living internet, Bill Stewart, January, 2000
2. "Internet Work", Oxford English dictionary, 3rd edition, Oxford university press September.
3. American Psychiatric Association Diagnostic and Statistical Manual of mental disorder DSM -5 ,2013, Washington, American Psychiatric Publishing .