

Research on Mobile Games Addiction Among Youths

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ABSTRACT--- A study on mobile games addiction among youths has been conducted to find out the percentage of youths addicted to mobile games. The research design is descriptive in nature and the samples are collected from convenient sources. The research is carried out to find out the percentage of youths addicted to mobile gaming. It is found that 40% of the youths spent more than 4 hours in mobile gaming. It is also inferred that majority of the students play action games and 80% of the youths who play mobile games are encountered with various eye related issues.

I. INTRODUCTION

A study on mobile games addiction among youths help us to know the percentage of youths who are addicted to mobile games [1-11]. The study help us to fine the time spent by youths with mobile and to know about the type of games they are addicted [12-16]. The respondents are the parents whose youths are addicted to mobile games. The aim of the study is to create awareness about the time spent on mobile games by the youths.

II. REVIEW OF LITERATURE

Dina.H.Bassiouni, chris Hackley(2016), video games and young evolving sense of identity, a qualitative study ,young consumers[17-24].

III. OBJECTIVES

- To study about the time spent by youths on mobile games.
- To study about the different types of games played by youths.
- To study about various eye issues caused due to gaming on mobile phones.

IV. RESEARCH METHODOLOGY

The research design is descriptive in nature and the samples are collected from convenient sources [25-27].

V. PRIMARY DATA

The primary data were collected from structured undisguised questionnaire..

VI. SECONDARY DATA

The secondary data were collected from books, journals and periodicals [28-32].

VII. RESULTS

- It is found that 40% of the youths spent more than 4 hours in mobile gaming.
- It is found that 20% of the youths spent mre than 2 hours in mobile gaming.
- It is found that 30% of youths play action games.
- It is found that 20% of youths play adventurous games.
- It is found that 10% of youths play racing games.
- It is found that 20% of youths play makeover games.
- It is found that 80% of youths are encountered with various eye issues.

VIII. CONCLUSION

It is inferred that most of the youths spend more than 4 hours a day in mobile gaming. majority of the youths play action games and the rest of the youths play adventurous, racing, makeover and other types of games. the research also inferred that majority of youths plaing mobile games are encountered w3ith various eye issues. It is suggested that if the youths are encouraged with to do their extra curricular activities, ths addiction can be uprooted.

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