

An Empirical Study of Mobile Game Addiction

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Abstract - In today's world we can see all peoples are playing games on their mobile. Gaming application have become one of the most popular entertainment feature in smart phones. It is good to play games as a hobby. But what if the people go too far with their hobby. Is it points towards an addiction? This research is to analyze the people who plays game are addicted to games or not. The data is collected using questionnaires. To identify who plays games more (male or female), which age group persons plays game more, how much time they spends to play game,..etc.

Key Words: Mobile Game, Addiction, Symptoms, Behaviour, Impact..

1. INTRODUCTION

Mobile game addiction is a serious issue to think about. Mobile game is a game played on a mobile phone (Smartphone), tablets. You can play games on network and also without network. For network game there are several technologies available such as GPS location, text message. The offline games can be played without network after installing it on the mobile phone. As we all know mobile game was invented in 1994. At the starting people play game just for the entertainment purpose. But nowadays people play game all the time. Which leads to addiction. Game addiction is categorized by emotional deficits. Many research studies reported on mobile game addiction. Mobile game addiction leads to emotional weakness. It also impacts on daily life. The mobile game addiction is one of the big problems in our society. The number of addicted people are increasing day by day. Most of the time it just happens that we start to play mobile games for few minutes and we wasted hours on it, this is clear sign of mobile game addiction.

2. Survey

In order to establish current practice and desires, I conducted a survey of game addiction.

2.1 People's Survey

I invited people of different ages to participate in the online survey. I collect the information using questionnaires. The questionnaires is about how long people play game, which age people play game most, which type of game people play. From the participants responses I came to the final result. The questionnaires contain following questions:

1. Select your age-group
 - 10 to 20
 - 21 to 30
 - 31 to 40
 - above 40
2. Select your gender
 - Male
 - Female
3. Which type of game do you play?
 - Action
 - Adventure
 - Card
 - Educational
4. Name of the game
5. How many hours a day do you spend to play game?
 - half hour
 - 1 hr
 - 2 hr
 - 3 hr
 - more than 3 hr
6. Do you become restless or irritate when you attempt cut down or stop playing?
 - Yes
 - No
7. Do you sometimes skip homework or work in order to play more games?
 - Yes
 - No
8. Do you think about gaming all or lot of the time?
 - Yes
 - No
9. Do you not wanting to do other things that you used to like?
 - Yes
 - No
10. Do you use gaming to ease bad mood and feelings?
 - Yes
 - No

11. Do you have problems at work, school or home because of your gaming?
- Yes
 - No

The people survey were created by Google form and distributed by mail.

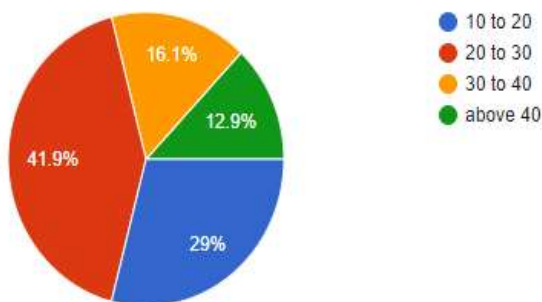
2.2 Educators Surveys Evaluation

I get total 31 responses for the online survey. From that data I did data analysis. Most of the valuable data was collected from the question three to twelve.

3. QUESTIONARY & ANALYSIS

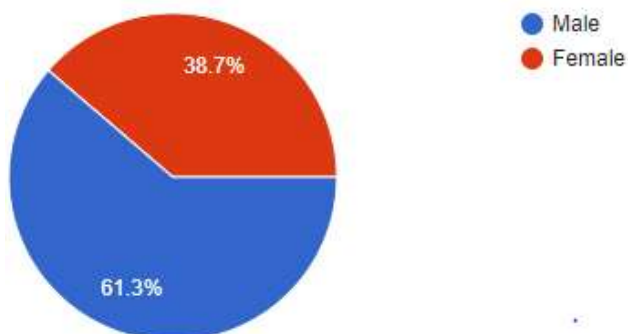
3.1 Peoples Age-Group

From question 1, I tried to find information about of respondents. About (29%) of people play game are from 10 to 20 age group. About (49%) of people are from 20 to 30 age group. About (16.1%) of people are from 30 to 40 age group. About (12.9 %) of people are over the age of 40. From these question responses I conclude that people from 20 to 30 age group plays game most.



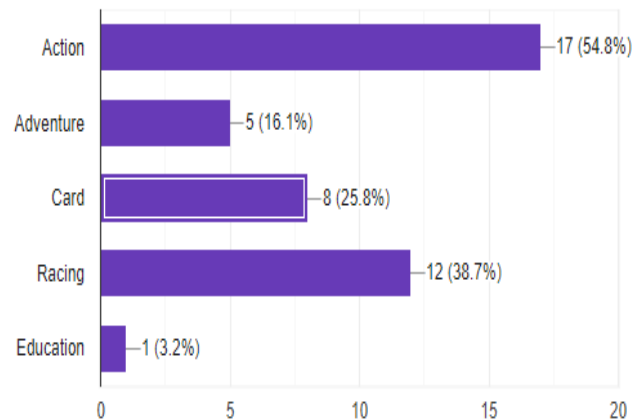
3.2 Gender

In the second question, I attempted to obtain the information about who plays the game most male or female. The responses shows that, Male plays game more than the female.



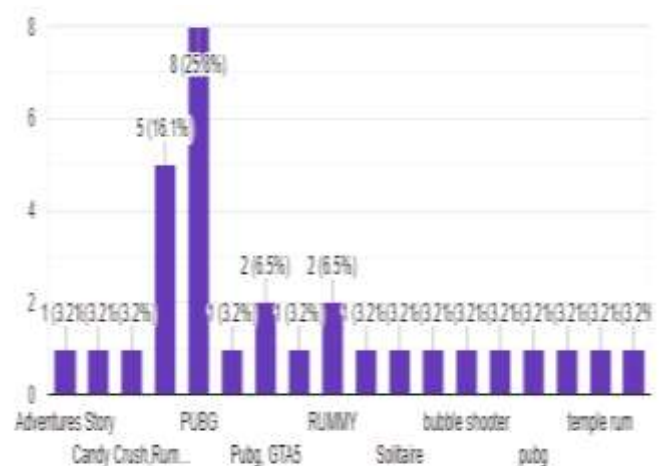
3.3 Type of game

The third question, I attempted to obtain the information about which Type of game people plays most. About (54.8%) of people plays action games. About (16.1%) of people plays Adventure games and about (25.8%) plays Card games. Whereas about (38.7 %) of people prefer to play Racing. only (3.2%) of people plays educational type of game. From these questions responses I conclude that people mostly plays action game.



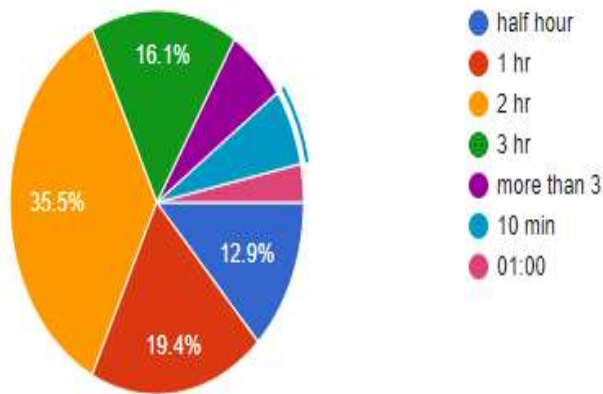
3.4 Name of the game

Different people plays different games. The survey shows that most of the people plays Pubg, temple run, racing, NFS, etc. Pubg is most played among players.



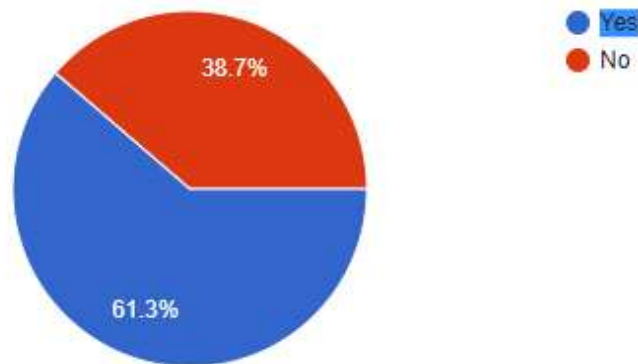
3.5 Time spends to play game

From Question 5, I attempted to obtain the information about how much time people spend to play game. This question is useful for deciding whether people are addicted to games or not. About (16.1%) people plays game 1 hour. About (35.5%) of people spends 2 hr of a day to play game and about (16.1%) people spends 3 hr of a day. Whereas about(12.9%) people spends more than 3 hr of a day.



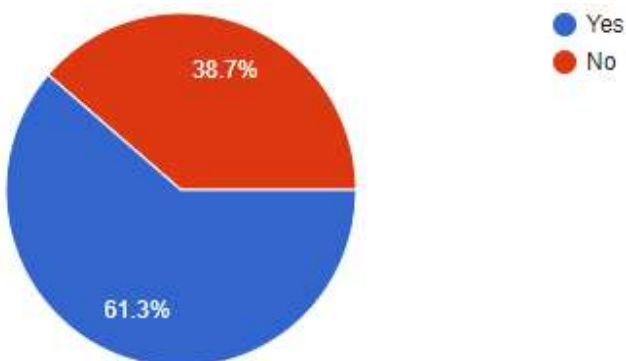
3.6 People reaction on stop playing game

Do you become restless or irritate when you attempt cut down or stop playing? This question plays an important role in the survey. It describes peoples reaction. The survey shows that about (61.3%) of people gets irritate when they attempt cut down or stop playing.



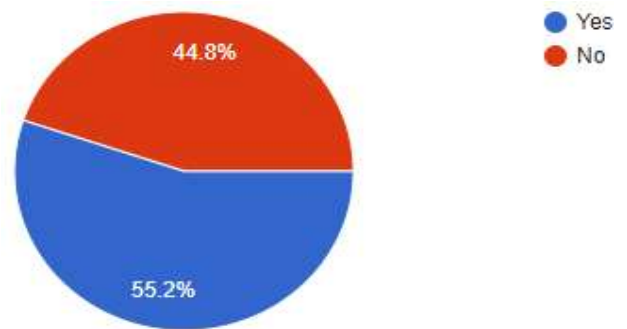
3.7 Impact of game on other things

In question no. 7, I attempted to obtain the information about impact of game on other things like work, homework. The survey shows that about (61.3%) of people have impact on other things.



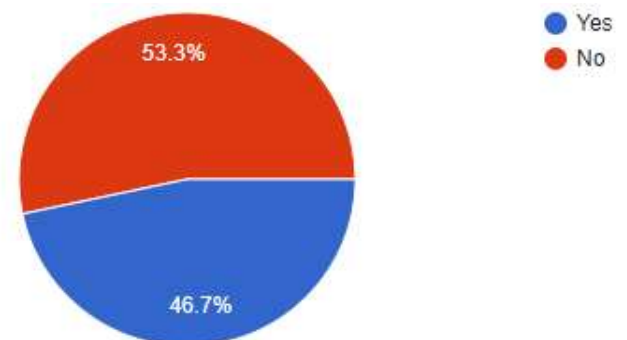
3.8 Peoples inclination towards game

In question no. 8, I attempted to obtain the information about peoples inclination towards game. The survey shows that about(55.2%) of people thinks about gaming all or lot of the time. Which shows that peoples are addicted to game. Playing game is ok but always live within a game may harmful for a health.



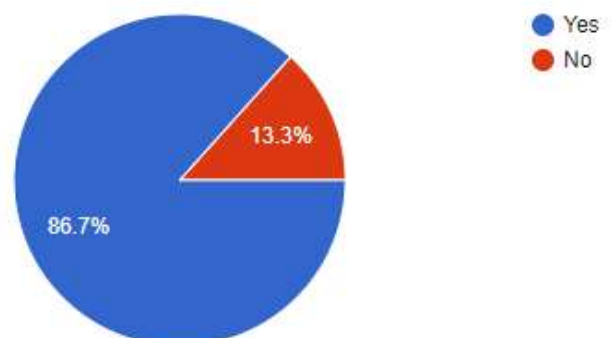
3.9 Peoples interest

In question no. 9, I attempted to obtain the information about peoples interest. The survey shows that about(46.7%) of do not wanting to do other things that they used to like. Which shows that peoples are addicted to game.



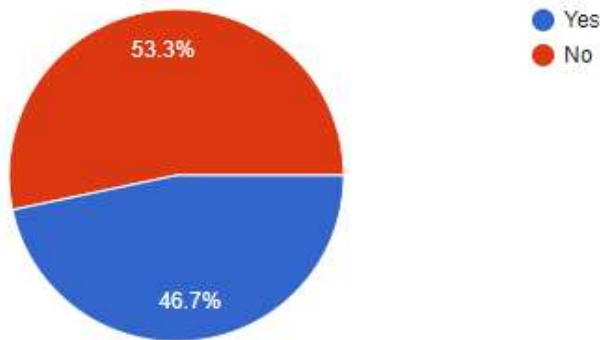
2.10 Why people plays game

The survey shows that, mostly people plays game to ease their bad mood. Here about (86.7%) of people plays to change their mood.



2.11 Negative impact

Playing games also have negative impact on the works. Here (46.7%) of people faces problem on their work or in school due to gaming.



4. CONCLUSION

The result of these study indicates that playing mobile game is not a good hobby when you are bored. There are many disadvantages as well as negative impact of the gaming. the study shows that people between age 20 to 30 are mostly addicted to the gaming. These age group plays action game more which may makes people violent. Most of the people loves to play pubg. People get restless or irritate if they attempt cut down or stop playing. And also it impact on their work or study. It is fine to play game to change your mood or as a hobby. But if you play more than a limit you may addicted to it. Mobile gaming can ruin your future and education.

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