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## International Journal of Intellectual Advancements and Research in Engineering Computations

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### **A study on impact of video games on outdoor games with special reference to young generation, Erode**

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#### **ABSTRACT**

Computer and video games are a maturing medium and industry and have caught the attention of scholars across a variety of disciplines. Some of these benefits arise at a cognitive level, fostering intellectual activity of adults through playful experiences that combine audio-visual entertainment with brain training. Seniors are also engaged by active video games that use control interfaces to perform physical actions or activities, encouraging motor play.

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#### **INTRODUCTION**

A video game is an electronic game that involves interaction with a user interface to generate visual feedback on a two- or three-dimensional video display device such as a TV screen, virtual reality headset or computer monitor. The electronic systems used to play video games are called platforms. As sport is a Physical mental activity. It has both Mental and Physical dimensions, besides physical, social and technical aspects. During training besides good physique and physical fitness to the athlete, main emphasis is laid on the development of various types. [1-3]

#### **STATEMENT OF THE PROBLEM**

The spirit level of outdoor games among the young generation is very low due to the influence of video games. This study helps to prefer the outdoor games rather than video games.

#### **OBJECTIVES OF THE STUDY**

- The study helps us to identify the willingness towards outdoor games and video games.

- The steps to improve the spirit level of outdoor games.

#### **SCOPE OF THE STUDY**

- This study enhances the learning abilities.
- This study helps the young generation to keeps them active and provides a means to increase their physical stamina and fitness, strengthen their muscles and bones and build immunity.
- This study helps them to learn interact effectively with others while playing outdoor games, video games may isolate them.
- This study helps them to develop a positive attitude and have a calmer and happier disposition.

#### **LIMITATIONS OF THE STUDY**

- The many schools refused to provide permission to take survey due to board exams.
- Many respondents neglected to respond to the survey due to examination.
- Primary level student's finds difficult in understand the words.

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## LITERATURE REVIEW

1. **Lei and Wu (2007)** have suggested that as children grow into adolescence, the need for symbolic communication by means of tools like the internet becomes more and more important. As technology has improved over the years, the ease of communication has also increased.
2. **Yee (2006)** suggests that playing video games does not leave an individual mentally inept. In fact, Yee explains that many “hardcore” gamers are goal-seeking and high-achievement students.
3. **Jansz and Martens (2005)** furthers the argument that video games may not be a detriment to the social development of the player by suggesting that gamers who had aged beyond adolescence, some as old as 35, were able to live independently from their parents and were able to maintain significant romantic relationships with others.

## RESEARCH METHODOLOGY

The process used to collect information and data for the purpose of making business decisions. The Methodology may include Publication Research, Interviews, Surveys and Other Research Techniques and could include both Historical and Present Information.

### Research design

- Research Design refers to the overall strategy that we choose to integrate the different components of the study in a coherent and logical way, thereby, ensuring that we will effectively address the Research Problem.
- It constitutes the blueprint for the Collection, Measurement and Analysis of Data.

### Sample design

- Sampling is the process of selecting a sufficient number of elements from the population.
- A Sample Design is a definite plan for obtaining a sample from the sampling frame.
- It refers to the technique or the procedure the researcher would adopt in selecting some sampling units from which inferences about the population is drawn.

## Non-probability sampling

Non-Probability sampling is a sampling technique where the samples are gathered in a process that does not give all the individuals in the population equal chances of being selected.

### Convenience sampling

Convenience sampling (also known as Availability Sampling) is a specific type of non-probability sampling method that relies on data collection from population members who are conveniently available to participate in study.

### Size of the sample

The Sample size is **100**.

## DATA COLLECTION METHOD

### Primary data

These are data which are collected for the first time directly by the Researcher for the Specific study undertaken by him. In this research primary data are collected directly from the Respondent by using Questionnaire cum Enumeration Method.

### Secondary data

These are data which are already collected and used by someone preciously. The data's are collected from journals, magazines and websites.

## STATISTICAL TOOLS USED

To analyse and interpret collected data the following simple percentage and ranking were used.

### Simple percentage analysis

To analyse and interpret collected data the following simple percentage and ranking were used.

### Formula

$$\text{Percentage} = \frac{\text{Number of respondents}}{\text{Total number of respondents}} \times 100$$

### Henry garrett ranking

Garrett's ranking technique to find out the most significant factor which influences the respondents; Garrett's ranking technique was used. As per this method, respondents have been asked to assign the rank for all factors and the outcomes of such ranking have been converted into score value with the help of the following formula:

Percent Position =  $100 (R_{ij} - 0.5) / N_j$  Where  $R_{ij}$  = Rank given for the  $i$ th variable by  $j$ th respondents  
 $N_j$  = Number of variable ranked by  $j$ th respondents.

### DATA ANALYSIS

The Respondents participated in the research are from diversified background with gender, age group, marital status and educational qualification.

**Table no: 1 Demographic profile of the respondents**

Details of the respondents	No. of respondents	Percentage
<b>Age</b>	1-15	0
	16-20	15
	21-25	76
	Above 26	9
	<b>Total</b>	<b>100</b>
<b>Gender</b>	Male	67
	Female	33
	<b>Total</b>	<b>100</b>
<b>Educational qualification</b>	SSLC	7
	HSC	8
	DEGREE	80
	NONE	5
	<b>Total</b>	<b>100</b>
<b>Number of members in your family</b>	3	8
	4	75
	5	6
	Above 6	11
	<b>Total</b>	<b>100</b>
<b>In which you play video games often</b>	Mobile phones	38
	PC's	29
	Play station	15
	Other devices	18
	<b>Total</b>	<b>100</b>
<b>Number of outdoor games you know</b>	0-5	26
	6-10	1
	11-15	56
	Above 16	17
	<b>Total</b>	<b>100</b>
<b>The level of participation of outdoor games</b>	Zone	42
	District	9
	State	4
	None	45
	<b>Total</b>	<b>100</b>

## Interpretation

From this study it is evident that age group of the 76% of the respondents fall under the group of 21-25 years, 67% the of the respondents fall under the gender group of male, 80% the of the respondents educational qualification is degree, 75% the of the respondents fall under the category

of 4 members in family, 38% the of the respondents fall under the category of playing video games in mobile phone, 56% the of the respondents fall under the category of 11-15 known outdoor games, 45% the of the respondents fall under the level of participation in outdoor games is none

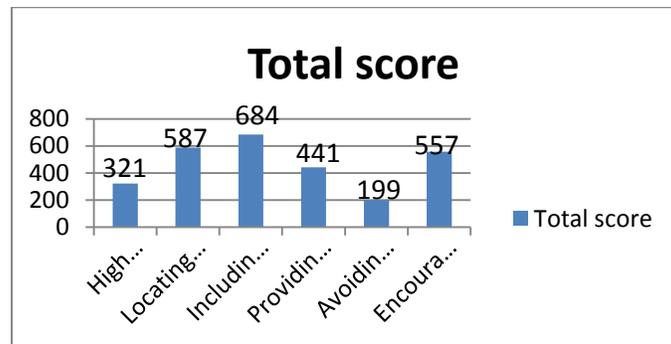
**Table no: 2 Rank the steps to improve the spirit level of outdoor games**

S No	Methods	Total score	Rank
1	High preference in government jobs	321	5
2	Locating more parks	587	2
3	Including sports as a subject in academics	684	1
4	Providing scholarship	441	4
5	Avoiding technology	199	6
6	Encouragement from parents	557	3

## Interpretation

From the above table the method to improve the spirit level was “including sports as a subject in academics” ranked as no: 1 with the score of 684, “locating more parks” ranked as no: 2 with the score of 587, “encouragement from parents”

ranked as no: 3 with the score of 557, “providing scholarship” ranked as no: 4 with the score of 441, “high preference in government jobs” ranked as no: 5 with the score of 321, “avoiding technology” ranked as no: 6 with the score of 199.



**Figure no: 1 The steps to improve the spirit level of outdoor games**

## FINDINGS

- Including sports as a subject in academics ranked as no: 1 with the score of 684.
- Locating more parks ranked as no: 2 with the score of 587.
- Encouragement from parents ranked as no: 3 with the score of 557.

## SUGGESTIONS

- The education system may include games as a practical subject in their syllabus.
- The government may approve villas or residential site with Compulsory Park for playing.
- The parents may allow their children's for playing games every day and provide proper coaching in specific field in which they are interested.

## CONCLUSION

Violent video games may cause violent and aggression. They may face many problems by externally and internally. The outdoor games

provide calmness, increase memory power, physically fit and mentally strong. Updating in technologies is must so that usage of technologies should be minimized and equal chances should be given to outdoor games.

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