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A study on impact of PUBG Game on youngsters with reference to Erode

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ABSTRACT

Player Unknown's Battlegrounds or PUBG has become one of the most popular online multiplayer games ever seen and since the game was released for Smartphone's in form of PUBG Mobile, it has seen a massive reach among youngsters as well as gaming enthusiasts. The popularity of PUBG can be measured with the fact that Smartphone manufacturers and the developer itself have sponsored more than a couple of gaming events for PUBG fans, which were well received. With the increasing popularity of Player Unknown's Battlegrounds, a debate has also started around the world where people are worried about addiction to this online game and the kind of mental damage it can cause. Now, some schools in Bangalore have started warning parents against letting their kids play the online game Player Unknown's Battlegrounds or PUBG for extended hours after cases of addiction came to light in the city

INTRODUCTION

Player Unknown's Battlegrounds, or PUBG, is one of the most-watched battle-royal game on Twitch. Young generation is playing it each and every day. Everyone loves to play it. Celebrities, YouTube's, college and school students all are playing it. This is a multi-player online shooter game that allows for solo or team play and subscribes to the battle royal format, which drops 100 players at a time into an enclosed space where they must scavenge for weapons, medical supplies and other resources in an effort to be the last player standing and getting "Chicken dinner". Yes, that's what a winner team is called in PUBG the "winner winner chicken dinner". PUBG game has both good effect and side effects or negative side effects on health, education, career on people's life.

STATEMENT OF THE PROBLEM

Addicted people also exhibit social phobias. Too much video game playing makes you keep busy with the game only. You may become

socially isolated. You may have less sleep. Also, you may spend less time on other activities such as doing reading, sports, interacting with the family and friends and also sometimes not concentrating on your career as well.

OBJECTIVES OF THE STUDY

- To identify the demographic profile of respondents.
- To analyse the problems faced by the respondents due to PUBG game.

SCOPE OF THE STUDY

- ✓ PUBG is a ruthless game and one where you need to adapt to the situation quickly and effectively.
- ✓ In order to do so, you'll need to learn the best way to use the equipment you've got, which includes one of the game's most useful items; scopes.
- ✓ Some players have a hard time aiming down their scopes, but we're here to amend that.

Here is the best way to use your scope in PUBG.

LIMITATIONS OF THE STUDY

The study period is less, and it is difficult to cover the more population

LITERATURE REVIEW

Most of your playtime will be nonviolent running. Players are only likely to get a handful of kills per match. There is nothing graphic or disturbing about the deaths. Just cuz a game has shooting in it, especially if it's for the sake of survival, doesn't mean it's going to derange anyone under 18. If killing in a T rated game like Uncharted wont derange a young teen than this wont either. Game is very basic death match, yet in a huge open world where vehicles items and gear are scattered at random. I like how despite the aesthetic the gamen doesn't attempt realism. Health bars are adequate, damage is balanced, and bullets go wherever you aim. Younger players may be bored. As longs as you dont expect anything fantastical or large scale battlefield devastation, pretty much anything can happen if you are patient enough. Every online game has its toxic players [1].

RESEARCH METHODOLOGY

Research Design

A Master plan that specifies the method and procedures for collecting and analysing needed information.

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 50.

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
Age	Below 15 Years	3	6
	Between 15-20 Years	16	32
	Between 20-30 Years	31	62
	Total	50	100
Gender	Male	27	54
	Female	23	46
	Total	50	100
Educational Qualification	School	6	12
	College	9	18
	UG/PG	35	70
Total		50	100

INTERPRETATION

From this study it is evident that age group of the 6% of the respondents fall under the category of below 15 years, 32% of the respondents fall under the category of 15-20 years, 62% of the respondent fall under the category of 20-30 years

and 54% of the responds in male and 46% of the responds in female. 12% of respondents completed their SSLC, 18% of respondents completed their college, 70% of respondents completed their UG and PG

Table No 3: Rank of The Problems Faced by Pubg Game

S.No	Problems Faced	Total Score	Rank
1	Eye problem	2000	3
2	Waste of time	2016	2
3	Increasing stress	1335	6
4	Lethargic behavior	2232	1

5	Depression	1813	4
6	Negative response to family and friends	1590	5
7	Restless	1132	7
8	Nervousness	939	8
9	Anxiety	337	10
10	Reduced interest on studies	636	9

INTERPRETATION

From this study, it is found that from the table it is evident that, lethargic behavior got 1st rank with total score of 2232, waste of time got 2nd rank with total score of 2016, eye problem got 3rd rank with total score of 2000, depression got 4th rank with total score of 1813, negative response to family and friends got 5th rank with total score of 1590, increasing stress got 6th rank with total score of 1335, restless got 7th rank with total score of 1132, nervousness got 8th rank with total score of 939, reduced interest on studies got 9th rank with total score of 636, anxiety got 10th rank with total score of 337.

FINDINGS

Most of peoples to said PUBG is harmful but we played PUBG.

REFERENCES

- [1]. C.R.KOTHARI, Research methodology, methods and techniques, page num: 10 -20.

SUGGESTIONS

- Concentrate on other activities
- Uninstall the application
- Focus on your goals or studies.
- Students should think of their family and future.

CONCLUSION

Mobile games must be only used for the entertainment process but it will affect the entire youngster's category. Currently PUBG game capture the entire youngsters even school students play this game. Because of this game most of the students affected and the studies normal life style can also be affected students and boys Who play PUBG are facing more problems like health issues, depression, lethargic behavior game must be only used for hobby it may not affect the normal life of students