RESEARCH ARTICLE

VIDEO GAME ADDICTION AMONG SCHOOL CHILDREN

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ARTICLE INFO	ABSTRACT
	Objectives: 1.To assess the knowledge on video game addition among Children 2.To evaluate the effectiveness of Structured teaching program on Video game addiction 3.To identify the association between the level of the knowledge with the selected demographic variables. **Hypothesis:** H1: There is significant increase in the level of the knowledge on video game addiction after the Structured teaching program H2: There is significant association between the pre and post test knowledge score with the selected demographic variables. **Conceptual Frame work:** This study is based on Pender's Health Promotion Model. **Methodology:** The research design adopted for this study was experimental design with one group pre test and post test design. The 30 samples included in the study were selected by using convenient sampling technique. The data from the samples were collected using the structured questionnaire. The data collected from the samples were analyzed by using descriptive and inferential statistical method. **Findings:** On pretest knowledge assessment of school children regarding the video game addiction 65% of the children had inadequate knowledge. On post test knowledge 78.3% had adequate knowledge.

INTRODUCTION

A video game is an electronic game that involves with a interaction with a user interface to generate visual feedback on a video device. The video game is traditionally referred to a raster display device. The thrill of playing videogames gives a high that is completely incomparable. This video game may serve as an entertainment purpose to kids and may keep them busy and distracted from sometime. But let us not forget the adage 'excess of anything is bad'. In some cases, it may be worse. Children in urban cities are facing a new disorder these days. Popularly known as video game addiction, this is not something that can be discussed in a light vein and laughed over. Video game addiction sometimes results in serious behavioral disorders and some times, may even prove fatal.

Statement of the problem: A Study to assess the effectiveness of the structured teaching program on knowledge of video game addiction among children at selected residential areas at Puducherry.

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Objectives

1. To assess the knowledge on video game addition among Children
2. To evaluate the effectiveness of Structured teaching program on Video game addiction
3. To identify the association between the level of the knowledge with the selected demographic variables.

Hypothesis

H1: There is significant increase in the level of the knowledge on video game addiction after the Structured teaching program
H2: There is significant association between the pre and post test knowledge score with the selected demographic variables.

Scope of the study

• Structured teaching program increases the knowledge of the children regarding the Video game addiction
• The intervention is cost effective

- The intervention helps the child to identify the ill effects of video game addiction
- It reduces the complication due to video game addiction

Conceptual frame work

This study is based on Pender's Health Promotion Model. The components of the theory are:

1. Individual Characteristics
2. Behavior specific to affect and cognition
3. Health Promoting behavior

MATERIALS AND METHODS

Research Design: The research design adopted for this study was experimental design with one group pre test and post test design.

Sample: The 30 samples included in the study were selected by using convenient sampling technique.

Data Collection: The data from the samples were collected using the structured questionnaire.

Data analysis: The data collected from the samples were analyzed by using descriptive and inferential statistical method.

Inclusion criteria

- Children aged 6-12 years
- Children who are willing to participate
- Available during the study
- Residing in selected area of Pondicherry (Muthiyalpet).
- Can able to speak and write Tamil or English

Exclusion Criteria

- Not available during the study time
- Cannot speak or write Tamil or English
- Children with special needs

Data collection Tool

Structured knowledge questionnaire was prepared by the researcher.

Description of the tool

Two sections: 1) Section-A, 2) section-B

Section-A: It consists of socio demographic data such as Age, Sex, Type of the family, Family Income, Occupation, of the Mother , No. of children, etc.,

Section-B: It comprises of 30 items of structured knowledge questionnaire on video game addiction and is organized under three aspects like General Information, symptoms, prevention.

Data Analysis

The data obtained was analyzed on the basis of objectives of the study using descriptive and inferential statistics.

Table 1. Demography of the selected children

Variables	Frequency	Percentage
1. Age:		
6-8years	13	44
8-10years	10	33
10-12years	7	23
2. No. of Children:		
One	12	40
Two	11	37
3 or above	07	23
3. Type of the Family:		
Nuclear	16	53
Joint	14	47
4. Occupation of the mother:		
House wife	13	43
Employee	17	57
5. Previous Exposure:		
Yes	16	54
No	14	46
6. Source of information:		
Family	5	17
Friends	7	23
Mass Media	15	50
Relative	3	10

Pre test-Post test Knowledge Score

Test	Mean	Standard Deviation	'T" test
Pretest	15.47	4.04	16.47
Post test	18.67	4.24	P<0.05

Levels of Pre test-Post test Knowledge Score

Test	Inadequate	Moderately Adequate	Adequate
Pretest	27	2	1
Post test	3	12	15

Findings

There was significant difference between pretest and Post test Knowledge score of children at p<0.05 level. There was a significant association with age, No. of children, Occupation of the mother. On post test knowledge 78.3% had adequate knowledge. The finding shows that the Structure teaching program was effective in improving knowledge on Video game addiction.

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