

Research on Students' Time Spent on Games

Hollow Man

Abstract:

With the development of Internet, many students are now buried into playing video games. My research is focused on how many times the students are spent on playing those games, what kind of purpose they have when they are playing that, and do they want to change that condition?

Keywords:

Student, Games, Time.

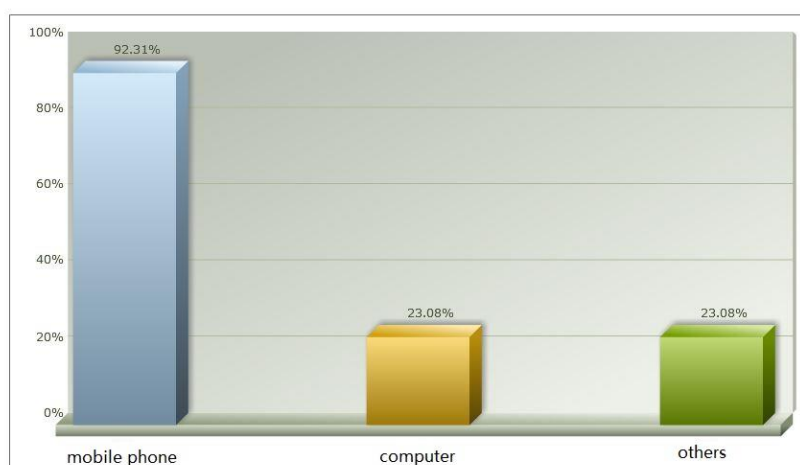
1. Research

To study the students' time spent on games, I designed a questionnaire [1] on the Internet and asked students from Lanzhou University to fill in it. I had received 13 students' answers when I began to write this essay. All the questions are multiple selection. The results are as follows.

a. What device do you usually use to play games?

I designed three choices for this question: mobile phone, computer and others. 12 students choose mobile phone, accounts for 92.31%, and 3 students also choose computer, which is 23.08% of total students. There are also 3 students that choose others.

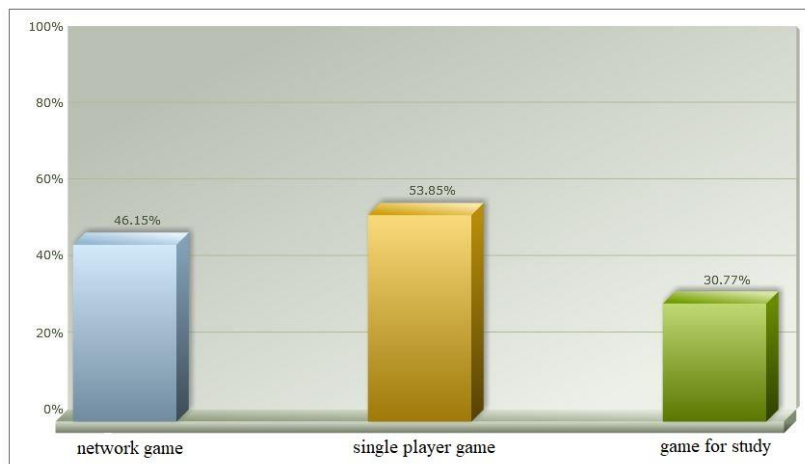
The chart below clearly shows the result.



b. What type of games do you usually play?

There exist three choices for this question: network game, single player game and game for study. 6 students choose the network game, accounts for 46.15%, and 7 students choose single player game, which is 53.85% of total students. There are also 4 students that choose game for study.

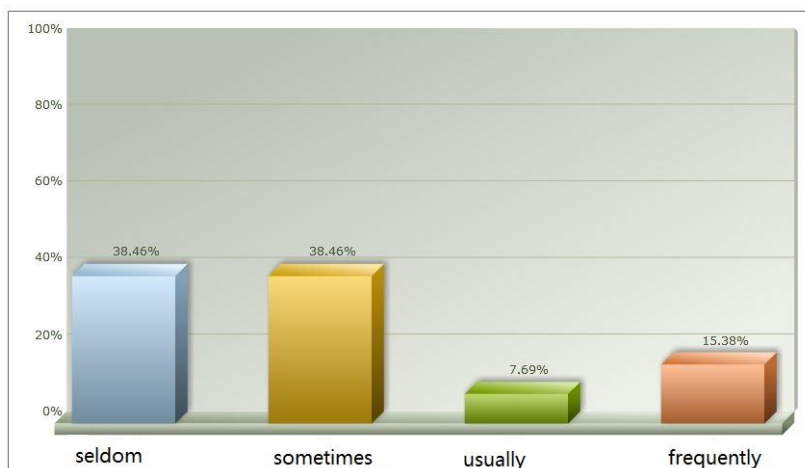
The chart below clearly shows the result.



c. How long do you usually play games?

There exist four choices for this question: seldom, sometimes, usually, frequently. 5 students choose seldom, accounts for 38.46%, 5 students choose sometimes, and 1 student chooses usually. There are also 2 students that choose frequently, which is 53.85% of total students.

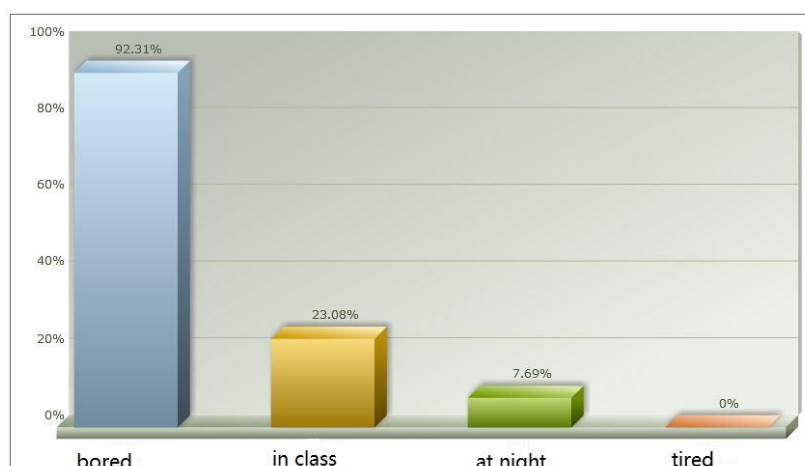
The chart below clearly shows the result.



d. When do you usually play games?

I designed four choices for this question: bored, in class, at night, tired. 12 students choose bored, accounts for 92.31%, 3 students choose sometimes, which is 23.08% of total students, and 1 student chooses at night. There doesn't exist any student that choose tired.

The chart below clearly shows the result.



e. Other questions in the survey

When it comes to the purpose for playing games, 76.92% of the students choose “To kill the time”, and 23.08% says they like the feelings when they are in the games. And 5% of the students select the selection that they would like to relax themselves.

As for the question of the feelings of playing computer games, the ideas differ from each other. 12 students choose pleasant, accounts for 30.77%, 6 students choose boring, which is 38.46% of total students, and 6 students choose enjoyable.

Also, 7 students say there doesn't exist anything that gained from the game, 6 students say that they have learned something from the game.

Finally, 7 students admit that this is a waste of time to play games. Nevertheless, there still exist 6 students that can't admit it's a waste of time to play computer games. This is really a question that is half in half. When it comes to the changes willing to make for the situation, 61.54% of the students are willing to do something that is more meaningful, but 38.46% of the students say that they are quite satisfied.

2. Analysis

The survey reveals the following trend that contemporary University students have in playing games:

a. Mobile phones are becoming the main entertainment tools for students.

With the development of mobile Internet, the performance of mobile phones has had a rapid improvement. Now the mobile phones can run 3D video games that have amazing effect fluently. Mobile phones are also easy to bring. Mobile phones can allow you to play games everywhere, without the limit of space and time. All this above makes computers no longer welcomed by the youth, and mobile phones are becoming the main tools for them to get entertained.

b. Games that students play vary from each other.

There are a variety of games thanks to the development of gaming technology. Students now can choose the game they love without the limitation. For example, they can choose video games, games for study, singer player game, the network game and so on.

c. Students play games to kill time.

There are so many times to kill for University students. When previously at the time when there was no electronic devices, students would choose reading or chatting to kill time. Now the video games take the turn. It appears that games are more charming than books.

When it comes to the statistic, 92.31% of the students would play computer games when they are boring. 76.92% of students play games to just kill time, but 38.46% of them would consider games as boring. This is really a collision.

In order to solve this conflict, students must develop their hobbies, not on the games and electronic devices, but on something that is more meaningful.

d. Many students may already get addicted to playing games and they want to change that.

Although many students won't agree that they get addicted to playing computer games, and they think that it's normal to play games in that way, the reality is that 15.38% of the students spend lots of time on games, and 53.85% of them are learning nothing from the game, the only thing they can get is meaningless pleasure.

Luckily, 61.54% of the total students say that they are willing to change the situation.

3. Conclusion

Nowadays, with the development of mobile Internet and gaming technology, playing games seems to be part of students' life, many students would choose mobile phones as their main entertainment tool, most of them play games just to kill time, to find fun when they are boring. However, some students seem to get addicted to the game, and they are willing to change the situation.

To solve and improve the temporary situation, for instance, the game designing company should take the responsibility to design a system that avoids students getting hooked. We should also be responsible for ourselves. We can develop various kinds of hobbies to get rid of the addiction to the games. Games may bring you pleasure, but it is sometimes really a waste of time.

Annotation:

[1] My survey link: <http://www.51diaocha.com/w/1449017/stat.htm>