

Methodology

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1 Research Question and the Methodological approach

in our research problem we need to measure both the psychological and academical effects of electronic games on the students of An-Najah National University . To do so we took the quantitative approach , because we restricted the participants in terms of the options to the answers and our methods were about collecting data then converting it to numerical form so we can make statistical calculations .

2 why this subject ?

the reason why we chose this subject is that a lot of people relates electronic games for violence , autism , a degradation in the academic field and other negative effects , on the other hand some people claims that electronic games have no relation to these effects in contrary it has positive effects such as pressure relief . So we decided to take this subject and make a study on it to find the actual effects of the electronic games in these aspects .

3 Data Collection and Analytical method

to collect data for our research problem we used questionnaire method in which we took a sample of 370 participants from the students of (An-Najah National University) , this sample included students from all the different colleges . This questionnaire included questions about the effects of electronic games on the psychological and academical aspects , in the psychological aspect we took the effects on the student behavior in some cases , as for the academical aspect we took the effects on the student GPA .

the methodology we used for analyzing the collected data is statistical analysis , to obtain accurate assessment of the relation between the electronic games and both psychological and academical aspects we used two measurements : firstly, we included in our questionnaire a section for non-gaming students (students who has no interest in gaming or barely involved in gaming) so we can

compare them with the gaming students . Secondly , we chose related questions which gave us more precision for the assessment .

for the sampling procedure , our sample consisted of An-Najah national university students so we divided them depending on their gender, academic year, college and whether they are addicted to gaming or not . The questions used in our statistics regarding the academic aspect were about the student GPA , hours spent on gaming and hours spent on studying for the gaming students , as for the non-gaming students GPA , hours spent on studying and whether they spend time on gaming or they are not interested in gaming . The reason why we chose these questions is that they are highly related and will increase the assessment precision of the relativity between the electronic games and the academic aspect. as for the questions used in our statistics regarding the psychological aspect were about whether gaming helps to relief pressure and go back to studying and what is the behavior or reaction of the student in case of losing a game , as for non-gaming students we asked them whether they think gaming helps to relief pressure or not and what do they think about gaming . The reason why we chose these questions is to compare the non-gaming student perspective to electronic games and actual gaming students and to see if there is any negative side effects for gaming . these things gives us more accuracy and precision in the assessment of the relativity between the electronic games and the psychological aspect .

4 Limitations

the errors or problems that occurred in the process of collecting the data it could be due to dishonest answers or not reading the questions very well, and the fact that it was hard to get a bigger sample into our research due to the available time and our access to reach other people .