**RESEARCH PROPOSAL**

**MS102 – QUANTITATIVE METHODS**

Group No.: Section: SBIT-3E

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| **Proposed Research Title:** “A Study on the Influence of Video Games on the Behavior and Social Skills Development of 3rd Year BSIT College Students in Quezon City University.” | |
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**Introduction**

Background of Study

The popularity of video games has grown rapidly in recent years, with many young people spending a significant amount of time playing them. This has led to concerns about the potential impact of video games on behavior and social skills, particularly among college students who are at a critical stage in their development. The aim of this study is to investigate the influence of video games on the behavior and social skills development of 3rd year BSIT college students in Quezon City University. Understanding the impact of video games on this group will help to inform educators and parents on how to manage and support students in their academic and social development.

The study will employ a mixed-methods approach, combining both quantitative and qualitative data collection methods to gather a comprehensive understanding of the topic. A survey questionnaire will be administered to a sample of 3rd year BSIT college students to collect quantitative data on their video game use, behavior, and social skills. In-depth interviews will also be conducted with a subset of participants to gather qualitative data on their experiences and perceptions regarding video games and their impact on their behavior and social skills. The data collected will be analyzed using statistical and thematic analysis techniques to identify patterns, themes, and relationships.

The findings of the study are expected to contribute to the existing body of literature on the influence of video games on behavior and social skills development, particularly among college students. The study's results can be used to inform the development of policies and guidelines on the appropriate use of video games by educators and parents. Furthermore, the findings can also be used to provide recommendations for future research and interventions aimed at promoting positive behavior and social skills development among college students who use video games.

**Statement of the Problem**

1. What is the extent of video game use among 3rd year BSIT college students in Quezon City University?
2. What are the behavioral effects of video game use among 3rd year BSIT college students in Quezon City University?
3. What are the social skills effects of video game use among 3rd year BSIT college students in Quezon City University?
4. What are the factors that influence video game use among 3rd year BSIT college students in Quezon City University?
5. What are the differences in behavior and social skills development between heavy and light video game users among 3rd year BSIT college students in Quezon City University?
6. What are the perceptions of 3rd year BSIT college students in Quezon City University regarding the influence of video games on their behavior and social skills development?
7. What are the recommendations of 3rd year BSIT college students in Quezon City University to promote positive behavior and social skills development among video game users?

**Hypothesis:**

1. Video game use has a significant influence on the behavior and social skills development of 3rd year BSIT college students in Quezon City University.
2. Heavy video game users will have poorer behavior and social skills development compared to light video game users.
3. Video game use will be influenced by factors such as gender, age, and type of game.
4. There will be a significant difference in the perceptions of video game users and non-users regarding the impact of video games on behavior and social skills development.

**Null Hypothesis:**

1. There is no significant influence of video game use on the behavior and social skills development of 3rd year BSIT college students in Quezon City University.
2. There is no significant difference in behavior and social skills development between heavy and light video game users among 3rd year BSIT college students in Quezon City University.
3. Video game use is not influenced by factors such as gender, age, and type of game.
4. There is no significant difference in the perceptions of video game users and non-users regarding the impact of video games on behavior and social skills development.

**Purpose of the Study**

The purpose of the study is to investigate the influence of video games on the behavior and social skills development of 3rd year BSIT college students in Quezon City University. The study aims to understand the extent of video game use among this group, identify the behavioral and social skills effects of video game use, explore the factors that influence video game use, and gather perceptions and recommendations of video game users regarding the impact of video games on their behavior and social skills development.

**Objectives**

**Main Objective:**

The main objective of the study is to investigate the influence of video games on the behavior and social skills development of 3rd year BSIT college students in Quezon City University.

**Specific Objectives:**

1. To determine the extent of video game use among 3rd year BSIT college students in Quezon City University.
2. To identify the behavioral effects of video game use among 3rd year BSIT college students in Quezon City University.
3. To identify the social skills effects of video game use among 3rd year BSIT college students in Quezon City University.
4. To explore the factors that influence video game use among 3rd year BSIT college students in Quezon City University.
5. To gather the perceptions of 3rd year BSIT college students in Quezon City University regarding the impact of video games on their behavior and social skills development.
6. To provide recommendations for promoting positive behavior and social skills development among college students who use video games.

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Subject Adviser: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_