

The Academic Effects of Increased Video Gaming on Teenagers in Kampala

KYOBE JEREMIAH (216013670, 16/U/6485/EVE)

Makerere University
February 23,2018

1 Introduction

Video games are a unique form of entertainment because they encourage players to become a part of the game's script. Although video games have been available for more than 30 years, today's sophisticated video games require players to pay constant attention to the game. Teenage players engage on a deeper level, physically and emotionally than people do when watching a movie. It is not surprising, therefore, that the popularity of video games among teenagers in Kampala has been reflected in their academic lives today.

1.1 Research Background

Video gaming and academic performance has been studied at length over the years, in Kampala since 2000. Research has been conducted and no consensus has been reached regarding the impact of video gaming on academic performance at schools and their social lives.

As a result, the relationship between the in season and out of season school academic performance of teenagers in one Kampala suburb was investigated in this study, it was found that video gaming had a negative impact for the most part on the teenagers academic performance and social life in general and that impact may be attributable to the fact that video gaming among teenagers becomes an addiction. It was determined that there was a significant relationship that existed between academic performance, measured by class position or curriculum grade and video gaming rate.

1.2 Problem Statement

The central issue that drives this study is the relationship between teenagers academic performance and their increased rate of video gaming. The problem facing this study, and the one that will be investigated, is that there are no major studies that concentrate on teenagers with respect to the impact that their uncurbed tendency to play video games uncontrollably has on their academic performance. The purpose of the study will now be discussed that there are a number of different conclusions drawn from various studies regarding the impact that increased video gaming has been reported to have on academic performance.

1.3 Objectives

1.3.1 Main Objective

To provide straight forward assessment of the relationship between academic performance and increased video gaming rates in teenagers.

1.3.2 Specific Objectives

- To collect all the data necessary to aid our research.
- To perform a thorough analysis on the collected data.
- To come up with a conclusion from the data analysis.

1.4 Scope

This research was carried out in a Kampala suburb around Makindye on schooling teenagers. At least one teenager in each home was handed a questionnaire which they filled in and handed back.

1.5 Purpose of the Study

The purpose of this study is to determine the effects of uncontrolled video gaming on Academic performance among teenagers. The discussion of the literature revealed that there is a clear consensus regarding the effect that increased video gaming has on academic performance. Further, previous research has identified other problems that have been traced back to video gaming performance.

2 Research Scope

The study focuses more on teenagers than younger ones below teen age and the older ones above twenty. However, those studies gave some indication about the pervasiveness of a number of problems that relate to this study.

3 Methodology

In order to address the above research questions, a quantitative investigation into the difference in class performance was conducted between frequent video gaming teenagers and more focussed teenagers.

References

- [1] *Makerere University (February 2018)*, Available at <http://www.pamf.org/parenting-teens/general/media->