Mitchell et al. (2005), observed that 15 percent of the individuals within their study who were identified as having internet addiction was actively in online gambling and online video games. This suggest that those with addictive personalities may be drawn to the fun and games opportunities provided by video games. However, this research was addressing a single game group within the gaming community and was not suggest that all video games players are more likely to be drawn into gambling

According to Anand (2007), playing computer games is related to reduced SAT and GPA ratings. In his research, a survey was distributed to college-age students that asked them about their favorite types of games as well as time management questions to see if they divided their time between education, work, video games, and other social activities. This data was then compared to GPA and SAT ratings.The results shows that video games can have a negative impact on GPA and SAT ratings.

Parker et al. (2008), say that certain players with high emotional intelligence, described as the capacity to describe and/or understand one's own emotions, are more likely to engage in addiction-related behavior like gambling and gaming, but this is not proven. As a result, such gamers can lack the interpersonal skills required to work effectively.

Ballabio et al. (2017), Männikkö et al. 2015) says that the online video gaming has become one of the world's most common recreational activities by teenagers Research has consistently shown that gaming can bring many positive benefits including therapeutic, medical, health, cognitive, and educational benefits (Griffiths 2002, 2019, Nuyens et al. 2019. Gaming, on the other hand, can be harmful and highly addictive for a limited minority of participants (Kuss and Griffiths 2012, Pontes and Griffiths 2014).

Sastradwija Putra Perkasa and Dedi Rahman Nur. (August 2020), says that PUBG is one of the most popular online-based games right now. This online game can be used as a method for learning vocabulary for students. The data for this paper was gathered using a pre-test and post-test questionnaire and the result conclude of this research was that using an online video game to teach English vocabulary to collage students is much more effective Because video games are such an important part of most students' daily life today, as well as our society.

Video game addiction is defined as the realization of negative effects that trigger an individual to play game in a lot of frequencies and long duration so that in the long run, the individual’s emotion and identity will get affected (Adiningtiyas, 2017; Dailey et al., 2020; Griffiths, 2010; Lemmens et al., 2009). Video game addiction case was firstly reported in 1980 and is increasing until now (Griffiths et al., 2012; Soper & Miller, 1983). The results of a survey on adolescents aged 14-17 years in Europe show that as much as 1.6% of adolescents was reported experiencing Internet Gaming Disorder (IGD), and 5.1% experienced video game addiction (Müller et al., 2015). Similarly, in Indonesia, more than 10% of adolescents at Junior High School and Senior High School levels were reported experiencing video game addiction (Jap et al., 2013). The reported individuals were identified based on the criteria of salience, tolerance, mood modification, withdrawal, relapse, conflict, and problem (Griffiths, 2010; Lemmens et al., 2009). It was also reported that video game addiction cases are increasing during COVID-19 pandemic (Amin et al., 2020; Sun et al., 2020). However, there has been no information about the increase of video game addiction by Senior High School students during COVID-19 pandemic.

**Literature review:**

In this research[[1](#Mit05)] observed that 15 percent of the individuals within their study who were identified as having internet addiction was actively in online gambling and online video games. This suggest that those with addictive personalities may be drawn to the fun and games opportunities provided by video games. However, this research was addressing a single game group within the gaming community and was not suggest that all video games players are more likely to be drawn into gambling. According to [[2](#Ana07)] playing computer games is related to reduced SAT and GPA ratings. In his research, a survey was distributed to college-age students that asked them about their favorite types of games as well as time management questions to see if they divided their time between education, work, video games, and other social activities. This data was then compared to GPA and SAT ratings. The results shows that video games can have a negative impact on GPA and SAT ratings. One of the research [[3](#Par08)], say that certain players with high emotional intelligence, described as the capacity to describe and/or understand one's own emotions, are more likely to engage in addiction-related behavior like gambling and gaming, but this is not proven. As a result, such gamers can lack the interpersonal skills required to work effectively. This research [[4](#Bal17)] says that the online video gaming has become one of the world's most common recreational activities by teenagers Research has consistently shown that gaming can bring many positive benefits including therapeutic, medical, health, cognitive, and educational benefits. Gaming, on the other hand, can be harmful and highly addictive for a limited minority of participants. Now this research [5] says that PUBG is one of the most popular online-based games right now. This online game can be used as a method for learning vocabulary for students. The data for this paper was gathered using a pre-test and post-test questionnaire and the result conclude of this research was that using an online video game to teach English vocabulary to collage students is much more effective Because video games are such an important part of most students' daily life today, as well as our society. The Video game addiction is defined as the realization of negative effects that trigger an individual to play game in a lot of frequencies and long duration so that in the long run, the individual’s emotion and identity will get affected ­­[6]. Video game addiction case was firstly reported in 1980 and is increasing until now [7].The results of a survey on adolescents aged 14-17 years in Europe show that as much as 1.6% of adolescents was reported experiencing Internet Gaming Disorder (IGD), and 5.1% experienced video game addiction [8]. Similarly, in Indonesia, more than 10% of adolescents at Junior High School and Senior High School levels were reported experiencing video game addiction[9]. The reported individuals were identified based on the criteria of salience, tolerance, mood modification, withdrawal, relapse, conflict, and problem). It was also reported that video game addiction cases are increasing during COVID-19 pandemic [10] However, there has been no information about the increase of video game addiction by Senior High School students during COVID-19 pandemic.

Based on the increasing number of population getting to addicted of playing video games, the trajectory of digital gaming sophistication, lack of generalized criteria for diagnosis, and lack of evidence based for treatment and prevention strategies, the game addiction is in way to becoming a major public health problem.

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