# A Research on College Students’ Characteristics of Behavior in Playing Online Games

# Chapter 3 Data Analysis

This chapter mainly includes the difference of habits, the reasons and the results in playing online games.

**3.1 The difference of habits in different groups**

In this section, data were classified in six dimensions: sleeping, exercise, virtual consumption, diet, study and time length. And these dimensions were assigned with a score for all subjects according to their answers, which meant that higher scores indicated that the subject had better performance in corresponding dimension. After that, the correlations between time length and other dimensions and groups were evaluated using Pearson correlation coefficient, as is shown in table 3.1.

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| **Table 3.1 Pearson correlation coefficient between time length and other dimensions** |
| |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  | **Grade** | **Gender** | **Sleeping** | **Virtual Consumption** | **Diet** | **Exercise** | **Study** | | **Time Length** | **Pearson correlation  coefficient** | .373\*\* | .347\*\* | .459\*\* | -.083 | .178 | .108 | .626\*\* | | **Sig.（two tailed）** | .003 | .007 | .000 | .529 | .173 | .410 | .000 | |

As data shown in table 3.1, the test result reached 5% significance level in the dimension of grade, gender, sleeping and study. Hence the difference in dimensions of sleeping, study and time length were analyzed in the next two subsections according to the different classification criteria.

* + 1. **Difference of habits between male and female**

In this subsection, subjects were grouped by gender with 38 males and 22 females. T-test was applied to distinguish the difference between male and female. The test result can be seen in table 3.2

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| **Table 3.2 t-test result of male and female** |
| |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | **Male M±SD** | **Female M±SD** | **t** | **Sig. (two tailed)** | | **Time Length** | 4.37±1.422 | 5.50±1.626 | -2.818 | 0.007 | | **Sleeping** | 5.53±1.409 | 5.95±1.676 | -1.058 | 0.295 | | **Study** | 8.45±3.211 | 9.45±2.923 | -1.209 | 0.232 | |

As results shown in table 3.2, the difference reached 5% significance level in the dimension of time length but not significant in sleeping and study. For the dimension of time length, female’s score is higher than male’s, which indicated that female is less indulgent in online games than male. For other two dimensions, through the difference is not significant statistically, female still have better performance than male.

* + 1. **Difference of habits among different grades**

In this subsection, subjects were grouped by grade with 10 freshmen, 14 sophomores, 25 juniors and 11 seniors. Least Square Difference (LSD) was applied to distinguish the difference among groups. The test result can be seen in table 3.3.

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| **Table 3.3 LSD result grouped by grade** |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Time  Length** | **Sig.** | **Freshman** | **Sophomore** | **Junior** | **Senior** | | **Freshman** | - | 0.842 | 0.938 | 0.001 | | **Sophomore** | 0.842 | - | 0.738 | 0.000 | | **Junior** | 0.938 | 0.738 | - | 0.000 | | **Senior** | 0.001 | 0.000 | 0.000 | - | | **Sleeping** | **Sig.** | **Freshman** | **Sophomore** | **Junior** | **Senior** | | **Freshman** | **-** | 0.466 | 0.423 | 0.151 | | **Sophomore** | 0.466 | - | 0.995 | 0.023 | | **Junior** | 0.423 | 0.995 | - | 0.012 | | **Senior** | 0.151 | 0.023 | 0.012 | - | | **Study** | **Sig.** | **Freshman** | **Sophomore** | **Junior** | **Senior** | | **Freshman** | - | 0.681 | 0.467 | 0.013 | | **Sophomore** | 0.681 | - | 0.188 | 0.002 | | **Junior** | 0.467 | 0.188 | - | 0.023 | | **Senior** | 0.013 | 0.002 | 0.023 | - | |

Note that the difference is significant if and only if the value in table reached 5% significance. As results shown in table 3.3, it can be found that the senior had significant difference with other three groups, except the difference with freshman in the dimension of sleeping. This result indicated that senior had significant difference but other three groups were common in these dimensions. And the detailed score can be seen in table 3.4.

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| **Table 3.4 score result grouped by grade** |
| |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | **Freshman M±SD** | **Sophomore M±SD** | **Junior M±SD** | **Senior M±SD** | | **Time Length** | 4.40±1.578 | 4.29±1.383 | 4.44±1.193 | 6.55±1.572 | | **Sleeping** | 5.80±1.549 | 5.36±1.906 | 5.36±1.319 | 6.73±0.905 | | **Studying** | 8.00±3.399 | 7.50±7.50 | 8.80±3.136 | 11.27±1.849 | |

As is shown in table 3.4, senior had better performance than other three groups in score, which indicated that senior had better habits.

* 1. **Reasons for playing online games**

In this section, subjects were questioned the reason for playing online games. 60 valid data were collected and the final result can be seen in figure 3.1.

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| **Figure 3.1 Reasons for playing online games** |
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As is shown in figure 3.1., most subjects played online games for amusement. However, the data also showed that one fifth of subjects likely to escape difficulties of reality, which required to raise some awareness about the trigger of difficulties. And one fifth of subjects were likely to make friends through online games, which meant that online games were a medium for making friends.

* 1. **Results of playing online games**

In this section, the influence of playing online games were investigated in the research. 60 valid data were collected and the final result can be seen in figure 3.2.

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| **Figure 3.2 Influence of playing online games** |
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As is shown in figure 3.2., most subjects likely to get relaxed from the online games, indicating that online games exerted the function of relaxing indeed. However, one fifth of subjects thought that online games brought excellent skills in games up to them, which implied that some of college students were immersed in online games. And the number of subjects who thought online games led to bad habits represent 20% of the sum of subjects, which indicated that online games are double-edged swords that led not only to relaxing but also to bad habits.