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

# Chapter 4 Results and discussions

This chapter includes the results and discussions for the research questions this paper focused.

**4.1 Results and discussions for research question one**

For research question one, the difference of habits in different groups were researched, founding that the habit of sleeping, studying and time length of playing online games existed difference in gender and grade of college students.

To be detailed, the statistical significance was detected in the dimension of time length between male and female, and the difference of the dimension of sleeping, studying and time length was significant among different grades. The data indicated that female and seniors had better performance in the dimensions mentioned above, which is corresponding to the other scholar's results [1](李颖, 2016).

The result indicated that college student had awareness of their survival in society, which reflected by the better performance of seniors. The reason why seniors had better performance might be the pressure from study and employment, which might drive them had to put more effort in academic pressure and employment pressure.

**4.2 Results and discussions for research question two**

For research question two, this paper focused on the motivation for playing online games for college students.

The results showed that most college students play online games for amusement, and one fifth of subjects thought that online games could help make friends and escape from difficulties of reality, which shown that online games played role in playing amusement and medium of making friends, but also anesthetic of difficulties.

The main motivation is corresponded to other scholar's study[2](朱彦冰, 2013)[3](胡小兰, 2012). For example, Zhu Yanbin note that the motivation of playing online games is relaxation, making friends and escaping difficulties. The result revealed the basic function of online games, while remind of paying attention to college students' difficulties they face.

**4.3 Results and discussions for research question three**

For research question three, this paper studied the results of playing online games for college students. The result indicated that online games brought positive effects indeed, such as relaxation and making friends. However, online games also had negative effects on college students meanwhile. For example, online games brought up joys only existed in games and excellent skills in games, which meant nothingness. And even one fifth of subjects thought that online games brought up bad living habits.

These results indicated that college students might face great difficulties from reality, which driven them immerse in the instant gratification brought by online games. And it is corresponded to the analysis of question two.

**4.4 Summary**

Generally speaking, this research indicated that the majority of college students could manage their time well. The positive effect of online games could get recognized, such as the function of relaxing and make friends. However, negative effects cannot be neglected. Some of college students were indulgent in online games, which provided shelter from difficulties from reality. Considering the current situation and research result, this paper provided some suggestions for college students as follows:

1)Try to manage spare time well, it is beneficial to play online games in a reasonable time but of great harm to spend much time on them.

2)If meet some difficulties in reality, try to ask help from friends and actively solve them, instead of spend time playing online games to distract attention. It would not do help to solve the difficulties.

3)There are multiple methods for relaxation, except playing online games, doing sports, strolling, chatting with friends would be wonderful alternatives.

4)Keep the awareness that online games could be a part of life, but it would not be a necessary part. There are more important things to do and interesting things to explore. So do not take online games as a whole life.

To conclude, it is of significance to conduct research on college students’ behavior in playing online games. On one hand, college students are the core strength to promote social development, the state of college students decides the future of society. On the other hand, online games are popular in college students, which have influence on college students’ development. With these reasons considered, it is valuable of this research.

**Reference**

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