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

# Chapter 5 Conclusion

This chapter includes the major findings, implications, limitations and suggestions for future research of this research.

**5.1 Major findings**

This research focused on the characteristics of behavior of playing online games in the group of college students. The purpose of this research was to find the difference of different groups, motivations and results for playing online games.

With questionnaire survey applied, the research found that female and senior had better performance than other groups. For the motivation and results for playing online games, the research found that the majority of students playing online games merely for amusement, which indicated that the majority of students could control themselves well. However, some students thought that playing online games brought up bad habits, indicating that the determinant of online games was notable.

**5.2 Implications**

Considering that college students are a large group in society and they will become a major force for social development in the future, it will be of significance to study their behavior. The result of this research has some practical significance for college students and educators.

For college students, this research could lead them to reflect on their behaviors of playing online games and make adjustment and change of habits of playing online games. This paper also provided some practical suggestions toward college students, which could provide some guidance to change their habits of playing online games.

For educators, this research could provide situations of college students’ behavior characteristics of playing online games, which was indicative for them to lead college students to balance the relationship of studying and playing online games.

**5.3 Limitations**

Considering the way of collecting data, this research has some limitations unavoidably. Firstly, because of time shortage, the amount of data is not sufficient, which may lead to bias in statistical significance. Secondly, the data was collected in a particular school, which results in loss of representativeness. Finally, because of the epidemic, data can only be collected online, which also may raise some statistical bias. With these limitations considered, the research may lack accuracy to some extent.

**5.4 Suggestions for future research**

Considering the limitation, it would be more reliable if the sample size and scope of collection were expanded and more collection methods were adopted.

Considering the result of research, the data of questionnaire survey found that some college students play online games for escaping the difficulties in reality, so it may be of some significance to study the difficulties the college students meet, which would be significant to help college students to solve the difficulties.

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