# Chapter 1 Introduction

**1.1 Background of the study**

* + 1. **Importance of the research**

With the rapid development of technology and economy, online games are gradually becoming the pillar of the cultural industry, which means that online games have become a part of people's daily life. According to the 50th Statistical Report on China's Internet Development, the number of players of online games reached 550 million in June 2022. This data proves that nearly half of China's population is the player of online games. In fact, the number of college students accounts for a large percentage of the number of online game players. Generally speaking, the popularity of online games and the large number of college student players determine the importance of this research.

* + 1. **Necessity of the research**

Since online games are popular among the college students, it's inevitable that some college students are addicted to online games, which makes some of them have poor health and terrible living habits. Due to these phenomena, a large number of scholars study the phenomenon of college students' addiction to online games. Some scholars think that online games have a hundred harm[3], while some scholars think that online games are double-edged swords[4]. The majority of scholars make their own suggestions[1-2] on this phenomenon. However, only a small number of scholars make suggestions from the perspective of students, and most of them make various suggestions from the perspective of educators. Considering these problems, this paper conducts a survey to investigate the college students’ characteristics of behavior in playing online games, describe the overall characteristics about the survey, draw conclusions from the survey and propose practical suggestions from the perspective of college students.

* 1. **Research questions**

According to the research theme, these questions were raised to study in this paper:

1) The structure of the college students who play online games, such as gender structure, age structure, etc.

2) The habits of playing online games, such as time period, time length of playing online games, etc.

3) The reasons of playing online games, such as recreation, time killing, etc.

4) The impacts of playing online games on normal life, such as study, sleep, etc.

5) The methods of getting rid of online game indulgence to college students who troubled about it.

* 1. **Methods and purpose of the research**

The research method of this paper is the questionnaire survey, which is a method of collecting data by distributing questionnaires to subjects. And the main subjects of this paper are students of Chongqing University. The purpose of the research is to describe the overall characteristics of college students' behavior on playing online games, analyze the structure of college students, habits of playing online games, reasons of college students for playing online games, then draw conclusions from the analysis. The end of the paper makes suggestions from the view of students, which bring practical help to college students who trouble about the online game indulgence.

* 1. **Significance of the research**

As a large group in the society, college students have abundant knowledge and technical skills, which makes them become the powers to push forward the social progress. Only if grow up healthily can college students exert their talent in the future. However, the development of online games makes them become not only the entertainment of college students but also the addiction to some college students, which is harmful to the physical and mental health of college students. In the long run, it will do harm to the harmony of the society if the situation can't be controlled. Therefore, it is important to study the characteristics of college students' behavior on playing online games.

# References

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