# Chapter 2 Research Methodology

This chapter consists of the questions, subjects, instruments, procedure and data collection of this research.

**2.1 Research Questions**

These questions are purposed to study and solve in this research:

1) What are the habits of college students who are in favor of playing online games?

2) What are the motivations of playing online games for college students?

3) What are differences in habits between college students who are fond of playing games and those who seldom to play online games?

4) What actions can college students take to tackle the indulgence of playing online games?

**2.2 Research subjects**

In this research, college students in Chongqing University were chosen to be the subjects. A total of 42 students filled in the questionnaires, including 14 sophomores, 26 juniors and 2 seniors. The structure of subjects can be seen in table 2.1.

**Table 2.1 Structure of subjects**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Sophomore | Junior | senior |
| Male | 14 | 22 | 2 |
| Female | 0 | 4 | 0 |

**2.3 Research instruments**

To collect the data required in this research, questionnaire survey was conducted in this paper. The questionnaire was selected from others and was adapted according to the research questions which are raised from this paper. To explore the defect of questionnaire, a pilot experiment was conducted. Then the formal survey was conducted and data was collected. After data cleaning, the research gave a data analysis on the data recycled using statistical package.

**2.4 Research procedure**

The research procedure can be wholly divided into 3 phases: pilot test, formal survey and data analysis.

In the phase of pilot test, a questionnaire was designed according to other questionnaire with same topic and the question focused in this research, then 6 subjects were invited to fill out the questionnaire and some feedback from subjects were adopted. This phase improves the effectiveness of the survey and the rationality of the questionnaire.

In the phase of formal survey, the questionnaires were issued with the support of wenjuanxing. The data which is used to analysis in this research was originated from this phase.

In the phase of data analysis, data cleaning was initially done before the formal analysis. According to the feed back of wenjuanxing, the questionnaires whose filling time was shorter than 30 seconds were omitted. After the invalid questionnaire was filtered out, the data was organized to analysis. In order to have a sound analysis, some pie charts and bar charts were drawn to visually display the analysis result. And the method of t-test[1] was applied to give an analysis on the differences between groups. The application of statistical methods guarantees the rationality of the analysis to some extent.

**2.5 Data collection**

The data collected in the survey was analyzed by Statistical Product Service Solutions (SPSS, a statistical package for data analysis), and the statistical method of t-test was operated on the data to give an analysis on the difference between the group which is fond of playing online games and the other which seldom plays them.

# References

1. 概率论与数理统计教程. 茆诗松 程依明 濮晓龙[M]. 第三版. 高等教育出版社, 2019 :373-395.