# Chapter 1 Introduction

This chapter consists of the background, research questions, methods, purposes and significances of this research.

**1.1 Background of the research**

This part introduces the importance and necessity of this research.

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

With the rapid development of technology and economy, online games are considered as the backbone of the cultural industry, which means that online games 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, which suggests that nearly half of China's population is the player of online games. Actually, the number of college students accounts for a large percentage of the data. In conclusion, the popularity of online games and the large number of college student players imply the importance of this research.

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

Since online games gains its popularity among the college students, it is inevitable that some of them are addicted to online games, which leads to the terrible physical health and living habits. Due to these phenomena, a large number of scholars study the college students' addiction to online games. Some scholars hold the view that online games do more harm than good[3], while some scholars take the attitude that online games are double-edged swords[4]. And the majority of scholars make their own suggestions[1-2]. 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. With these research status and problems considered, it has some necessity to conduct a survey to figure out the situation about the topic of this paper. Based on the situation which is investigated from the survey conducted in this paper, some practical suggestions are made to college students who are troubled with the online game indulgence.

* 1. **Research questions**

According to the research topic, these questions are 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 purposes 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 in this paper, students in Chongqing University are selected to be the main subjects. The research is purposed to describe the overall characteristics of college students' behavior on playing online games, analyze the habits of playing online games, reasons of college students for playing online games. Then some conclusions are drawn from the analysis, which respond the questions raised in the previous part. Finally, some suggestions from the view of students are put forward in the end of this paper, which bring practical methods to college students who are troubled with the online game indulgence.

* 1. **Significance of the research**

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

# References

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