**CHAPTER III**

**METHODS AND PROCEDURES**

The chapter presents the research design, sources of data, data analysis the parts of the action plan and ethical consideration.

**RESEARCH DESIGN**

Mobile gaming is really popular for youth as well as kids. Some adults also find happiness when playing mobile games. Mobile game is a game that is played on a featured phone or tablet. This have a wide range of connectivity features, these technology facilitate wireless multiplayer games with two or more players.

Where are pros in playing mobile games: first, social engagement and growth. This kind of act would help kids, youth to have social interactions. You might find a good friend while playing and you might learn as well. In our generation today most often the time is very essential and sometimes playing games would make u glad or escape reality for a while or entertaining yourself into it. Second is, technological development. Youth or kids are getting better and better with techs. Whether we like it or not youth and kids hold our future and with them technology advancement would be amazing. Third is you can learn in a fun way. There would be times that learning in a four corner room is boring but with these games you could learn while having fun. Fourth, gamers develop a bit of competitive streak which is a good thing. That they would do all their best to attain their goals. Fifth is playing teams online would build you a team spirit or teamwork among players. Learning how to win and how to lose - this become a little lost in this society.

There are also cons in playing mobile games. First is health, physical and mental health is at risk. People do get addicted in gaming. Issues such as cyber bullying is as well vivid on this situation. Second, a big risk of vulnerability of a person. Giving too much information can somewhat ruin someone’s privacy. They are too much trusting and naive. Third is inappropriate content. Usage of foul language is also included. Youth might and can be influenced by the people who are with them while playing

Nevertheless mobile gaming of both a friend and a foe. You’re the one who's going to decide for yourself. Usage of mobile games must be in moderation. There are benefits of mobile gaming, as well as dangerous consequences so we should be careful always. Mobile gaming is good in moderation.

**SOURCE OF DATA**

Locale and Population study

The population of this study was composed of students and adults (specifically parents) who were addicted on playing mobile games. This is in support of Purposive Sampling. Wilmot (2011) describes purposive Sampling as one technique often employed in qualitative investigation. With a purposive non-random sample, the number of People interviewed is less important than the criteria used to select them. The characteristics of individuals are used as the basis of the selection, most often chosen to reflect the diversity and breadth of the sample.

Based on this purpose, a list of 15 students and 15 adults was given by the group 2 members. These are the people who are playing mobile games more often. During the conduct of the interview, it was observed that after the 9th interviewee, no new data can be sourced out. This means that only 19 Interviewees Would be finally Considered. This is parallel to the theory of saturation point. Willmot (2011) states that when the saturation point is reached, there are no new data or information derived from the interviewees since information has reached the reiterative process.

**INSTRUMENTATION AND DATA**

The researcher designed an interview schedule as one of the data collection mobile games for this study. The primary teen agers and parents were interviewed. The interview questions, as a teenager/parent, what is your opinion about mobile gaming, is it a friend for you or a foe? Why? We aimed at eliciting relevant information concerning people who are addicted to mobiles games. Questions relating to methodology and material for mobile gaming.

A questionnaire designed by the researcher tilted "As a teen ager /parent, what is your opinion about mobile gaming, is it a friend for you or foe? Why? ; was also used in the study. The content of the instrument was based on the findings of the interview confucted with the teen agers/parent of the various place as well as on the information from the literature reviewed

The questions has three sections A, B and C

•Section "A" is on personal data of the respondents

•Section "B" is on the bad/good of mobile gaming for education, relationship, financial and psychological

•Section "C" contains questions on the perceived problems of mobile gaming, distinguishing if what is bad/good.

The instrument was structed in the modified lilest fashion, on 4-point scale, ranging from "Strongly Agree" (SA), through "Agree" (Agree) "Disagree" (D) to "strongly Disagree" (SD). Subjects were then instructed to respond to their degree of agreement with the statements contained in the instrument.

**TOOLS AND ANALYSIS**

Percentage and ranking were used by the researchers to convert the numerical data gathered from the questionnaire. Only tallying, getting of percentage, and getting of ranking were the methods needed to come up with a conclusion on this study. Descriptive statistics which include basic summary of the data gathered was used to explain further the result of the study. The descriptive statistics used frequency, percentage, and ranking. These things would be explained further in the following:

a. Frequency - pertains to the number of respondents that have the same answer in a specific question.

b. Percentage - used to determine the ratio of respondents that have same answers with general number of respondent.

**ETHICAL CONSIDERATION**

To establish and safe guard ethics in conducting research, the researchers strictly observe the following: The parents and teenagers name were not mentioned in any part of the study. The parent and teenager were not harmed just to be an interviewee. Their suggestion incorporated in the topic that the researchers do.