GROUP 7 – Dewey  
Practical Research 1  
  
Global  
  
Children who are addicted to internet gaming show signs of it by losing focus on other everyday tasks, paying less attention in class, and thinking about games all the time. In fact, online game addiction has been classified as a sort of mental condition by the World Health Organization (WHO). Other mental diseases like stress, sadness, and anxiety disorders can coexist with game addiction. There are several ways to prevent mental diseases, including remaining physically active, engaging in physical activity, and genuinely encouraging people to think positively.  
  
Source: Guerada, K. (2021). Impact of Online Games on Children’s Mental Health. *Journal La Medihealtico*, *2*(1), 13-19.  
  
National  
  
Online gaming is a growing market in the Philippines. In terms of video game revenue worldwide, the nation is ranked 29th. More than 29.9 million gamers were counted in the nation in 2017. The majority of gamers were between the ages of 21 and 35, followed by teenagers between the ages of 10 and 20. In the nation, adolescents made up 30.5% of the overall population. In general, this age group is already dealing with mental health problems like sadness, mood disorders, and anxiety. As suicide rates among high school and college students rise globally, this issue becomes more frightening.   
  
Source: Labana, R.V., Hadjisaid, J.L., Imperial, A.R., Jumawid, K.E., Lupague, M.J.M. and Malicdem, D.C. 2020. Online Game Addiction and the Level of Depression Among Adolescents in Manila, Philippines.  
  
Local  
  
Online gaming is one of the most popular pleasures among most people, especially among teenagers, young people, and students. In this study, Davao del Norte State College students' attitudes regarding online classrooms and their participation in online games are assessed. Also, Davao del Norte State College students' attitudes toward online classrooms and their participation in online games will be examined as part of the research.  
  
Source: D.Gregorio, Christian & Elegano, Evelyn & Lopez, Chris & Alejandrino, Jovanne & Buladaco, Mark Van. (2021). Correlation between Online Game Engagement and Attitude towards Online Classes among College Students of Davao del Norte State College.