

IMPACT OF THE VIDEO GAMES PLAYING ON SCHOOL STUDENTS' BEHAVIOUR

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Abstract - This research is an attempt to investigate impact of the video games on students' behavior. Currently relationship between technology and the child needs to be managed due to some of incidents reported regarding children. Through the research investigates whether there are positive effect or negative effect on children's' mentality and the physical behavior. Simple random sampling method was used to select the sample of 200 students between age gaps 10 years to 14 years students. Purposive method under the non-random sampling method was selected student that have weird or noted, confused behavior in class room. Interviewing and questionnaire were used to identify the particular team of students. The students who used to play video games were identified by giving questionnaire to the students. Interviewing process with the teachers of in charge selected students was used to recognize the students' behavior. According to the research there is a link between video games playing and the violent, agitated, inattentive students. Majority of the students who identified as more violent, agitated and inattentive in behavior are belongs to the group of the students that playing video games more than one hour. Majority of the other students who have normal behavior play video games less than one hour. While there is no significant effect on students who play video games for a short period of time, there is some negative effect on students who play video games for a longer period of time.

Keywords: Video games