

## IMPACT OF ONLINE GAMES ON THE ACADEMIC PERFORMANCE OF JUNIOR HIGH SCHOOL STUDENTS

*by:*

**Lea M. Manzano**

*Teacher I, Morong National High School- JHS*

Many other types of entertainment have started to gain popularity over time. Video games are one type that has completely taken the world by storm. These are games that can be played on a variety of platforms, including computers, tablets, smartphones, and televisions. Various types and genres of video games exist, including First-Person Shooters (FPS), Role-Playing Games (RPG), Massively Multiplayer Online Role-Playing Games (MMORPG), and others.

According to an article by Randell (2023), gacha games are games that tempt players to spend real money in return for in-game currency, rewards, and more. It also has a 'gambling' aspect to it because in gacha games, the rewards are never certain to be the same amount as to what you paid for. These games have been continuously gaining more and more active players as more games with the mechanic are released every year.

One reason for its popularity, according to Dheeraj (2023), is its free-to-play nature, meaning you don't have to spend money to buy the game, unlike the other kinds of games. They are free to download and play, but it gives players the option to spend their money and convert it into virtual currency through in-app purchases to further their chances of acquiring great rewards and progression in the game.

In an article published by Clement (2022), 2020 worldwide data showed that Gen Z (with an age group of 10-22) have had the highest share of mobile gaming population at 79%, followed by Millennials and Gen X. This meant that most consumers of a variety

of mobile games are students ranging from elementary to college. As addictive as gacha games get, it is easy for this demographic to be addicted to these games.

In the Philippines, gaming, whether on consoles, mobile devices, or personal computers, has grown in popularity among Filipinos, particularly among the younger generation. Although majority choose to game with mobile devices due to access to low-cost smartphones. In an article by Torregosa (2022) published by Manila Bulletin, Php 32 billion was spent on games by the country's 43 million gamers in 2019, ranking the Philippines as the 25th-largest market worldwide for game sales. It can be interpreted that for every Filipino gamer, Php 745.10 is spent on video games.

While moving on to the effects of video games on the academic performances of students in the country, a similar study had been done in the Philippines by Cabrillos, Gapasin, et, al, (2022), where they had assessed the effects of online games on the academic performance of BPed students of Sultan Kudarat State University. Where the results of their study suggested that online games had a significant and negative effect on the academic performance of the students.

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