

UNIVERSITI TEKNOLOGI MARA

**AN AWARENESS CAMPAIGN ABOUT THE
BENEFITS OF PLAYING ONLINE GAMES**

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requirements for

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CONFIRMATION BY EXAMINER

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AUTHOR'S DECLARATION

I declare that the work in this thesis was carried out in accordance with the regulations of Universiti Teknologi MARA. It is original and is the results of my own work, unless otherwise indicated or acknowledged as referenced work. This thesis has not been submitted to any other academic institution or non-academic institution for any degree or qualification.

I, hereby, acknowledge that I have been supplied with the Academic Rules and Regulations for Undergraduate, Universiti Teknologi MARA, regulating the conduct of my study and research.

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ABSTRACT

This study was conducted to analysis about the benefits of playing online games. Online games are a hobby for teenagers and students where they can release stress and find peace while playing them. In the unconscious, online games also have a lot of positive effects on them where there are many advantages when playing online games For example, can improve your communication skill, expand your network and strengthen strategies. This research provides benefits in playing online games where we can motivate ourselves, can control our emotions indirectly by playing online games to calm the fibrous emotions. Playing online games also can improve social skills (Hazril Md Nor, 2020). Comparative research of Singapore school students, Japanese children, and US college students were conducted in 2009, and the findings revealed that social and online games developed pleasant persons. The study's three objectives are presented in this paper. Firstly, to search the advantages and disadvantages of playing online games. Next, to know the factor that contribute to the bad perception of online gaming. Last but not least, to design and conduct an awareness campaign in promoting the advantages of playing online games. To collect data for this study, researchers utilized a Google form to create a questionnaire. The findings were quantitatively examined and reported by the researchers. In addition, the researcher collected material from secondary sources such as papers, books, news, and internet resources. The findings of the study also recommended that teenagers and students learn how to correctly use the platform of online games and how to harness the benefits of online games to improve themselves and become better in life.

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