

UNIVERSITI TEKNOLOGI MARA

VIDEO GAMES ADDICTION AMONG TEENAGER

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ABSTRACT

These are some symptoms that will happen among teenagers such as poor performance at school, neglect to have a friendship or can be called "Introvert", lack of time to manage their time between gaming mode and study mode, feeling anxiety mixed with anger when forced to stop play games, loss appetite, sleeplessness, and using games as a platform to escape from stress. Video games also can make our time wasted. As Malaysian people who live in this harmonious country, we care about the young generation's future that will help them to manage their life by balancing their studies and games mode. With this research, we would be sure we can produce a competent new intelligence generation keeping the grown-up Esports industry in Malaysia. -On the survey that how many hours they spend playing video games are mostly over more than 2 hours with 74%. Next to follow up with only a few respondents play video games for just 2 hours with a percentage of 14% and the lowest with only 12%; some of them just play video games for only 1 hour we need to keep their daily schedule are effective to them and try to fix they leisure time by not just only play video games as the main platform for them to fill up the free time. They could be trying to engage in co-curriculum or playing sports outside. Lastly, for the promotion campaign, the most effective way can be producing will be a poster ad. Since social media growing so fast in this technology era, it would be good promoting on social media to spread awareness about Video Games Addiction Among Teenager.

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