

**UNIVERSITI TEKNOLOGI MARA  
FACULTY OF ADMINISTRATIVE SCIENCE & POLICY  
STUDIES**



**A STUDY ON THE FACTORS OF ONLINE GAMING ADDICTION AMONG  
STUDENTS: A CASE STUDY IN UITM SEREMBAN**

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## ABSTRACT

Online gaming addiction refers to an illness or gaming disorder in which a person has difficulty stopping from playing online games and spends most of their daily time playing games and neglecting their responsibilities. The purpose of the study was to examine the factors of online gaming addiction among students in UiTM Seremban 3. The study was carried between October 2021 until January 2022. The study employed a Simple Random Sampling Technique in collecting the survey data. The result of the study revealed three important findings. Quantitative methods were used in this study to determine the level of online game addiction, the relationship between all independent variables (achievement, social and application factors) with the dependent variables (Online game addiction), and the factors most influencing online game addiction among students. This study involved 291 respondents from the AM228 program at UiTM Seremban. Questionnaires were self-distributed by the researchers to the respondents online. The questionnaire set contained 32 items using a five-point Likert scale. The data obtained were analysed using descriptive analysis, Pearson correlation analysis and multiple linear regression. The results of the study indicate three important findings. First, the result of the study shows that the level of online gaming addiction among students is at a moderate level. Second, based on the findings of this study, the achievement, social, and immersion factors have a significant and positive relationship with the addiction of online gaming among students. Third, the results from the findings of this study indicate that the achievement factor has been the most significant factor that leads to online game addiction among students. Based on the finding, 43.9% of all the three factors influence the addiction of online gaming among students and another 56.1% is influenced by other factors.

Keyword: Gamer, Online Game, Game Addiction, Academic Performance

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