



**FACULTY OF ADMINISTRATIVE SCIENCE & POLICY STUDIES**

**UNIVERSITI TEKNOLOGI MARA**

**BACHELOR OF ADMINISTRATIVE SCIENCE**

**THE EFFECT VIDEO GAMES TOWARDS ACADEMIC PERFORMANCE AMONG FACULTY OF  
ADMINISTRATIVE SCIENCE AND POLICY STUDIES (FSPPP) STUDENTS IN UiTM CAMPUS**

**SAMARAHAN 2**

**KHAIRUL ARDY BIN SUHAILI (2017290432)**

**AWANG IZZUDDIN AZRAEI BIN AWANG JAMALUDIN (2017290572)**

## TABLE OF CONTENTS

### Chapter 1: Introduction

- 1.0 Introduction
- 1.1 Background of the study
- 1.2 Problem statement
- 1.3 Research Objective
- 1.4 Research Question
- 1.5 Research Hypothesis
- 1.6 Scope of the study
- 1.7 Significance of study
- 1.8 Definition of term
  - 1.8.1 Video Game
  - 1.8.2 Types of video game
  - 1.8.3 Academic Performance
    - 1.8.3.1 Definition
    - 1.8.3.2 Concept
- 1.9 Chapter Summary

# CHAPTER 1

## INTRODUCTION

### 1.0 Introduction

This research consists of nine (9) sections. The first part of this study is discussing about the Background of our study. Next, after discuss about the Background of study, we briefly discuss about the Problem Statement of this study. Meanwhile, on the third section, provide all the research objectives. Where on fourth section provide a research question for our study. The fifth section is to know about the Hypothesis of the research. In the section six will explain about the Scope of study of the research. The Significance of this study will be in the section seven. Section eight will cover about the Definition of Term or concepts that has being used in this study. In the section nine will be explain on Chapter Summary.

### 1.1 Background of the study

Video game can be defined as an electronic game that allowed a person to control the image on the screens video (Merriam-Webster). Video game is basically same form of entertainment; however, a video game is also not only referring to a computer game, but also a game run by arcade machine or console.

Video games is very popular among teenager mostly teenager who study in the University. They playing the video games to express their skills besides to release primary means of entertainment for university students. The most popular video games are Defence of the Ancient (DOTA2), League of Legend (LOL ), Counter

## **Chapter 2**

### **Literature Review**

#### **2.1 CHAPTER REVIEW**

This chapter describe the research methodology used in this study. This chapter are combination of many section and sub section including the chapter review which is in Section 2.1. In Section 2.2, the study will discuss on the video games and academic performance. In sub-section 2.2.1, the study mention on relationship of video games and academic performance. Meanwhile in sub-section 2.2.2, the study will focus on discussing on the time spend on playing video games and academic performance. In sub-section 2.2.3, the study will discussing on the types of video games that contribute to academic performance. In section 2.3, the study will discuss on the conceptual framework.

#### **2.2 VIDEO GAMES AND ACADEMIC PERFORMANCE**

The present world is one that is to a great extent made out of innovation. In a moderately short range of time we have been submerged in a world of top notch TV, Facebook, YouTube, web radio, "green" vehicles, silly excite rides, 3-D innovation, and so forth. Be that as it may no zone of innovation has progressed toward becoming as noticeable as that of video gaming. As indicated by Anand (2007), the entrance of video games into the United States alone is colossal, with at any rate 90% of homes having kids that have played (leased or possessed) video games. This is a record level that keeps on expanding. 55% of support players furthermore,

## **Chapter 3**

### **Methodology**

#### **3.9 Introduction**

Under this chapter, the research methodology explained about how the study will be conducted. In section 3.2, it will be discussing on the research design, Section 3.3 explains on Level of Analysis. Section 3.4 will be discussing on a Sample Size of the research. Section 3.5 will be more discussing on Sampling Technique. While in Section 3.6, it will be explain on Measurement and in Section 3.7, Data Collection is going to be explain. Last but not least, In section 3.8, Data analysis relating to this topic will be discuss briefly. 3.8.1 will be our data analysis table which it will show how we will conduct the test in our study.

#### **3.10 Research Design**

Based on Kerlinger cited in Prabhat and Meenu (2015), research design is defined as the plan, structure or strategy that is being carried out to obtain the answer for the research questions and to control the variance. Research design is a procedure or method for collecting data and information. It involved the rational decision making regarding the purpose of the study, type of investigation and also unit of analysis.