

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



**E-SPORTS BEHAVIOUR AMONG FINAL YEAR AM228
DEGREE STUDENTS AND ITS IMPACT TOWARDS
ACADEMIC RESULTS**

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ABSTRACT

This study aimed to examine the behavior of final year students of Am 228 towards E-sports behavior and its impact on academic performance. This research used a quantitative methods and stratified sampling involving 263 final year students of Am 228 from Universiti Teknologi Mara (UiTM) Seremban campus through a questionnaire. This research shows that the factors that influence academic performance towards E-sports are influenced by time spent on playing E-sports, student awareness on their studies, types of game played, and addiction to E-sports. Therefore, students should have self-control, good time management and also guidance from parents to ensure the behavior and effect of playing E-sports on academic performance is better.

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