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MARA

FACULTY OF MASS COMMUNICATION AND MEDIA STUDIES

THE IMPACT OF ONLINE GAMES TOWARDS ACADEMIC PERFORMANCE AMONG  
UITM REMBAU STUDENTS

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## ABSTRACT

With the emergence of Internet, it has evolving a new era of online gaming among university students. Despite it is becoming a trend, little known the impacts of online gaming. Therefore the purpose of this study is to know either online gaming can affect students' academic performance positively or vice versa. This research tent to reveal the findings of this research can drive to the awareness of online gaming among UiTM Rembau. The problems that involved in this research topic are including poor in academic performance, lack of sleep and health problems with the support information in the literature review based on previous scholars. The target participants are from UiTM Rembau students who play online game. According to the answers, the respondents were disagree that they have done poorly in academic performance because playing online game. Besides, mostly disagree that they skip doing their homework in order to play online games. In this era globalization, students usually have different ways to release their stress but with playing online games it could lead to an addiction. However, the findings show the respondents from UiTM Rembau are not really hard core online gamers since they are still have the awareness of negative impacts of online gaming. Last but not least, there are several recommendations that have been discussed such as longer time for the research and approaching the lecturers as the target respondents as well in order to get balance respond in this research.

**Keywords:** *Online games, academic performance, health problems*

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