

# Exposure to video games in relation to college student's academic achievement

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# Background/Hypothesis

Individuals with greater impulsiveness and attention problems spend more time playing video games and underestimate their problems on self-reports (Gentile et al. 2012).

Teacher assessments of student performance are inherently subjective, including judgments of the student's attitudes and hobbies (Drummond 2014)

Technological Advancement  
Economic Impact  
Impact on cognitive skills

How does the frequency and duration of playing video games impact the academic performance of students according to grades, study habits, and overall educational success?

# Method

In the current study, a non-experimental and correlational design was utilized to learn about the association between exposure to intense video games and academic performance.

Age: 18-35

Inclusion Criterion: Must be currently enrolled as undergraduate student at New Jersey Institute of Technology

## Participants Ethnicity

- Caucasian/White: 45%
- African American/Black: 20%
- Asian/Pacific Islander: 15%
- Hispanic/Latino: 10%
- Multiracial 5%

## Participants Gender

- Male: 45
- Female: 50
- Non-Binary: 3
- Prefer not to say: 2



# Method (Cont)

Measures: Survey (Questionnaire)

Demographics: Age, Gender, College Education Level, Employment Status, Primary Gaming Platform.

# Variable 1 Example: Exposure to video games

**Q10** Over the past month, how satisfied were you with the gaming experience you've played on video games?

- Extremely dissatisfied (1)
- Somewhat dissatisfied (2)
- Neither satisfied nor dissatisfied (3)
- Somewhat satisfied (4)
- Extremely satisfied (5)

**Q6** Do you play video games alone, with friends, or online with other players?

- Solo (1)
- Duo (One other person) (2)
- Multiplayer with friends (3+ players) (3)
- Multiplayer with online community (4)

# Variable 2: Academic performance

**Q11 How often do you study or do school-related work on a regular basis?**

- Never (1)**
- Rarely (2)**
- Occasionally (3)**
- Often (4)**
- Very often (5)**

**Q13 How would you describe your study habits?**

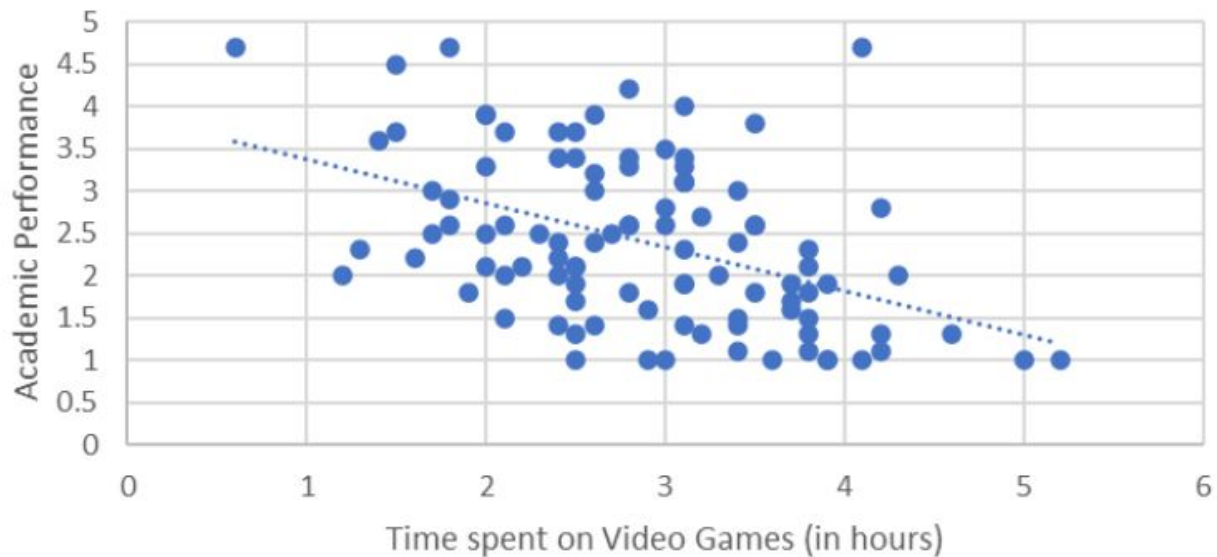
- I rarely study (1)**
- Somewhat disorganized (2)**
- Neutral (3)**
- Moderately disciplined and focused (4)**
- Very disciplined and focused (5)**



# Results

- Results of the Pearson correlation indicated that there was a significant negative correlation association between exposure to video games and academic performance
- There was a significant negative correlation between academic performances scores as time spent playing video games increased  $r = -.46$ ,  $p = .$

## Changes in Academic Performance with Time Spent on Video Games



# Discussion

- The evidence investigates the negative slope on the regression line within our scatter plot.
- The stimulating and alluring environment that the video games provide can have a reduced concentration to action on academic tasks.
- Acknowledging that student's have distinct preferences can help consider that cognitive abilities differ as well.
- Further research can have a more comprehensive examination of gaming habits, academic engagement, and multiple factors

Thank you  
Any Questions?