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THESIS

INFLUENCE OF ONLINE GAMING TO THE PHYSICAL  
RECREATIONAL ACTIVITIES ON TEENAGERS OF  
BANAYBANAY AMADEO, CAVITE

**INFLUENCE OF ONLINE GAMING TO THE PHYSICAL  
RECREATIONAL ACTIVITIES ON TEENAGERS OF  
BANAYBANAY AMADEO, CAVITE**

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## **ABSTRACT**

**BAYAS, MEL ALJAIND PONIENTE, RETAGA JR., ROMEO TABURADA. INFLUENCE OF ONLINE GAMING TO THE PHYSICAL RECREATIONAL ACTIVITIES ON TEENAGERS OF BANAYBANAY AMADEO, CAVITE.** Undergraduate Thesis. Bachelor in Sports and Recreational Management, Cavite State University. May 2018. Adviser: Dr. Almon R. Oquendo

The study was entitled “The Influence of Online Gaming to the Physical Recreational Activities on Teenagers of Banaybanay, Amadeo, Cavite”. This aimed to: (1) to know the demographic characteristics of the respondents in terms of: age, sex, year level, online/computer games commonly played, physical recreational games commonly played; (2) determine the length of time that they engaged in online games; (3) determine the length of time that they engaged in physical recreational activities; (4) determine the influence of online gaming to the teenagers mostly played this kind of game; (5) determine the significant difference between the influences of online gaming to the physical recreational activities when the participants are grouped according to their demographic characteristics; and (6) determine the significant relationship between online gaming and physical recreational activities. This study also used Social Skills Model of Online Addiction.

In this study, descriptive-correlation method design was used by the researchers and simple random sampling was applied. 50 gamers in 2 computer shops were selected to make a total of 100 respondents. Survey questionnaire was used as research instruments. Frequency distribution method and Chi square were used as statistical analysis.

The results shows that the demographic profile of the respondents were follows; majority of them were in the age bracket of 15 years old or adolescent; most males were engaged in online games and physical recreational activities; and majority were high school

graduates. Majority of the respondents prepared to play online games. They spent 2 to 3 hours a day in playing computer and mobile online games. League of legends was the most played computer online games and rules of survival was the most played mobile online games. They spent 2 to 3 hours in playing mobile online gaming. Basketball was the most played physical recreational activities that the respondents spent 2 to 3 hours a day. Regarding the influence of online games to the respondents, the result shows that it has an average mean of 3.04, an average standard deviation of 1.33 against physical recreational activities and a “neutral” remarks while regarding the influence of physical recreational activities, it has an average mean of 3.26, an average standard deviation of 1.21 against online gaming and a “neutral” remarks. There is a “high” significant difference between the demographic profile of the respondents and online games so that the null hypothesis was being rejected. The result also implies that there is a “high” significant difference between demographic profile of the respondents and physical recreational activities so that the null hypothesis was rejected as well. The difference between of online gaming and physical recreational activities showed that there is “no significant difference” so that the null hypothesis is being accepted.

## TABLE OF CONTENTS

	Page
<b>BIOGRAPHICAL DATA .....</b>	<b>iii</b>
<b>ACKNOWLEDGEMENT .....</b>	<b>iv</b>
<b>ABSTRACT .....</b>	<b>v</b>
<b>TABLE OF CONTENTS .....</b>	<b>vi</b>
<b>LIST OF TABLES .....</b>	<b>vii</b>
<b>LIST OF FIGURES .....</b>	<b>viii</b>
<b>LIST OF APPENDICES .....</b>	<b>ix</b>
<b>INTRODUCTION .....</b>	<b>1</b>
Statement of the Problem .....	3
Objectives of the Study .....	5
Hypothesis of the Study .....	6
Significance of the Study .....	6
Scope and Limitation .....	7
Time and Place of the Study .....	7
Theoretical Framework .....	7
Conceptual Framework .....	9
Definition of Terms .....	10

<b>REVIEW OF RELATED LITERATURE .....</b>	<b>11</b>
Synthesis .....	20
<b>METHODOLOGY .....</b>	<b>22</b>
Research Design .....	22
Sampling Technique .....	22
Respondents .....	23
Data Gathering .....	23
Research Instrument .....	24
Statistical Analysis .....	24
<b>RESULTS AND DISCUSSION .....</b>	<b>26</b>
<b>SUMMARY, CONCLUSION AND RECOMMENDATION .....</b>	<b>40</b>
Summary .....	40
Conclusion .....	42
Recommendation .....	42
<b>REFERENCES .....</b>	<b>44</b>
<b>APPENDICES .....</b>	<b>46</b>