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SESSION LEVEL AND ACADEMIC PERFORMANCE OF  
SELECTED HIGH SCHOOL STUDENTS OF SAINT  
GREGORY ACADEMY INDANG, CAVITE AS  
AFFECTED BY VIDEO GAMES

THESIS

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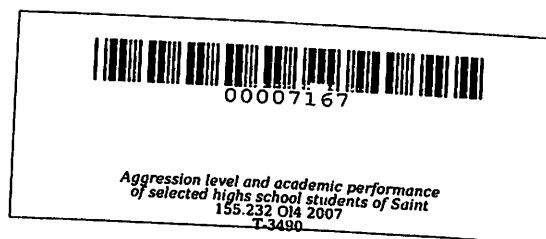
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**AGGRESSION LEVEL AND ACADEMIC PERFORMANCE OF SELECTED HIGH SCHOOL STUDENTS OF SAINT GREGORY ACADEMY, INDANG CAVITE AS AFFECTED BY VIDEO GAMES**

Undergraduate Thesis  
Submitted to the Faculty of the  
Cavite State University  
Indang, Cavite

In partial fulfilment of the requirement for  
the degree of Bachelor of Science in Psychology



**HELFRED JORDAN OLLERES**

April 2007



## **ABSTRACT**

**OLLERES HELFRED J. Cavite State University Indang Cavite april 2006. Aggression level and Academic Performance of selected high school students of Saint Gregory Academy Indang, Cavite as affected by video games. Undergraduate Thesis Bachelor of Science in Psychology. Cavite State University Indang, Cavite April 2007 Adviser: Imelda R. Filart.**

The student sought to determine the aggression level and academic performance of selected high school students of Saint Gregory Academy Indang, Cavite as affected by video games.

Specifically, this study sought to; (1) determine the demographic profile of the respondent; the age, gender, and year level (2) determine the extent of students exposure to video games in terms of; watching and playing (3) determine the aggression level of selected high school students of Saint Gregory Academy after exposure to video games (4) determine the academic performance of Saint Gregory Academy high school students based on the general average from 1<sup>st</sup> to 4<sup>th</sup> grading period. (5) determine the relationship of aggression level to academic performance as affected by video games among Saint Gregory Academy high school students (6) identify the significant difference on the aggression level of the student when group according to their exposure (7) identify the significant difference of the academic performance of the students when grouped according to their exposure to video games. (8) Identify the significant difference on the academic performance of students when grouped according to type of exposure.

Descriptive method was used in this study to find out if there is a significant relationship on the aggression level and academic performance of selected high school students of Saint Gregory Academy Indang, Cavite as affected by video games. Descriptive statistic such as frequency, counts and percentage were used in determining the demographic characteristic of the respondent and

Pearson-R test used in determining the aggression level and academic performance of the respondent before and after exposure to video games.

Based on the finding of the study the researcher therefore concluded that watching and playing of video games has no significant effect on the aggression level and academic performance of the high school students from Saint Gregory Academy, Indang, Cavite thus, the null hypothesis was accepted.

There is a need to always monitor their students who played video games during class hour which is against to the policy of Saint Gregory Academy and it may results of their low academic performance and high aggression level Due to the very high percentage of students who proved to be aggressive either by watching or playing there is a need for teachers to always advise their students the negative effect of video games Always set time limit by their teenager in playing video games because it can affect much of their behavior There is a need for the students to become aware for the game they played and always remember that playing video games has a negative effect. Due to the high percentage of player is students the computershop owner need to impose after class hours in playing video games to elementary and high school students To the future researchers it can serve as a guide for them to conduct similar study, they can also use other variables such as social competency, interpersonal relationship. They can also alter respondent to those who are non- players of video games

The study was conducted on 80 selected high school students who were recorded watching or playing video games during class hours. The instrument used in the data gathering procedure was video aggression test which was made by the researcher to determine the aggression level and academic performance of the respondent before and after watching and playing video games.

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CAVITE AS AFFECTED BY VIDEO GAMES**

**HELFRED J. OLLERES**

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An undergraduate thesis presented to the faculty of the Department of Social Sciences and Humanities, College of Arts and Sciences in partial fulfillment of the requirements for graduation with the degree of Bachelor of Science in Psychology Contribution no. \_\_\_\_ Prepared under the supervision of. Imelda R Filart

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**INTRODUCTION**

One of the most popular games in the world today is video game. This game considerably changed the lives of men of all ages in all walks of life They are now enjoying this modern conveniences in their quest for personal, social and educational growth. high- tech machine specially in the country that gained tremendous popularity. One of this high tech-machines caught fancy among children and even adults is the video computer game. This kind of computer game is often played for amusement medium and potent means of influencing thought and value formation.

Since the computer technology has become accessible even to non – computer experts, there has been widespread discussion of its effect on the attitude of teenagers to determine the extent of its influence to the user that requires further scientific investigation