EFFECTS OF PLAYING MOBILE LEGENDS IN STUDENTS' ALLOTTED TIME TO STUDY IN SENIOR HIGH SCHOOL STUDENTS OF PAHARANG INTEGRATED SCHOOL

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ABSTRACT

As the world has been tormented by the new coronavirus of 2019, massive social distancing measures and house confinement have been implemented. Due to the Philippine government's mandated suspension of school classes in an effort to curb the spread of the infection, an emergency plan has been put in place to transition from traditional education to distance learning programs. Distance learning proves to be a challenge especially with the rise of online gaming particularly Mobile Legends that seems to divide a gamer's attention. Our study, Effects of Playing Mobile Legends in Students' Allotted Time to Study in Senior High School Students of Paharang Integrated School, was conducted to further the understanding of the positive and negative effects of playing Mobile Legends on the study habits of students. We followed a descriptive research design to reveal nuanced insights about the topic. We interviewed 15 students each for grade 11 and grade 12 using a detailed questionnaire. The analysis revealed that playing Mobile Legends greatly affected study time, especially when they are in a lose streak and are craving for victory. Additionally, the interviews revealed that open communication between players lead to them playing more and feeling addicted. Nevertheless, they indicated that playing more is a response to stressful situations and that playing has more positive effects, especially on their well-being. The study suggests that playing Mobile Legends has good effects and that a timetable or schedule can mitigate its bad effects.

Keywords: Mobile Legends, Study time, Playing time, Online games