

A Analysis on Effects of Gaming among School Students in Chennai

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Abstract: *Today's world is one that is largely composed of technology. In a relatively short span of time we have been immersed in a world of high-definition television, Facebook, YouTube, internet radio, "green" cars, outrageous thrill rides, 3-D technology, etc. But no area of technology has become as prominent as that of video gaming. The main objective of this paper is to study about the effects of gaming among school students. To study about the factors causing addiction of video games. The researcher has followed the empirical research with the convenient sampling method. The sample size covered by the researcher is 202. The result observed from the analysis of the study is that there are huge effects of playing games among school students.*

Keywords: Playing games, Effect, School Students, Academic performance, Health