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Research Paper
English Composition
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How Much Time to Game

Introduction

Video games are a safe haven for a lot of people but for busy college students it may be difficult to play the game when they want to. A study similar to mine suggests that a college student in a relationship is more likely to play the game less because of the quality time they need to spend together(Ogletree,2007).This could be why college students do not get to play the game that often either trying to juggle a social life with their hobbies is difficult and they are forced to sacrifice time on something.Another finding found that video gaming keeps students away from studying and some even said that that is the reason why they play the game to avoid studying(Jones,2003). This suggests that playing video games can distract students from their priorities of studying and maybe even doing homework. The college students that did play online with friends suggested that it was not really quality time(Jones,2003).The main reason for that is because face to face interaction is different than online. Studies also show that because students go straight from high school to college if they do not have any self control then things they want to do can take over because they are not under any supervision(Panek,2013). This can be correlated with students and video games being a distraction.

Roadmap

Throughout the paper the reader will see the reason for the research first in methodology. Then it continues with the reasoning behind the most important questions. Why did I ask them a certain question and how does it benefit the

research? Data analysis will explain how data was collected and what resources were used to pull the results. Then the result will be strictly the responses, no personal opinions, everything that was answered through the questionnaire, mainly the important questions. Then the discussion will be where a conclusion will be made based on the research that was conducted also, it will state how the research could have improved in many different ways. Ending with the work cited and the appendices where the questionnaire will be re-shown for the reader.

Methodology

I chose to conduct my research on gaming because it is a hobby of mine. I have been playing the game since I was little and I haven't really had any trouble making time to play the game until I got to college and now that I am in college and that I also work I find it difficult to play the game as much as I would like. Conducting this research was to see if there were people that have the same main hobby as me and find if they have any trouble playing the game as much as they would like to. That drove the main questions like how many days out of the week are you able to play the game to the extent that you would like? Plus other questions that refer to time. Another question that I was interested in was if they enjoyed playing the game even if it was not to the extent that they wanted. I believe that most hobbies are like addictions and even if you can get a little bit it won't necessarily be what you wanted but it is enough to keep you happy until the next time.

Participants

When it came to what type of people I wanted. I wanted people who liked video games and were in college, trade school or in an apprenticeship. At first, I was going to post the

questionnaire on social media but I didn't want any unwanted participants so, first I chose to send a group chat that I am friends with that is mainly for video games. There are about 7 people in that group chat that fit what I needed. After that I text certain people individually that I knew that fit the description and sent them the link. I also sent it to another class group chat that I had a decent relationship with. Lastly, I asked my instructor to send it to her other class.

Questionnaire

The decision to make this a questionnaire instead of conducting interviews was so that I felt as people in that category can easily spend a few minutes to finish a questionnaire than to spend 30 minutes to be interviewed so I chose a questionnaire for the participants sake of time. The first two questions of the questionnaire were . These questions were what genre do you like and what is your favorite game which had multiple options .I chose these questions to serve as warm-up. I also made those questions optional because they weren't actually needed. Another reason was because I was interested in what they would have in common with each other or if there was a lot of diversity.

The next 2 questions: Would you say you are interested in video game news ? Do you watch people on streaming platforms play video games ? The purpose of these questions were to try and gauge how involved they are in the gaming community. The two questions about playing the game online was a last minute thing I wanted to find out if playing online with other people makes it hard to enjoy the game as well because their schedules are different as well. The last question that I wanted to include in this methodology section was if video games distract them from their priorities because just

because you are just trying to have fun sometimes it can hinder you from doing good in stuff you're supposed to be doing good in.

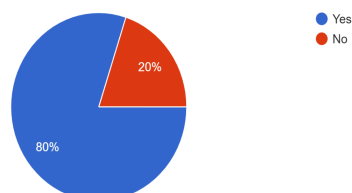
Data collection and analysis

Collecting data mainly came from looking at the overall results. It took about 5 days in total to get enough data in order to observe it and make a discussion from it. I also looked at the individual answers but I feel as if the overall information will be what I need in order to see how similar and how diverse the participants are. Using google forms allowed me to create a variety of different questions like likert scales, multiple choice and short answer questions. Then when a person finishes the questionnaire google forms puts their answers in a individual section and a overall section with the other participants. When it came to the hours I thought of it as anything from 1-6 is not a whole lot of gaming in a day and anything from 6-12 is a lot in a day even though they were separated in increments of 3. As for days anything from 1-4 days was not a lot but from 4-7 days a week felt like a lot. That way of thinking helps me add the percentages up in 2 groups each in order to compare them better.

Results

In this section of the paper the data will be laid out from the questionnaire. Mainly the questions that were required and that helped with conducting research and what will make a good discussion will be shown in the result section.

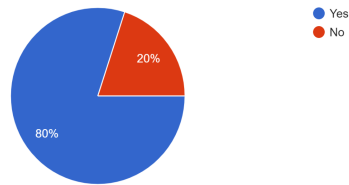
Would you say you are interested in video game news ?
20 responses



The results to the question on the chart on the left: When asked about their interest in video game news, 20% (4 participants) answered no

and 80%(16 participants) answered yes. With a total of 20 respondents

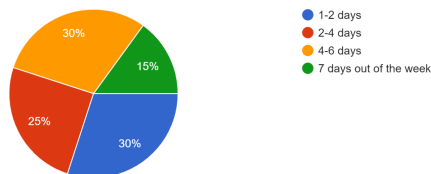
Do you watch people on streaming platforms play video games ?
20 responses



The results to the question:When asked about watching streaming platforms, 20%(4 participants) answered no and 80%(16 participants) answered yes. With a

total of 20 respondents.

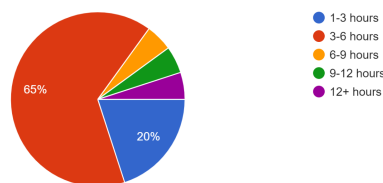
How many days out of the week are you able to play the game to the extent that you like?
20 responses



The results to the question on the chart on the left:When asked about how many days they can play, 30%(6 participants) answered 1-2 days.

25%(5 participants) answered 2-4 days. 30% (6 participants) answered 4-6 days.15%(3 participants) answered 7 days out of the week.

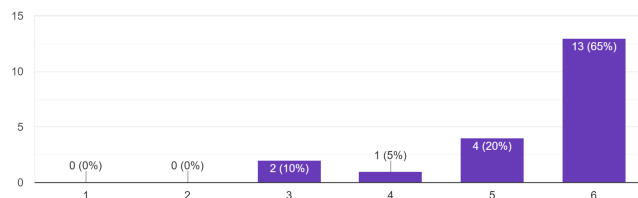
When you are able to play the game to the extent that you would like how many hours do you play in a day?
20 responses



The results to the question on the chart on the left:When asked about how many hours they could play, 20%(4 participants) answered 1-3 hours. 65%(13 participants)

answered 3-6 hours. Answers 6-9, 9-12 and 12+ hours each had 5%(participants). In total there were 20 respondents.

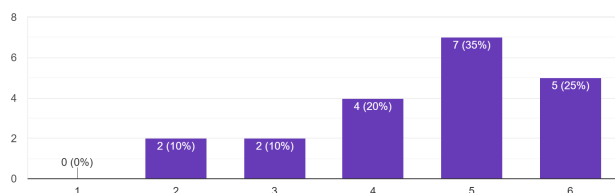
How much do you enjoy playing video games
20 responses



The results to the likert scale type question on the chart on the left: When asked about the enjoyment of playing games, 65% percent (13 participants) answered 6. 20% (4 participants) answered 5. 5% (1 participant) answered 4. 10% (2 participants) answered 3. Answers 2 and 1 had 0%. With a total of 20 respondents.

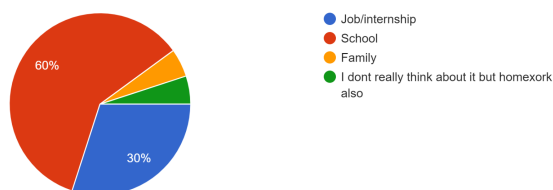
The results to the likert scale type question on the chart on the left: When asked about the

How satisfied are you with the amount of time you get to play the game weekly?
20 responses



satisfaction they receive with the time they have to play the game, 25% percent (5 participants) answered 6. 35% (7 participants) answered 5. 20% (4 participants) answered 4. 10% (2 participants) answered 3. 10% (2 participants) answered and 0% answered 1. With 20 total respondents.

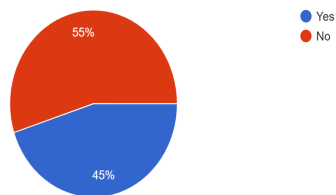
If you are not satisfied with the amount of time you get to play the game then what is the main reason you can not play the game?
20 responses



The results to the question on the chart on the left: When asked about the reasoning of not being able to play as much, 30% (6 participants) answered Job/Internship. 60% (12 participants) answered School. The

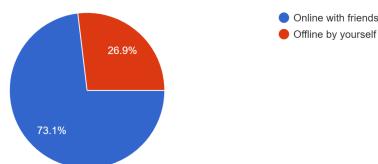
Answer was family and I don't really think about it but homework also had 5 percent (1 participant). With a total of 20 respondents

Does playing video games distract you from your priorities?
20 responses



The results to the question on the chart on the left: when asked if video games are a distraction, 45% (9 participants) answered yes. 55% (11 participants) answered no. With a total of 20 respondents.

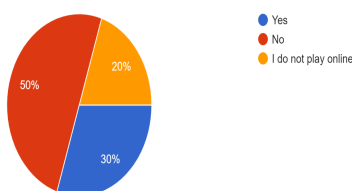
Do you prefer to play a game online with your friends or offline by yourself?
26 responses



The results to the question on the chart on the left: When asked about their preference of offline or online, 70% (14 participants) answered online with friends. 30% (6 participants) answered offline by themselves. With a total of 20 participants.

themselves. With a total of 20 participants.

If you do like playing games online with friends do you find it hard to match each others schedules?
20 responses



The results to the question on the chart on the left: When asked about matching schedules with friends, 30% (6 participants) answered yes. 50% (10 participants) answered no. 20% (4 participants) answered I do not play online. With a total of 20 participants.

Discussion

The Result shows that the majority of the participants do keep up with what's going on in the gaming community. How many days the participants were able to play how they wanted for how long that they wanted concluded to be that to be very diverse but the

majority plays around 3-6 hours which shows that they get a small to decent amount of time to play the game when they are able to. The evidence shows that they do in fact enjoy playing video games but, when it comes to how much they get to play because of their daily life it changes to diverse results. A great portion of the reason that video gamers can not play when they want to is because of school. Given that information from class time and homework it shows that those keep gamers away from their gaming systems the most. Students not having enough time to play the game because of school work can cause more stress and it could cause them to rush assignments in order to find time to play the game. The results state that it is almost 50/50 when it comes to if video games are a distraction to their priorities which doesn't give much for a discussion.

Future Research

More participants could help show if gaming really does distract people from their priorities or not. Also, evidence shows that for the most part gamers do not find it hard to match their schedules and make room for their friends to play with them when wanted. That shows that online gaming does not reduce the amount of hours gamers spend on the game as well. This research could have been developed further if there were more answers choices for distractions that way there could a multi answerable question which in return could show what really keeps gamers away from the game other than school and work. The purpose of this research was to find out if the lifestyle of someone who is in college and or trade school is able to play video games as much as they would like and the results show that the majority even though they play less days then they would like, they still have fun while playing.

Work Cited

- Jones, Steve. "Let the games begin: Gaming technology and college students." (2003).
- Ogletree, Shirley Matile, and Ryan Drake. "College Students' Video Game Participation and Perceptions: Gender Differences and Implications." *Sex Roles* 56.7 (2007): 537-42. Web.
- Panek, Elliot. "Left to Their Own Devices." *Communication Research* 41.4 (2014): 561-77. Web.

Appendices

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| <div><div>4/25/22, 11:16 AM</div><div>How much time to game</div><div>How much time to game</div><div>This questionnaire is for college students or students that are in a trade school that enjoys playing video games.</div><div>* Required</div><div>1. Demographics- Gender *</div><div>Mark only one oval.</div><div><div><input type="radio"/> Male</div><div><input type="radio"/> Female</div><div><input type="radio"/> Non-binary</div><div><input type="radio"/> Prefer no to say</div></div></div> <div><div>https://docs.google.com/forms/d/1LW31Vn62bgqPHyG2B5N4xQbyKG-Avvs9BonsaHySWk/edit</div><div>1/6</div></div> | <div><div>4/25/22, 11:16 AM</div><div>How much time to game</div><div>2. Demographics-Age *</div><div>Mark only one oval.</div><div><div><input type="radio"/> 16</div><div><input type="radio"/> 17</div><div><input type="radio"/> 18</div><div><input type="radio"/> 19</div><div><input type="radio"/> 20</div><div><input type="radio"/> 21</div><div><input type="radio"/> 22</div><div><input type="radio"/> 23</div><div><input type="radio"/> 24</div><div><input type="radio"/> 25</div><div><input type="radio"/> 26</div><div><input type="radio"/> 27</div><div><input type="radio"/> 28</div><div><input type="radio"/> 29</div><div><input type="radio"/> 30 and up</div></div><div>3. Demographic-Race/Ethnicity *</div><div>Mark only one oval.</div><div><div><input type="radio"/> Asian</div><div><input type="radio"/> Caucasian</div><div><input type="radio"/> Hispanic/Latino</div><div><input type="radio"/> African American</div><div><input type="radio"/> Indian/ Alaskan</div><div><input type="radio"/> Hawaiian/ Pacific Islander</div><div><input type="radio"/> Prefer not say</div><div><input type="radio"/> Other: _____</div></div><div><div>https://docs.google.com/forms/d/1LW31Vn62bgqPHyG2B5N4xQbyKG-Avvs9BonsaHySWk/edit</div><div>2/6</div></div></div> |
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| 4/25/22, 11:16 AM | How much time to game | | | | | | | | | | | | | | |
|--|--|-----------------------|-----------------------|-----------------------|-----------------------|--------------------------------------|---|----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|--------------------------------------|--|
| <p>4. What genre of video games do you like?</p> <p><i>Check all that apply.</i></p> <p><input type="checkbox"/> Action</p> <p><input type="checkbox"/> Role-Playing</p> <p><input type="checkbox"/> Sports</p> <p><input type="checkbox"/> Adventure</p> <p><input type="checkbox"/> Shooters</p> <p>Other: <input type="text"/></p> | <p>8. How many days out of the week are you able to play the game to the extent that you like? *</p> <p><i>Mark only one oval.</i></p> <p><input type="radio"/> 1-2 days</p> <p><input type="radio"/> 2-4 days</p> <p><input type="radio"/> 4-6 days</p> <p><input type="radio"/> 7 days out of the week</p> | | | | | | | | | | | | | | |
| <p>5. What is your favorite video game?</p> <p><input type="text"/></p> | <p>9. When you are able to play the game to the extent that you would like how many hours do you play in a day? *</p> <p><i>Mark only one oval.</i></p> <p><input type="radio"/> 1-3 hours</p> <p><input type="radio"/> 3-6 hours</p> <p><input type="radio"/> 6-9 hours</p> <p><input type="radio"/> 9-12 hours</p> <p><input type="radio"/> 12+ hours</p> | | | | | | | | | | | | | | |
| <p>6. Would you say you are interested in video game news ?</p> <p><i>Mark only one oval.</i></p> <p><input type="radio"/> Yes</p> <p><input type="radio"/> No</p> | <p>10. How much do you enjoy playing video games *</p> <p><i>Mark only one oval.</i></p> <table><tr><td></td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr><tr><td>Hate it</td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/> Very enjoyable</td></tr></table> | | 1 | 2 | 3 | 4 | 5 | 6 | Hate it | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> Very enjoyable |
| | 1 | 2 | 3 | 4 | 5 | 6 | | | | | | | | | |
| Hate it | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> Very enjoyable | | | | | | | | | |
| <p>7. Do you watch people on streaming platforms play video games ?</p> <p><i>Mark only one oval.</i></p> <p><input type="radio"/> Yes</p> <p><input type="radio"/> No</p> | | | | | | | | | | | | | | | |
| <p>11. How satisfied are you with the amount of time you get to play the game weekly? *</p> <p><i>Mark only one oval.</i></p> <table><tr><td></td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr><tr><td>Not satisfied at all</td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/></td><td><input type="radio"/> Very satisfied</td></tr></table> | | 1 | 2 | 3 | 4 | 5 | 6 | Not satisfied at all | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> Very satisfied | <p>15. If you do like playing games online with friends do you find it hard to match each others schedules? *</p> <p><i>Mark only one oval.</i></p> <p><input type="radio"/> Yes</p> <p><input type="radio"/> No</p> <p><input type="radio"/> I do not play online</p> |
| | 1 | 2 | 3 | 4 | 5 | 6 | | | | | | | | | |
| Not satisfied at all | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> Very satisfied | | | | | | | | | |
| <p>12. If you are not satisfied with the amount of time you get to play the game then what is the main reason you can not play the game? *</p> <p><i>Mark only one oval.</i></p> <p><input type="radio"/> Job/internship</p> <p><input type="radio"/> School</p> <p><input type="radio"/> Family</p> <p>Other: <input type="text"/></p> | <p>16. Do you have any other hobbies that you have other than gaming? If so what is it? *</p> <p><input type="text"/></p> | | | | | | | | | | | | | | |
| <p>13. Does playing video games distract you from your priorities? *</p> <p><i>Mark only one oval.</i></p> <p><input type="radio"/> Yes</p> <p><input type="radio"/> No</p> | | | | | | | | | | | | | | | |
| <p>14. Do you prefer to play a game online with your friends or offline by yourself *</p> <p><i>Mark only one oval.</i></p> <p><input type="radio"/> Online with friends</p> <p><input type="radio"/> Offline by yourself</p> | | | | | | | | | | | | | | | |

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