



A descriptive study to assess the behavioural problems due to free fire game among students aged 12-17 years in a selected school at Coimbatore

¹Beulah G, ²Suja Santosh PS, ³Keerthana C, ⁴Loveson S, ⁵Madhumitha S, ⁶Mariselvam S, ⁷Mareeswaran R, ⁸Moorthi B, ⁹Narmathadevi N, ¹⁰Niranjala P, ¹¹Preethi K and ¹²Priyadharshini T

¹HOD, Department of Medical Surgical Nursing, Coimbatore, Tamil Nadu, India

²Professor, Department of Biostatistics, Coimbatore, Tamil Nadu, India

³⁻¹² III B.Sc. Nursing students, RVS College of Nursing, Sulur, Coimbatore, Tamil Nadu, India

DOI: <https://doi.org/10.33545/nursing.2023.v6.i2.A.336>

Abstract

Free fire is an online only battle royal game played in third person perspective. A battle royal match consists of up to 50 players parachuting onto an island in search of weapons and equipment to kill the other players. Players are free to choose their starting point and take weapons and supplies to extend their battle life free fire also known as Garena free fire developed by the Vietnamese game company. The game is changed the behavior pattern among children causes many problems in society and family or friends. The game of free fire violence is realistic among the players. The aim of the study was designed to assess the behavior problems due to free fire game among 12-17 years aged students in a selected school at Coimbatore. A descriptive research design consist of 50 samples were included in the study. Non probability convenient sampling technique was used. The technique used was the survey questionnaire method and tool used were rating scale. The study findings revealed that, among the aspects of behavioral problems, majority of students had moderate degree of psychological problem (72%) and Social problem (70%) and nearly half of the student had moderate level of physical problem (46%) due to playing free fire game. The study concluded that majority of student (66%) had moderate behavior problems, (26%) had mild degree of behavior problems, and only (8%) of student had severe degree of behavior problems due to free fire game.

Keywords: Behavior problems, free fire, school students

Introduction

Nowadays, students have largely forgotten about the importance of outdoor sports and activities, which are crucial for their physical and psychological development. Unfortunately, children are becoming increasingly unsocial as a result of their addiction to online games, leading to various negative consequences such as mental trauma, sleep deprivation, depression, and even suicidal tendencies. One such game that contributes to this issue is Free Fire, a third-person perspective battle royale game where 50 players compete to obtain weapons and eliminate opponents. Students dedicate countless hours to playing games, particularly Free Fire, which not only fuels aggression but also serves as a significant distraction from their academic studies.

In the Google Play Store, India has achieved an impressive 844.8 million installations, accounting for 18.4% of the total global downloads of 4.6 billion. Garena's Free Fire holds the second position with 24.7 million installations, and the company has also introduced another version of the game called Free Fire Max, which is now available to Indian players on the Google Play Store. Unfortunately, the

younger generation is greatly impacted by online games, resulting in various interpersonal relationship issues, aggression, violence, attention deficits, depression, anxiety, sleep problems, and excessive spending of time and money. When individuals are unable to control their excessive gaming habits, it can lead to game addiction. If this addiction persists for at least 12 months, it can develop into gaming disorder.

Review of Literature

Florine veigas (2022) ^[4] conducted a study to correlate the level of addiction of free fire online game with its consequences among adolescents, concluded that free fire online game is widely used and is attacking the students physical, psychological, social and academic performance. K Krishnachand (2021) ^[5] reported in the article – a deadly games to play, published in the new Indian Express that addiction to online games is the latest menace that is killing many youths in the state likewise free fire and most popular online video games, which is similar to substance abuse. It addicts an individual leads to mental trauma, sleep loss, depression and even suicide. Andre aviso *et al.* (2021) ^[6]

conducted a study to assess the impact on the behaviour of students due to online technology gaming and its effect on their academic performance among high school students concluded that the impact of games had a negative influence on learning in students.

Statement of problem

A descriptive study to assess the behavioral problem due to free fire game among the school students in the age group of 12-17 years in a selected school at Coimbatore.

Objective

- To assess the Behavioural problems due to the Free Fire game among school students.
- To associate the Behavioural problem with selected demographic variables.

Assumption

Regularly playing the Free Fire game can lead to Behavioural problems among school students.

Delimitation

- The study is delimited to school students in the age group of 12-17 years.
- The study focuses on school students who exclusively play the Free Fire game.

Research Methodology

Research Design and Approach

This study was a survey based research with a quantitative approach in collecting the data to find out behavioral problem due to free fire game among the school students in the age group of 12-17 years

Setting of the study: Private higher secondary school at Coimbatore.

Population: School Students in the age group of 12-17 years who were playing free fire game.

Sample: The sample consists of 50 school students in the age group of 12-17 years who were playing free fire game in a selected private higher secondary school.

Sampling Technique: Non Probability Purposive Sampling Technique was adopted in the study.

Sampling Criteria

Inclusion Criteria

- Students studying in the selected private higher secondary school.
- Students who are in the age group of 12-17 years.
- Students who are willing to participate in the study.
- Students who are playing free fire game.
- Students who are available at the time of data collection.

Tool and Technique

To gather data for this study, a self-administered structured questionnaire was developed with the existing literature. The instrument is composed of two sections: demographic profile which include 21 items and rating scale to assess the behavioral problem due to free fire game among the school students which consists of 24 items, where each item, the responses were measured on three point rating scale (1 = not at all, 2 = sometimes, 3 = always). The maximum score for the overall behavioral problem was 72 and minimum score was 24. The behavioral problems were divided into 3 dimensions such as psychological problem, social problem and physical problem.

Validity and Reliability of the Instrument

Validity of the Instrument was obtained from 3 experts, and modified the instrument based on their suggestions. The instrument reliability is 0.82, which shows that the instrument is valid and reliable.

Data Collection procedure

Prior to data collection, formal permission was obtained from the relevant authorities, wherein the purpose and objectives of the study were explained. Subsequently, verbal consent was obtained from each individual participant. The data were collected from the samples by distributing the structured questionnaire. Each sample took 20-30 minutes to fill the questionnaire. The collected data were then analyzed using both descriptive and inferential statistics, by SPSS 18 software. The confidentiality and anonymity of the samples was maintained throughout the study.

Results

The study findings from the demographic variables revealed that nearly half of the samples 46% belonged to the age group of 16-17 years and were from 12th standard and majority of the samples 80% were males. Nearly half of the samples of the father 48% were private employees, one third of the mothers 36% homemakers, one third of the father's education 38% were graduates, majority of the sample mother's education 36% were graduates, half of the samples 50% had Rs 30,000 family income per month. Nearly half of the samples 46% had 6-7 hours of sleep, majority of the samples 70% were not doing regular exercise, nearly half of the students 42% had 3 meals per day, nearly half of the students 48% were gone to sleep between 10-11pm. Majority of the students 74% had own device for playing free fire game, one fifth of the students 20% used mother's device, majority of the students 82% had mobile to play, half of the students 50% spent Rs 250 per month, most of the students 68% started to play free fire game > 6 months, half of the students 50% were started free fire game everyday, nearly half of the students 46% well not picked the calls while playing, one third of the samples 36% spent 1-2 hours per day, half of the students 50% preferred to play free fire at night, nearly half of the students 46% preferred to play free fire at night.

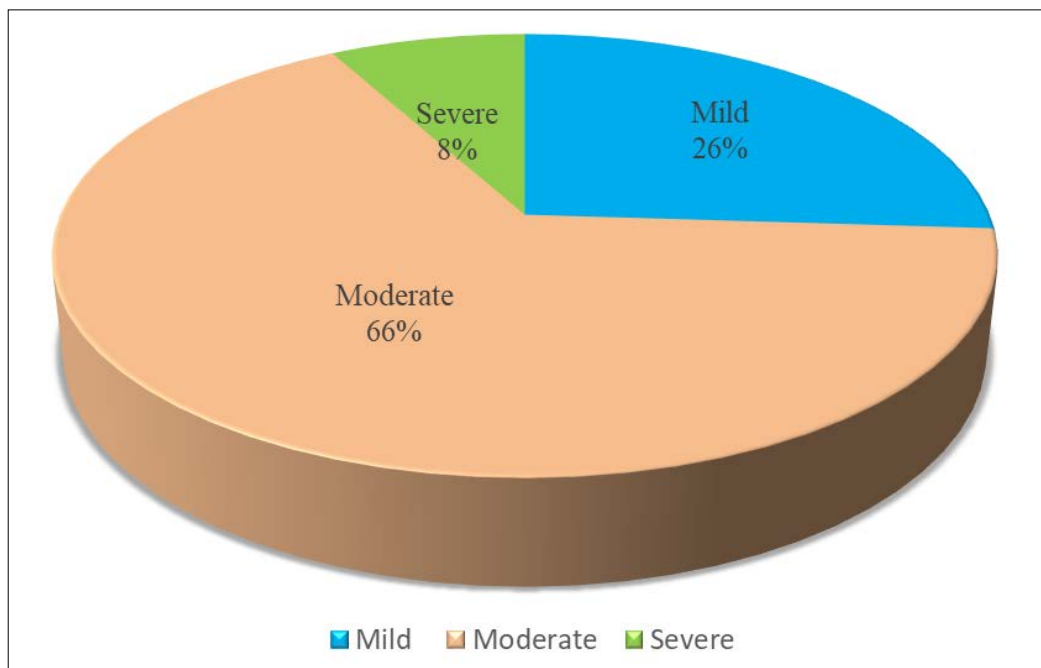


Fig 1: Percentage distribution on overall degree of Behavioural Problems

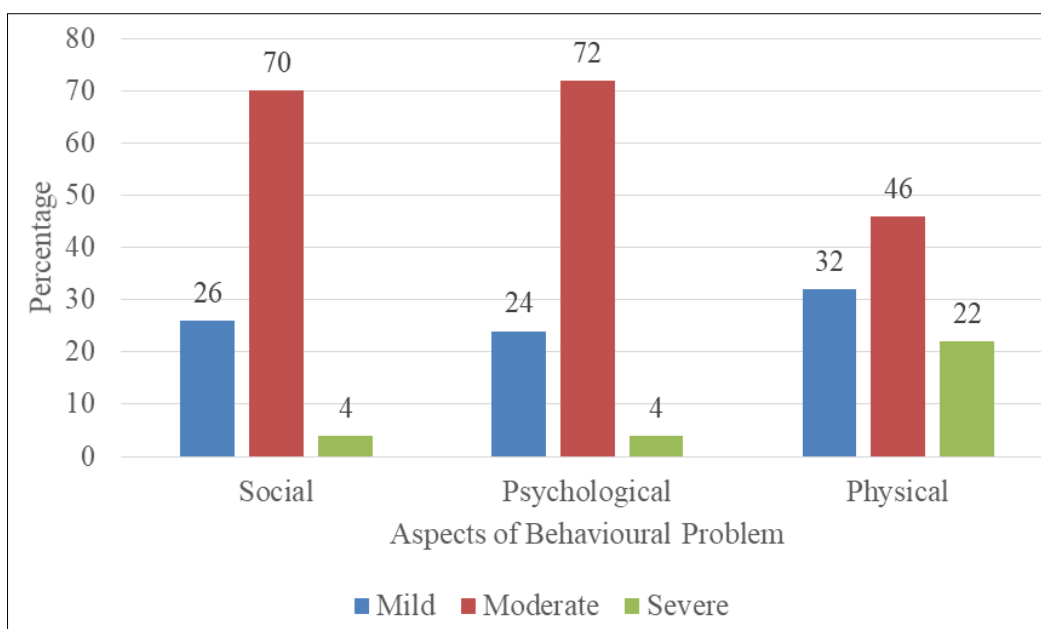


Fig 2: Presents the percentage distribution on aspects of behavioural problem due to free fire game

The findings of the association between degree of Behavioural problem and demographic characteristics revealed that statistically, there is a significant association between students spent amount for free fire game per month with degree of Behavioural problem (Chi square value = 7.1597, DF = 2, Table value = 5.99 at $p < 0.05$) and no significant association between other demographic variables with degree of Behavioural problem.

Discussion

A present study was supported by the study conducted by A Singh, *et al.* (2020) [7], aimed to explore the impact of online gaming on the behavioral problems of adolescents. Their study finding reveals that online gaming behavior was found to have an association with emotional and behavioral

problems among adolescents. The findings from both studies indicate that a significant proportion of students experience various levels of behavioural problems, emphasizing the need for interventions and preventive measures to address the negative impact of online gaming on adolescents' behavior.

Conclusion

The study results concluded that majority of the students 66% had moderate Behavioural problem, 26% had mild Behavioural problem and remaining 8% had severe Behavioural problem due to free fire game. The findings also concluded that majority of the students had moderate levels of psychological problems (72%) and social problems (70%), while nearly half of the students experienced

moderate physical problems (46%) as a result of playing Free Fire. The study findings suggest that preventive measures need to be emphasized to address addiction to Free Fire among children, as it can lead to psychological issues and social issues.

Limitation

- The study was limited to 50 participants.
- The study was conducted in only one school.
- The data collected relied on participants' self-reports.
- The study provided a snapshot of the behavioural problems at a specific point in time.
- The study did not have a comparison group of students who did not play Free Fire, making it difficult to establish a direct cause-and-effect relationship.

Implication

Nursing practice

Nurse practitioners have a responsibility to emphasize preventive measures to address addiction to Free Fire among children, thereby helping to prevent psychological problems such as depression, anxiety, and suicidal thoughts and implementing guidance and counselling section in schools.

Nursing education

Nurse Educators can conduct in-service programs aimed at raising awareness about the behavioural problems associated with playing Free Fire game and its addictive nature among school children, teachers, and parents. This can be incorporated as part of school health education programs.

Nursing administration

Nurse administrators can plan and organize in- service education and continuing education programmes, to create awareness on free fire game addiction and in behavioral problems among the college students, school children, as a part of mental health education programmes.

Nursing Research

Nurse researchers can contribute by conducting further studies to explore the impact of Free Fire game addiction and its association with gaming disorders among students. This research can provide valuable insights for developing effective interventions and support systems.

Recommendation

- A replication of presents study can be done with large samples for generalization of findings.
- A comparative study can be done on behavior problem due to free fire addiction in urban and rural school going students.
- A qualitative study can be conducted to assess the behavioral problem due to free fire game addiction.

Conflict of Interest

Not available

Financial Support

Not available

References

1. Grisso J, Kesley JL, Strom BL, *et al.* Risk factors for hip fracture in black women: The Northeast Hip Fracture Study Group. *N Engl J Med.* 1994;33:1555-1559.
2. Ooms ME, Vlasman P, Lips P, *et al.* The incidence of hip fractures in independent and institutionalized elderly people. *Osteop Int.* 1994;4:6-10.
3. Tinetti A, Baker D, McAvay G, *et al.* A multifactorial intervention to reduce the risk of falling among elderly people living in the community. *N Engl J Med.* 1994;331:821-827.
4. Viegas LP. Atmospheric Degradation of Two Hydro fluoro ketones: Theoretical Rate Constants for the Gas-Phase OH-Oxidation of HFK-447mcc and HFK-465mc. *Atmosphere.* 2022 Aug 8;13(8):1256.
5. Shah S, Chand K, Rekadwad B, Shouche YS, Sharma J, Pant B. A prospectus of plant growth promoting endophytic bacterium from orchid (*Vanda cristata*). *BMC biotechnology.* 2021 Dec;21(1):1-9.
6. Vanhaesebroeck B, Perry MW, Brown JR, André F, Okkenhaug K. PI3K inhibitors are finally coming of age. *Nature Reviews Drug Discovery.* 2021 Oct;20(10):741-69.
7. Singh N, Tang Y, Zhang Z, Zheng C. COVID-19 waste management: Effective and successful measures in Wuhan, China. Resources, conservation, and recycling. 2020 Dec;163:105071.

How to Cite This Article

Beulah G, Santosh SPS, Keerthana C, Loveson S, Madhumitha S, Mariselvam S, *et al.* A descriptive study to assess the behavioural problems due to free fire game among students aged 12-17 years in a selected school at Coimbatore. *International Journal of Advance Research in Nursing.* 2023;6(2):29-32

Creative Commons (CC) License

This is an open-access journal, and articles are distributed under the terms of the Creative Commons Attribution-Non Commercial-Share Alike 4.0 International (CC BY-NC-SA 4.0) License, which allows others to remix, tweak, and build upon the work non-commercially, as long as appropriate credit is given and the new creations are licensed under the identical terms.