



An Effect of PUBG game on Adolescents mental health

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Abstract:

Here is the problem of Adolescence and the effect of the pabji game on Mental Health. This time Adolescence becomes physically, socially and sexually abused. Use of PUBG game Adolescence to have conflict, stress, and anxiety and many other problems' disorders? So this subject has been selected. To study the effect of pabji game on Adolescents Mental Health (components-Stress, anxiety, Frustration, conflict) and Educational Achievement. In this study use of null hypothesis, survey method, sampling of first years students of Science, there tool in the study Mantel health Inventory for Dr. R.S.Patel and Oppinionnaire (self). Mean and t-test use for statistics. The adolescent's Mental Health problem which are created by use for PUBG game.

1. Introduction

Many adolescents today have problems and are getting into trouble. After all, there are a lot of pressures for Adolescence to deal with among friends and family. For some youth, pressures include poverty, violence, parental problems, and gangs. Adolescence may also be concerned about significant issues such as religion, gender roles, values, or ethnicity. More problems issues for PUBG game use by adolescents. There for WhatsApp, Facebook, integral, twitter etc. Many social media for connecting by adolescents. Effect of mental health of PUBG game use by for Adolescence?

Adolescence begins with the onset of physiologically normal puberty, and ends when an adult identity and behavior are accepted. This period of development corresponds roughly to the period between the ages of 10 and 19 years, which is consistent with the World Health Organization's definition of adolescence these include labile emotions, exploring and asserting of personal identity, peer relationships, independence, self-centered attitudes, and testing rules and boundaries. The stage marks a transition from childhood to adulthood. Adolescence involves a rapid change in behaviors, identity disturbances and strong emotion.

2. Statement of Problem

'An Effect of PUBG game on Adolescents mental health.

3. Glossary definition of the words

The problem must be theoretical & practical definition of the technical specification for supporting Glossary of the terms in the amendment of the above problems is as follows.

4. Adolescence

4.1 Noun: adolescence

The period following the onset of puberty during which a young person develops from a child into an adult.

Synonyms: teenager years, youth, young adulthood, young days, early life Mental health: According to Health Education Authority (1997) ‘Mental health is the emotional and spiritual resilience which allows us to enjoy life and survive pain, disappointment and sadness.

4.2 PUBG game

Player Unknown’s Battlegrounds is an online multiplayer battle royal game developed and published by PUBG Corporation, a subsidiary of South Korean video game company Bluehole.

5. Objectives of the Study

- To study of an effect of PUBG game users and non PUBG game users on Adolescents mental health.
Stress Frustration
Anxiety Conflict
- To study of effect of PUBG game users and non PUBG game users on Educational Achievement
- To study the effect of PUBG game on terms of gender and area.

6. Hypotheses of the study

In this research will be use null hypotheses.

- Ho₁** There will be no significant difference between the mean scores of PUBG game users and non PUBG game users on Adolescents mental health.
- Ho₂** There will be no significant difference between the mean scores of PUBG game users and non PUBG game users on Adolescents Educational Achievement.
- Ho₃** There will be no significant difference between the mean scores of PUBG game users girls and boys on their mental health.
- Ho₄** There will be no significant difference between the mean scores of PUBG game users girls and boys on their Educational Achievement.
- Ho₅** There will be no significant difference between the mean scores of PUBG game users on village and urban area’s Adolescents.

7. Variables of Study

Sr.	Type of Variable	Variable
1	Independent	PUBG game
2	Dependent	1.Adolescent Mental health 2.Educational Achievement
3	Control	1.Gender 2.Area

8. Population and Sampling of the Study

- 100 students of selected for Science college students in Kapadwanj taluka in kheda districts
- 50 boys and 50 girls’ students.
- 50 village and 50 urban students.

9. Methods of Research

Method is a style of conducting a work determined by the nature of the problem. Matter in the form of theory, facts or application is important for determining method. Method covers both strategy and tactics with the orderliness and habitual practice of them in action. In this study of used for Survey Method.

10. Tools of Research

Dr. R.S. Patel's Mental health inventory and Opinionnaire (self) used for in this study.

11. Application of statistics

The analysis of the data deals with testing of the research hypothesis to determine its acceptance or rejection and the contribution of the study in the particular area.

Analysis of data means studying the tabulated material to make it meaningful. It involves application of the simple as well as the complex statistics which include the descriptive and inferential statistics. This study included the following techniques Mean, Standard Deviation & t-test.

12. Data Analysis and tasting of hypotheses

Hypo.	Number of students	mean	SD	t-test	Level of significance	results
H ₀₁	100 (50 PUBG game users)	4.65	0.64	2.28	1.96 (0.05)	significance
	50 PUBG game users	4.78	0.56		2.58 (0.01)	
H ₀₂	100	4.73	0.58	0.91	1.96 (0.05)	Non significance
		4.67	0.65		2.58 (0.01)	
H ₀₃	50 Boys	4.68	0.62	1.61	1.96 (0.05)	significance
	50 Girls	4.53	0.69		2.58 (0.01)	
H ₀₄	50 Boys	4.8	0.5	1.65	1.96 (0.05)	Non Significance
	50 Girls	4.3	0.6			
H ₀₅	50 students of village	4.66	0.65	2.29	1.96 (0.05)	significance
	50 students of urban	4.80	0.57		2.59 (0.01)	

13. Conclusion

- 1.From this study we get to know that because of the PUBG game Adolescents get very brutal effect on their mind; because of social media they face Stress Frustration, Anxiety and Conflict etc.
- 2.Whereas the Adolescents who don't use the PUBG game they don't face the Stress, Frustration, Anxiety and Conflict etc.
- 3.PUBG game Adolescents get brutal effect Educational Achievement.
- 4.Boys uses more PUBG game in comparison to girls.
- 5.The PUBG games are mostly used by Adolescents of urban areas.
- 6.The brutal effect of PUBG game directly effects on the mental health of the girls.

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