

The Impact of Online Games, Massively Multiplayer Online Game towards Undergraduate Students in Malaysia

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Abstract : This paper focuses on the impact of online games among Malaysian undergraduate students. The purpose of this study is to investigate whether online games (especially MMOGs) impacted students positively or vice versa; focusing on three elements (time management, social life, and emotion). A total of 83 respondents comprised from 14 Malaysia universities, randomly selected undergraduate students who play MMOGs (casual and hardcore gamers i.e. addiction to MMOGs) were involved in this study. The results showed that MMOGs have only negative impact on students capabilities in time management, meanwhile as for the elements social life and emotion, MMOGs do not affect them negatively.

Keywords : internet game addiction, online games, MMOGs, impact, undergraduate students

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