

## CHAPTER FOUR

### RESULTS

This chapter presents the results which are derived from the data analyzed by SPSS program. The findings are divided into three main parts according to the questionnaire as follows:

1. Characteristics of social biography and background
2. Characteristics of videogame playing behavior
3. Attitudes about videogames

#### 4.1 CHARACTERISTICS OF SOCIAL BIOGRAPHY AND BACKGROUND

*Table 1. Schools*

<i>Schools of the respondents</i>	Frequency	Percent
Private School	75	50.0
Government School	75	50.0
Total	150	100.0

According to Table 1, the respondents of this study were 150 Mathayom 3 students, 75 of which were from a private school and a government school.

*Table 2. GPA*

<i>What GPA did you get from the last semester (1st semester of 2007)?</i>	School		Total
	Private	Government	
2.50 - 2.99	0 .0%	3 4.1%	3 2.0%
3.00 - 3.49	6 8.2%	<b>51</b> <b>68.9%</b>	57 38.8%
3.50 - 4.00	<b>67</b> <b>91.8%</b>	20 27.0%	<b>87</b> <b>59.2%</b>
Total	73 100.0%	74 100.0%	147 100.0%

As shown in Table 2, there were 147 students who answered this question. Most of them got very good grades in school. 98% of them received more than 3.0 GPA while 59.2% got more than 3.5 GPA.

**Table 3. Allowance**

<i>Allowance per week of the respondents</i>	School		Total
	Private	Government	
Less than 500 baht	25 33.8%	30 40.0%	55 36.9%
500 baht - 1,000 baht	<b>49</b> <b>66.2%</b>	<b>42</b> <b>56.0%</b>	<b>91</b> <b>61.1%</b>
More than 1,000 baht	0 .0%	3 4.0%	3 2.0%
Total	74 100.0%	75 100.0%	149 100.0%

As shown in Table 3, one student from the private school did not participate in this question. The majority of respondents from the private school (66.2%) and the government school (56%) received an allowance of between 500 to 1,000 Baht per week.

**Table 4. Family Income**

<i>How much income do your parent/guardian earn per month?</i>	School		Total
	Private	Government	
Less than 20,000 Baht	2 2.7%	11 14.7%	13 8.8%
20,000 - 40,000 Baht	5 6.8%	<b>26</b> <b>34.7%</b>	<b>31</b> <b>20.9%</b>
40,001 - 60,000 Baht	10 13.7%	8 10.7%	18 12.2%
60,001 - 80,000 Baht	1 1.4%	5 6.7%	6 4.1%
80,001 - 100,000 Baht	8 11.0%	5 6.7%	13 8.8%
More than 100,000 Baht	<b>23</b> <b>31.5%</b>	5 6.7%	28 18.9%
Do not know	24 32.9%	15 20.0%	39 26.4%
Total	73 100.0%	75 100.0%	148 100.0%

According to Table 4, there were 148 respondents who answered in this question. The result shows that 31.5% of respondents from the private school were in families that had an income of more than 100,000 Baht per month, followed by 13.7% with an income of between 40,001-60,000 Baht, and 11.0% with an income of between 80,001 - 100,000 Baht. However, the result from a government school shows 34.7% with an income between 20,000 - 40,000 Baht, followed by 14.7% with an income of less than 20,000 Baht, and 10.7% with an income of between 40,001 - 60,000 Baht.

**Table 5. Ownership of Computer**

<i>Do you have a computer at home?</i>	School		Total
	Private	Government	
No	0 .0%	4 5.3%	4 2.7%
Yes	<b>60</b> <b>80.0%</b>	<b>61</b> <b>81.3%</b>	<b>121</b> <b>80.7%</b>
Yes but share with others	15 20.0%	10 13.3%	25 16.7%
Total	75 100.0%	75 100.0%	150 100.0%

The majority of the respondents (97.4%) had a computer in their house but 16.7% had to share it with other members while only 2.7% did not have a computer at home.

**Table 6. Ownership of Handheld Game**

<i>What handheld game do you have at home?</i>	School		Total
	Private	Government	
Game Boy Advance	<b>33</b> <b>44.0%</b>	<b>23</b> <b>30.7%</b>	<b>56</b> <b>37.3%</b>
Playstation Portable	20 26.7%	<b>23</b> <b>30.7%</b>	43 28.7%
Game Boy	21 28.0%	19 25.3%	40 26.7%
Nintendo DS	6 8.0%	6 8.0%	12 8.0%
Other handheld game	3 4.0%	0 0.0%	3 2.0%
Do not own any	25 33.3%	32 42.7%	57 38.0%

According to Table 6, all students were asked to list all their handheld games. The findings shows that three fifths of the respondents (62.0%) owned at least one handheld game. Game Boy Advance was a handheld game which 37.3% of the respondents had in their house, followed by Playstation Portable with 28.7%, Game Boy with 26.7% and Nintendo DS with 8.0% while 38.0% of the respondents did not own any handheld game.

**Table 7. Ownership of Videogame Console**

<i>What videogame console do you have at home?</i>	School		Total
	Private	Government	
Play Station 2	<b>37</b> <b>49.3%</b>	<b>34</b> <b>45.3%</b>	<b>71</b> <b>47.3%</b>
Play Station 1	9 12.0%	5 6.7%	14 9.3%
Nintendo Wii	6 8.0%	5 6.7%	11 7.3%
Play Station 3	1 1.3%	7 9.3%	8 5.3%
Xbox360	1 1.3%	4 5.3%	5 3.3%
Nintendo Game Cube	1 1.3%	1 1.3%	2 1.3%
Family Computer	1 1.3%	0 0.0%	1 0.7%
Do not own any	33 44.0%	34 45.3%	67 44.7%

According to Table 7, all respondents were asked to list all their videogame consoles. The findings show that Play Station 2 was a videogame console which 47.3% of the respondents had in their house, followed by Play Station 1 with 9.3% and Nintendo Wii with 7.3% while 44.7% of the respondents did not own videogame console.

## 4.2 CHARACTERISTICS OF VIDEOGAME PLAYING BEHAVIOR

**Table 8. Playing Videogames**

<i>Do you play videogames?</i>	School		Total
	Private	Government	
No	9 12.0%	6 8.0%	15 10.0%
Yes	<b>66</b> <b>88.0%</b>	<b>69</b> <b>92.0%</b>	<b>135</b> <b>90.0%</b>
Total	75 100.0%	75 100.0%	150 100.0%

As shown in table 8, 135 of 150 or 90.0% of the respondents play videogame while others (15%) reported that they do not play videogames.

After Question 8, the non-gamers (15 people or 10%) did not have to answer questions related to their videogame playing behavior so they skipped to the ones asking about their attitudes toward videogames instead in the last part. However, 135 gaming students (90%) still continued to respond to the following questions.

**Table 9. Reason**

<i>What is your reason for playing videogames?</i>	School		Total
	Private	Government	
Friends	3 4.6%	7 10.3%	10 7.5%
Leisure / To kill time	<b>41</b> <b>63.1%</b>	<b>33</b> <b>48.5%</b>	<b>74</b> <b>55.6%</b>
Personal favorite	15 23.1%	16 23.5%	31 23.3%
Trendy	0 .0%	1 1.5%	1 .8%
Loneliness	3 4.6%	8 11.8%	11 8.3%
Others	3 4.6%	3 4.4%	6 4.5%
Total	65 100.0%	68 100.0%	133 100.0%

As shown in table 9, 133 gamers participated in this question. The majority of students from the private school (63.1%) and the government school (48.5%) played

videogames for the purpose of relaxation, while 23.1% and 23.5% respectively played due to personal preference, i.e playing videogames was their favorite pastime.

**Table 10. Frequency of Videogame Playing**

<i>How often do you play videogames?</i>	School		Total
	Private	Government	
Less than 1 day a week	13 19.7%	9 13.0%	22 16.3%
1-2 days a week	<b>24</b> <b>36.4%</b>	<b>22</b> <b>31.9%</b>	<b>46</b> <b>34.1%</b>
3-4 days a week	18 27.3%	10 14.5%	28 20.7%
5-6 days a week	9 13.6%	10 14.5%	19 14.1%
Everyday	2 3.0%	18 26.1%	20 14.8%
Total	66 100.0%	69 100.0%	135 100.0%

As shown in Table 10, 34.1% of gaming students from both types of schools played videogames 1-2 days a week and over one-fourth of private school students (27.3%) played 3-4 days a week while one fourth of government school students (26.1%) played everyday. Moreover, the findings show that 56.1% of private school students played videogames not over 2 days a week while 55.1% of government school students played videogames at least 3 days a week.

**Table 11. Period of Playing Videogames**

<i>In what period of time do you usually play videogames?</i>	School		Total
	Private	Government	
School Days	1 1.5%	3 4.3%	4 3.0%
Holiday	<b>50</b> <b>75.8%</b>	28 40.6%	<b>78</b> <b>57.8%</b>
Both School Days and Holidays	15 22.7%	<b>38</b> <b>55.1%</b>	53 39.3%
Total	66 100.0%	69 100.0%	135 100.0%

As shown in Table 11, the majority of students from the private school (75.8%) usually played videogames on holiday while there were only 22.7% of them who

played everyday. By contrast from the government school, over half of the respondents (55.1%) played videogames everyday while 40.6% usually played on holiday.

**Table 12. Period of Time for Playing Videogames**

<i>What is your most preferred time for playing videogames?</i>	School		Total
	Private	Government	
Between 8.00 - 12.00 hrs	8 12.1%	5 7.4%	13 9.7%
Between 12.00 - 16.00 hrs	12 18.2%	16 23.5%	28 20.9%
Between 16.00 - 20.00 hrs	<b>26</b> <b>39.4%</b>	<b>29</b> <b>42.6%</b>	<b>55</b> <b>41.0%</b>
Between 20.00 - 24.00 hrs	18 27.3%	17 25.0%	35 26.1%
24.00 hrs onwards	2 3.0%	1 1.5%	3 2.2%
Total	66 100.0%	68 100.0%	134 100.0%

According to Table 12, 134 gamers participated in this question. 41% of them preferred playing videogames between 16.00 and 20.00 hours, followed by between 20.00 and 24.00 hours and between 12.00 and 16.00 hours at 26.1% and 20.9% respectively. There was a very small minority of respondents (2.2%) preferring 24.00 hours onwards.

**Table 13. Average Time Spent on Videogames**

<i>How much time do you spend on videogames at a time?</i>	School		Total
	Private	Government	
Not more than 1 hour	13 19.7%	4 5.9%	17 12.7%
Between 1-2 hours	<b>26</b> <b>39.4%</b>	<b>17</b> <b>25.0%</b>	<b>43</b> <b>32.1%</b>
Between 2-3 hours	17 25.8%	<b>17</b> <b>25.0%</b>	34 25.4%
Between 3-4 hours	5 7.6%	13 19.1%	18 13.4%
Between 4-5 hours	4 6.1%	9 13.2%	13 9.7%
More than 5 hours	1 1.5%	8 11.8%	9 6.7%
Total	66 100.0%	68 100.0%	134 100.0%

As shown in Table 13, 134 gamers responded to this question. The findings show that the gamers from both types of schools had a different habit on average for playing videogames. While 55.9% of students from the government school and 84.9% from the private school played videogames for 3 hours at most on average, 44.1% from the government school played for over 3 hours.

**Table 14. Longest Time Spent on Videogames**

<i>What is the longest time you have ever spent on playing videogames?</i>	School		Total
	Private	Government	
Not more than 2 hours	10 15.2%	3 4.3%	13 9.6%
Between 2-4 hours	<b>19</b> <b>28.8%</b>	16 23.2%	<b>35</b> <b>25.9%</b>
Between 4-6 hours	13 19.7%	<b>19</b> <b>27.5%</b>	32 23.7%
Between 6-8 hours	12 18.2%	12 17.4%	24 17.8%
More than 8 hours	12 18.2%	<b>19</b> <b>27.5%</b>	31 23.0%
Total	66 100.0%	69 100.0%	135 100.0%

From Table 14, the findings show that the longest range of time students from the two schools spent on videogames was between 2-4 hours (25.9%), between 4-6 hours (23.7%) and more than 8 hours (23.0%). However, for a private school, between 2-4 hours was the longest time 28.8% of students spent on videogames, followed by between 4-6 hours (19.7%), between 6-8 hours (18.2%) and more than 8 hours (18.2%). For a government school, between 4-6 hours and more than 8 hours was the longest time 27.5% of students spent on videogames, followed by between 4-6 hours (23.2%).

**Table 15. Expense for Videogames**

<i>How much money do you spend approximately for videogame playing per week?</i>	School		Total
	Private	Government	
None	<b>33</b> <b>50.8%</b>	<b>28</b> <b>40.6%</b>	<b>61</b> <b>45.5%</b>
Less than 50 Baht	9 13.8%	8 11.6%	17 12.7%
51-100 Baht	4 6.2%	15 21.7%	19 14.2%
101-150 Baht	4 6.2%	2 2.9%	6 4.5%
151-200 Baht	8 12.3%	7 10.1%	15 11.2%
More than 200 Baht	7 10.8%	9 13.0%	16 11.9%
Total	65 100.0%	69 100.0%	134 100.0%

According to Table 15, 134 gamers participated in this question. 45.5% of them did not have to spend any money on playing videogames while 14.2% and 12.7% of them had to spend 51-100 Baht and less than 50 Baht respectively. Moreover, 11.9% of them had to spend more than 200 Baht per week on videogames.

**Table 16. Types of Videogame Systems**

<i>What types of videogame systems do you usually play?</i>	School		Total
	Private	Government	
Computer game (online)	<b>45</b> <b>68.2%</b>	<b>51</b> <b>73.9%</b>	<b>96</b> <b>71.1%</b>
Computer game (offline)	44 66.7%	41 59.4%	85 63.0%
Videogame console (offline)	31 47.0%	21 30.4%	52 38.5%
Mobile phone game	25 37.9%	27 39.1%	52 38.5%
Handheld game	20 30.3%	18 26.1%	38 28.1%
Coin-op game	14 21.2%	10 14.5%	24 17.8%
Videogame console (online)	3 4.5%	3 4.3%	6 4.4%
Other videogame systems	0 0.0%	1 1.4%	1 0.7%

According to table 16, all gaming students were asked to list all types of videogame systems they usually played. The majority of students played computer game, both online (71.1%) and offline (63.0%). Meanwhile 38.5% used a videogame console (offline) or mobile phone game. Handheld games and coin-op games were less popular among students at figure of 28.1% and 17.8% respectively.

**Table 17. Types of Videogames**

<i>What types of videogames do you usually play?</i>	School		Total
	Private	Government	
Action and adventure game	39 60.0%	<b>46</b> <b>66.7%</b>	<b>85</b> <b>63.4%</b>
Strategy and simulation game	<b>44</b> <b>67.7%</b>	35 50.7%	79 59.0%
MMORPG	34 52.3%	41 59.4%	75 56.0%
Shooting game	34 52.3%	34 49.3%	68 50.7%
Sports	38 58.5%	28 40.6%	66 49.3%
Driving and racing game	32 49.2%	33 47.8%	65 48.5%
Casual game	15 23.1%	12 17.4%	27 20.1%
Role-playing game	11 16.9%	10 14.5%	21 15.7%
Education / learning game	3 4.6%	4 5.8%	7 5.2%
Other types of videogame	2 3.1%	1 1.4%	3 2.2%

According to Table 17, all gaming students were asked to list all types of videogame they usually played. The findings show that their preferences for types of videogames were varied. Over half of the respondents stated that they usually played action and adventure games (63.4%), simulation games (59.0%), MMORPG (Massively Multiplayer Online Role-Playing Games) (56.0%) and shooting games (50.7%) while almost half of them usually played sports games (49.3%) and driving and racing games (48.5%). For the government school, the findings showed that 46

students (66.7%) of the school usually played action and adventure games while a smaller number of students (39 or 60.0%) from the private school played this kind of videogame. Strategy and simulation games were played by 44 students (67.7%) from the private school and 35 students (50.7%) from the government school. For MMORPG, 41 students from the private school (59.4%) and 34 students from the government school (52.3%) reported that they usually played this game.

**Table 18. Places**

<i>Where do you usually play videogames?</i>	School		Total
	Private	Government	
Home	<b>66</b> <b>100.0%</b>	<b>64</b> <b>92.8%</b>	<b>130</b> <b>96.3%</b>
Internet café	10 15.2%	28 40.6%	38 28.1%
Friend's home	8 12.1%	14 20.3%	22 16.3%
Shopping malls or supermarket	10 15.2%	11 15.9%	21 15.6%
School	4 6.1%	10 14.5%	14 10.4%
Other places	1 1.5%	4 5.8%	5 3.7%

According to Table 18, all gaming students were asked to list places where they usually played videogames. The findings show that the great majority of students (96.3%) played videogames at home. Meanwhile 28.1% played videogames at internet café, 16.3% at friend's home, 15.6% at shopping malls and supermarket, and 10.4% at school.

**Table 19. Persons with whom Videogames are Played**

<i>With whom do you usually play videogames?</i>	School		Total
	Private	Government	
Friends	<b>44</b> <b>66.7%</b>	<b>49</b> <b>71.0%</b>	<b>93</b> <b>68.9%</b>
Relatives	40 60.6%	37 53.6%	77 57.0%
Alone	35 53.0%	39 56.5%	74 54.8%
Parent	5 7.6%	5 7.2%	10 7.4%
Others	1 1.5%	0 0.0%	1 0.7%

As shown in Table 19, all gaming students were asked to list people with whom they usually played videogames. While there were only 10 students (7.4%) from both schools usually playing videogames with their parent, the majority of them stated that they usually played with others like friends (68.9%) and relatives (57.0%). However, there were 74 students (54.8%) who preferred playing alone.

**Table 20. Feelings of Addiction**

<i>Have you ever felt like you were addicted to videogames?</i>	School		Total
	Private	Government	
Yes	26 39.4%	37 56.1%	63 47.7%
No	32 48.5%	18 27.3%	50 37.9%
Not sure	8 12.1%	11 16.7%	19 14.4%
Total	66 100.0%	66 100.0%	132 100.0%

From Table 20, there were 132 gaming students participating in this question. 47.7% of them stated that they had felt like they were addicted to videogames while 37.9% of them had never felt like that. However, 14.4% of them were not sure about their feelings.

### 4.3 ATTITUDES ABOUT VIDEOGAMES

*Table 21. Attitudes About Videogames*

	Opinion					Total	Mean	STD	Results
	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree				
1. You like playing videogames.	33 24.4	<b>62</b> <b>45.9</b>	38 28.1	1 0.7	1 0.7	135 100	3.93	0.788	Agree
2. You could not stand not being able to play videogames anymore.	6 4.5	21 15.8	<b>73</b> <b>54.9</b>	21 15.8	12 9.0	133 100	2.91	0.925	Neutral
3. Playing videogames can give Me an opportunity to socialize with friend.	18 12.8	<b>71</b> <b>50.4</b>	46 32.6	5 3.5	1 0.7	141 100	3.71	0.761	Agree
4. Playing videogames can give relaxation and relieving stress.	50 35.0	<b>72</b> <b>50.3</b>	16 11.2	4 2.8	1 0.7	143 100	4.16	0.784	Agree
5. Playing videogames is wasting time.	18 12.6	50 35.0	<b>58</b> <b>40.6</b>	10 7.0	7 4.9	143 100	3.43	0.968	Agree
6. Playing videogames is wasting money.	21 14.7	49 34.3	<b>51</b> <b>35.7</b>	10 7.0	12 8.4	143 100	3.40	1.089	Neutral
7. Playing videogames can damage health.	21 14.7	39 27.3	<b>69</b> <b>48.3</b>	7 4.9	7 4.9	143 100	3.42	0.967	Agree
8. Playing videogames can result in new relationships with others.	28 19.6	<b>53</b> <b>37.1</b>	42 29.4	18 12.6	2 1.4	143 100	3.61	0.986	Agree
9. Playing videogames can increase your knowledge.	12 8.4	50 35.0	<b>69</b> <b>48.3</b>	10 7.0	2 1.4	143 100	3.42	0.8	Agree
10. Playing videogames can make you proud of yourself.	16 11.2	40 28.0	<b>69</b> <b>48.3</b>	13 9.1	5 3.5	143 100	3.34	0.92	Neutral
11. Playing videogames can have a negative impact on school performance.	21 14.7	37 25.9	<b>50</b> <b>35.0</b>	21 14.7	14 9.8	143 100	3.21	1.162	Neutral

According to Table 21, the respondents were asked about their attitudes toward videogames. Details of results are as follows:

**Preference for videogames:** In the first question, only respondents who played videogames (135 gaming students) were questioned about their degree of preference

for on videogames. 45.9% of them agreed with the statement “You like playing videogames”; also 24.4% of them strongly agreed. However, 28.1% of them felt neutral and two students disagreed and strongly disagreed.

**Feeling of living without videogames:** Like the first question, the second asked only videogame players (135 gaming students) but there were only 133 gaming students who responded to this question. Although 54.9% of them felt neutral with the statement “You could not stand not being able to play videogames anymore”, 24.8% took the disagree side, disagreed (15.8%) and strongly disagreed (9.0%) while 20.3% took the agree side, agreed (15.8%) and strongly agreed (4.5%).

**Advantages of videogames:** Question 3, 4, 8, 9 and 10 asked all students (150 people) about their attitudes about the advantages of videogames.

Question 3: There were only 141 respondents who responded to this question. 50.4% of them agreed that “Playing videogames can give socialization with friends”, followed by 32.6% of neutral feeling. However, 12.8% of respondents strongly agreed while only 3.5% and 0.7% disagreed and strongly disagreed with this statement respectively.

Question 4: There were only 143 students who responded to this question. With the statement “Playing videogames can help with relaxation and relieving stress”, 50.3% and 35% of the respondents showed agreement and strong agreement respectively whereas 11.2% felt neutral, followed by 2.8% in disagreement. Only 0.7% of the respondents strongly disagreed with this statement.

Question 8: 143 respondents participated in this question. 37.1% of them agreed with the idea that “Playing videogames can result in new relationships with others” followed by 32.6% who had neutral feelings and 19.6% who were in strong agreement. However, 12.6% and 1.4% of the respondents disagreed and strongly disagreed with this idea respectively.

Question 9: There were only 143 students who responded to this question. Although 48.3% of them felt neutral about the idea that “Playing videogames can

increase your knowledge”, 35.0% and 8.4% of them agreed and strongly agreed with it respectively. Only 7.0% disagreed and 1.4% strongly disagreed that videogames can increase their knowledge.

Question 10: 143 respondents responded to this question. 48.3% of them felt neutral about the statement “Playing videogames can make you proud of yourself” whereas 28.0% and 11.2% showed agreement and strong agreement respectively. Contrastingly, 9.1% disagreed with the statement, while 3.5% were in strong disagreement.

**Disadvantages of videogames:** Question 5, 6, 7 and 11 asked all students (150 people) about their attitudes about the disadvantages of videogames but there were only 143 students responding to all these questions.

Question 5: While 40.6% of the respondents had neutral feelings about the statement “Playing videogames is wasting time”, there were 35.0% in agreement, followed by 12.6% of strong agreement. Nonetheless, 7.0% and 4.9% felt that they disagreed and strongly disagreed respectively.

Question 6: Though 35.7% of the respondents felt neutral about the idea that “Playing videogames is wasting money”, 34.3% agreed with it and 14.7% were even in strong agreement. By contrast, 7.0% disagreed and 8.4% strongly disagreed that they wasted money on videogames.

Question 7: Although 48.3% of the respondents had a neutral feeling about the idea that “Playing videogames can damage health”, 27.3% agreed and 14.7% strongly agreed with it. Moreover, there were only 9.8% of the respondents showing disagreement (4.9%) and strong disagreement (4.9%) that their health can be damaged by videogames.

Question 11: While 35.0% of the respondents felt neutral about the idea that “Playing videogames can have a negative impact on school performance deteriorate school performance”, there were 40.6% of them expressing agreement (25.9%) and strong agreement (14.7%) with it. However, 14.7% disagreed and 9.8% strongly disagreed that videogames can have a negative impact on their performance at school.

**Table 22. Attitudes About Advantages of Videogames Between Gamers and Non-Gamers**

Attitudes about advantages of videogames	Play videogame						Total		
	No			Yes			Mean	S.D.	Results
	Mean	S.D.	Results	Mean	S.D.	Results			
Playing videogames can give me an opportunity to socialize with friends.	3.38	0.768	Neutral	3.74	0.756	Agree	3.71	0.761	Agree
Playing videogames can help with relaxation and relieving stress.	3.93	1.163	Agree	<b>4.19</b>	<b>0.729</b>	<b>Agree</b>	4.16	0.784	Agree
Playing videogames can result in new relationships with others.	3.40	0.986	Neutral	3.63	0.987	Agree	3.61	0.986	Agree
Playing videogames can increase your knowledge.	3.47	0.834	Agree	3.41	0.799	Agree	3.42	0.800	Agree
Playing videogames can make you proud of yourself.	<b>2.80</b>	<b>1.146</b>	<b>Neutral</b>	3.41	0.873	Agree	3.34	0.920	Neutral
<b>Total</b>	<b>3.38</b>	<b>0.709</b>	<b>Neutral</b>	<b>3.68</b>	<b>0.577</b>	<b>Agree</b>	<b>3.65</b>	<b>0.593</b>	<b>Agree</b>

As shown in Table 22, gamers had a slightly more positive attitude towards videogames than non-gamers. Most gamers agreed that videogames could offer them many advantages especially for relaxation with a mean score of 4.19. On the other hand, non-gaming students felt neutral about most advantages of videogames especially that of self-esteem with a mean score of 2.80. However, they still agreed with the gamer kids on the advantages of relaxation and knowledge.

**Table 23. Attitudes About Disadvantages of Videogames Between Gamers and Non-gamers**

Attitudes about disadvantages of videogames	Play videogame						Total		
	No			Yes			Mean	S.D.	Results
	Mean	S.D.	Results	Mean	S.D.	Results			
Playing videogame is wasting time.	3.60	1.352	Agree	<b>3.41</b>	<b>0.918</b>	<b>Agree</b>	3.43	0.968	Agree
Playing videogame is wasting money.	3.73	0.704	Agree	3.36	1.121	Neutral	3.40	1.089	Neutral
Playing videogame can damage health.	<b>3.87</b>	<b>0.915</b>	<b>Agree</b>	3.37	0.963	Neutral	3.42	0.967	Agree
Playing videogame can have a negative impact on school performance.	3.27	1.438	Neutral	3.20	1.132	Neutral	3.21	1.162	Neutral
<b>Total</b>	<b>3.62</b>	<b>0.844</b>	<b>Agree</b>	<b>3.34</b>	<b>0.771</b>	<b>Neutral</b>	<b>3.37</b>	<b>0.781</b>	<b>Neutral</b>

According to Table 23, gamers still had a slightly more positive attitude towards videogames than non-gamers. While non-gamers agreed that playing videogames could damage their health and waste money and time with mean scores of 3.87, 3.72 and 3.60 respectively, gamers only agreed on wasting time ( $\bar{X} = 3.41$ ), but besides this they felt neutral. However, both gamers and non-gamers also did not have any opinion about poor school performance resulting from videogames.

**Table 24. Reason Given by Non-gaming Respondents for Lack of Interest in Videogames**

<i>What is the reason that makes you not play videogames?</i>	Frequency	Percent	Valid Percent
Prefer doing other activities	9	6.0	60.0
No videogame / computer at home	2	1.3	13.3
Others	2	1.3	13.3
Do not like	1	.7	6.7
No time	1	.7	6.7
Total	15	10.0	100.0

According to Table 24, all non-gamers (15 students) were asked about their reason for not playing videogames. 60% of them stated that they did not play videogames because they preferred doing other activities while 13.3% of them did not play because they did not have a videogame or a computer.