

CHAPTER FOUR

RESULT

In this chapter, the results of the study collected from the questionnaires are given. The results are based on 180 respondents who played online games both at their home and the internet shop. These respondents consisted of 90 elementary pupils, and 90 high-school students.

The results are divided into four main parts: demographic information, online game playing behavior, opinions about violent online games in terms of pictures, and opinions about violent online games in terms of pictures and content.

4.1 DEMOGRAPHIC INFORMATION OF RESPONDENTS

4.1.1 Gender

81.1% of the elementary pupils and high-school students were male and 18.9% of them were female.

Table 1: Gender

	Frequency	Percent
Male	146	81.1
Female	34	18.9
Total	180	100.0

4.1.2. Age

The ages of elementary pupils and high-school students were divided into 8 groups i.e. 9 years old, 10 years old, 11 years old, 12 years old, 15 years old, 16 years old, 17 years old, and 18 years old.

Table 2: Age

	Elementary pupils		High-school students		
	Frequency	Percent	Frequency	Percent	
9	22	12.2	15	17	9.4
10	25	13.9	16	28	15.6
11	20	11.1	17	27	15.0
12	23	12.8	18	18	10.0
Total	180	100.0	Total	180	100.0

4.1.3 Educational Background

The levels of educational background are divided into two groups: elementary 50% and secondary 50%.

Table 3: Educational Background

	Frequency	Percent
Elementary School	90	50.0
Secondary School	90	50.0
Total	180	100.0

4.1.4 School

An equal number of elementary respondents were from Phadungsitwittaya and Songsermwittaya (25% each), while high-school respondents were from Ratchanantacharn Samsenwittayalai 2 (27.8%) and Phadungsitwittaya (22.2%).

Table 4: School

	Frequency	Percent
Phadungsitwittaya	45	25.0
Songsermwittaya	45	25.0
Ratchanantacharn Samsenwittayalai2	50	27.8
Phadungsitwittaya	40	22.2
Total	180	100.0

4.2 ONLINE GAME PLAYING BEHAVIOR

4.2.1 The frequency of online game playing per week

The frequency of online game playing per week of both elementary pupils and high-school students was the similar: 35.7% of elementary pupils and 23.2% of high-school students played online games 1-2 day/days per week.

Table 5: The frequency of online game playing per week

	Elementary pupils		High-school students		
	Frequency	Percent	Frequency	Percent	
1-2 days per week	60	35.7	1-2 days per week	39	23.2
3-4 days per week	18	10.7	3-4 days per week	25	14.9
5-6 days per week	4	2.4	5-6 days per week	8	4.8
Every day	8	4.8	Every day	18	10.7
Total	90	53.6	Total	90	53.6

4.2.2 The number of online game playing hours per week

It is shown that around 31% of elementary pupils and 24.4% of high-school students played online game 1-2 hour/hours.

Table 6: The number of online game playing hours per week

	Elementary pupils		High-school students		
	Frequency	Percent	Frequency	Percent	
1-2hours	52	31.0	1-2hours	41	24.4
3-4hours	28	16.7	3-4hours	24	14.3
5-6hours	4	2.4	5-6hours	10	6.0
More than 7 hours	6	3.6	More than 7 hours	15	8.9
Total	90	53.6	Total	90	53.6

4.2.3 The amount number of money spent per week

It is revealed that a majority of the respondents played online games at their home and they did not pay money at internet shops (33.3% of the elementary pupils and 33.9% of high-school students). Some of them played at game shops and they mostly paid 10-20 baht per week.

Table 7: The amount number of money spent per week

	Elementary Pupils		High-school students		
	Frequency	Percent	Frequency	Percent	
10-20 Baht	17	10.1	10-20 Baht	11	6.5
30-40 Baht	11	6.5	30-40 Baht	9	5.4
50-60 Baht	5	3.0	50-60 Baht	8	4.8
More than 70 Baht	1	.6	More than 70 Baht	5	3.0
Played at home	56	33.3	Played at home	57	33.9
Total	90	53.6	Total	90	53.6

4.3 OPINIONS ABOUT VIOLENT ONLINE GAMES IN TERMS OF PICTURES

4.3.1 Picture 1

It is obviously shown that 22% of elementary pupils and 26.2% of high-school students had the same opinions; they thought that the fighting between the warrior and the cruel monster was slightly violent

Table 8: Rating about violent online game picture 1

	Elementary pupils		High-school students		
	Frequency	Percent	Frequency	Percent	
Not Violent	25	14.9	Not Violent	30	17.9
Slightly Violent	37	22.0	Slightly Violent	44	26.2
Very Violent	22	13.1	Very Violent	13	7.7
Extremely Violent	6	3.6	Extremely Violent	3	1.8
Total	90	53.6	Total	90	53.6

4.3.2 Picture 2

According to the results of the survey, both elementary pupils (25%) and high-school students (24.4%) thought that the fighting featuring kicking or hitting was slightly violent.

Table 9: Rating about violent online game picture 2

Elementary pupils			High-school students		
	Frequency	Percent		Frequency	Percent
Not Violent	21	12.5	Not Violent	25	14.9
Slightly Violent	42	25.0	Slightly Violent	41	24.4
Very Violent	17	10.1	Very Violent	16	9.5
Extremely Violent	10	6.0	Extremely Violent	8	4.8
Total	90	53.6	Total	90	53.6

4.3.3 Picture 3

Elementary pupils and high-school students had different opinions about this picture showing fighting with guns and bloody bodies. Elementary pupils thought that this picture was extremely violent (21.4%); on the other hand, the high-school students (22.6%) thought it was very violent.

Table 10: Rating about violent online game picture 3

Elementary pupils			High-school students		
	Frequency	Percent		Frequency	Percent
Not Violent	8	4.8	Not Violent	11	6.5
Slightly Violent	17	10.1	Slightly Violent	17	10.1
Very Violent	29	17.3	Very Violent	38	22.6
Extremely Violent	36	21.4	Extremely Violent	24	14.3
Total	90	53.6	Total	90	53.6

4.3.4 Picture 4

This picture was about fighting with a sharp knife, and there were bodies without blood. The opinions of elementary pupils and high-school students still were different. Elementary pupils (20.2%) thought that it was extremely violent, while high-school (19.6%) students thought it was very violent.

Table 11: Rating about violent online game picture 4

Elementary pupils			High-school students		
	Frequency	Percent		Frequency	Percent
Not Violent	8	4.8	Not Violent	14	8.3
Slightly Violent	19	11.3	Slightly Violent	19	11.3
Very Violent	29	17.3	Very Violent	33	19.6
Extremely Violent	34	20.2	Extremely Violent	24	14.3
Total	90	53.6	Total	90	53.6

4.4 OPINIONS ABOUT VIOLENT ONLINE GAMES IN TERMS OF PICTURES AND CONTENT

4.4.1 Statement 12: Online games featuring violent content and pictures are dangerous for people and society.

24.4% of pupils and 25.6% of high-school students strongly agreed that online games with violent contents and pictures were dangerous for people and society

Table 12: Rating about violent online game statement 12

Elementary pupils			High-school students		
	Frequency	Percent		Frequency	Percent
Strongly Agree	26	15.5	Strongly Agree	26	15.5
Agree	41	24.4	Agree	43	25.6
Disagree	18	10.7	Disagree	18	10.7
Strongly Disagree	5	3.0	Strongly Disagree	3	1.8
Total	90	53.6	Total	90	53.6

4.4.2 Statement 13: An online game player may imitate the behavior of online game characters.

A majority of elementary pupils (22%) and high-school students (23.8%) agreed that an online game player may imitate the behavior of online game characters.

Table 13: Rating about violent online game statement 13

Elementary pupils			High-school students		
	Frequency	Percent		Frequency	Percent
Strongly Agree	28	16.7	Strongly Agree	17	10.1
Agree	37	22.0	Agree	40	23.8
Disagree	12	7.1	Disagree	25	14.9
Strongly Disagree	13	7.7	Strongly Disagree	8	4.8
Total	90	53.6	Total	90	53.6

4.4.3 Statement 14: An online game player who plays violent online game will become aggressive.

It is shown that elementary pupils and high-school students had the different opinions about this question. 25% of pupils agreed that an online game player who played violent online games would become aggressive. On the contrary, 23.8% of high-school students disagreed with this.

Table 14: Rating about violent online game statement 14

Elementary pupils			High-school students		
	Frequency	Percent		Frequency	Percent
Strongly Agree	24	14.3	Strongly Agree	18	10.7
Agree	42	25.0	Agree	26	15.5
Disagree	19	11.3	Disagree	40	23.8
Strongly Disagree	5	3.0	Strongly Disagree	6	3.6
Total	90	53.6	Total	90	53.6

4.4.4 Statement 15: The age of an online game player should be considered when rating online game.

Both elementary pupils (23.2%) and high-school (25.6%) students agreed that online games should be rated based on age.

Table 15: Rating about violent online game statement 15

Elementary pupils			High-school students		
	Frequency	Percent		Frequency	Percent
Strongly Agree	31	18.5	Strongly Agree	31	18.5
Agree	39	23.2	Agree	43	25.6
Disagree	11	6.5	Disagree	11	6.5
Strongly Disagree	9	5.4	Strongly Disagree	5	3.0
Total	90	53.6	Total	90	53.6

4.4.5 Statement 16: The content and pictures of online game should be considered when rating online game.

It is obviously shown that most of the respondents (26.8% of pupils and 28.6% of high-school students) agreed that online games should be rated based on content.

Table 16: Rating about violent online game statement 16

Elementary pupils			High-school students		
	Frequency	Percent		Frequency	Percent
Strongly Agree	27	16.1	Strongly Agree	30	17.9
Agree	45	26.8	Agree	48	28.6
Disagree	11	6.5	Disagree	9	5.4
Strongly Disagree	7	4.2	Strongly Disagree	3	1.8
Total	90	53.6	Total	90	53.6

4.4.6 Statement 17: Online game featuring violent content and pictures is an issue that the government should be concerned about.

Most respondents (25.6% of pupils and 26.2% of high-school students) strongly agreed that online games consisting of violent content and pictures should be an issue of concern to the government

Table 17: Rating about violent online game statement 17

Elementary pupils			High-school students		
	Frequency	Percent		Frequency	Percent
Strongly Agree	43	25.6	Strongly Agree	44	26.2
Agree	32	19.0	Agree	37	22.0
Disagree	8	4.8	Disagree	7	4.2
Strongly Disagree	7	4.2	Strongly Disagree	2	1.2
Total	90	53.6	Total	90	53.6