

ABSTRACT

This study focused on the assessment of addiction in playing online games and its effect to the academic performance of college students. The purpose of this study is to give information and recommendation to the students, parents and teachers to discuss its negative effects. The study was limited only to the college students of Capiz State University. With the following statements of the problem 1.) What are the common online games played by the respondents 2.) How many hours per day spend for online gaming 3). What is the academic performance of the respondents as the entire group and when classify into age, sex and weakly allowance 4.) Are there significant difference on the level of the academic as to age, sex and weakly allowance 5.) Are there significance differences; on the extended of the addiction toward online games as to age and weakly allowance 6.) Is there significance relationship between academic and extend of addiction toward online games. The results need to be demonstrated for the teacher together with the parents to guide college students in their academic performance, the activities and the assignment given to them, the students deserve to be happy, but they must need to know their responsibilities to remind them of their limitation to impose discipline in playing online games.