

# **The Dangers of Online Games on Public Upper Secondary School Students in Kuala Lumpur Malaysia**

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## **ABSTRACT**

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This research focuses on the impact of online games on public upper secondary school students in Kuala Lumpur Malaysia. The study elaborated the topic into two major sections such as looking at the academic performance effect as well as the social behavioral effect on the respondents. Hence, this project proposed to research on a sample size of 16 public upper secondary schools in Kuala Lumpur Malaysia, to determine the Impact of online game playing on the students' academic performance and social behavior. Eighteen schools were visited for the survey which attracted 1000 questionnaires. In order to achieve the desired result, the distribution of the questionnaire depended on sharing the schools into top grade A schools, middle grade B schools and bottom grade C schools based on their academic performance. Therefore, the project's following objective is to focus on determining the impacts of online games on the lives of student as the researcher believes that online games can affect the academic performance of students as well as their life styles.