

What is meaning of internet game to the University students?

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Abstract

Objectives : The objective of this study is to examine the experiences of Internet game experience targeting to University students in Korea. Research topics was “What is meaning of internet game to the University students?”

Methods : Classical phenomenology underpinned this study. Seven qualitative studies of University students were conducted between 20 and 23 years old. Semi-structured interviews were conducted. Interviews were audio recorded and transcribed verbatim. Phenomenological thematic analysis of data was undertaken.

Results : The findings pivot around three interconnected themes :[Expectations for the emotional needs], [Spend time in the cyberspace], [Relieve stress throughout the game], [Instead of satisfaction from virtual reality], [Internet gaming repeat and desires]. The basic need for getting into internet game was [satisfaction from virtual reality was identified]. While internet games was eliminated stress, [Expectations for the emotional needs] and [Spend time in the cyberspace] were the catalyst that makes them repeatedly getting into Internet the game. Based on the result, I suggest that Internet gaming should be recognized as a tool to relieve stress for college students, But it is not satisfied with the reality in virtual space. Therefore, the strategy must be to recognize reality accompanying. And Using a lot of time in cyberspace make them cause of internet game addiction. Therefore, it requires a systematic strategy for the Internet using time limits. Also the emotional needs met were motivated to repeat an Internet game. So another way to meet the emotional needs to college students should be sought.

Keywords: Internet game experience, Phenomenology, University students.

1. Introduction

Modern society is information society. Computers are very close to the students, providing information quickly and easily [1]. Use of the Internet game is very familiar to them than anything else. Internet games are easily accessible even negative, because people place in virtual space without encountering a person directly[2]. When the collegiate use the Internet game for a long time, they are likely to neglect the task

during the university[3]. College students are an important time to live as a community members[4]. Even in relationships, collegiate time is a critical time is to be formed a meaningful relationship[5][6]. However, the Internet space suppresses the direct interaction with people[6]. Because of the convenience that brings the Internet, sometimes there is a tendency to judge by the experience of others rather than direct experience. These results in a properly fulfill the tasks they are able to do[7].

Also when people use computer for a long time, they might have blurred vision, headache, insomnia, becoming the VDT syndrome, which causes a variety of symptoms including loss of appetite, muscle tension, poor concentration problems. Immersive PC games due to the phenomenon of the Internet in the developmental tasks of college students have failed to establish ego identity formation and intimacy, and the change of health due to insufficient physical exercise[8][9]. Collegiate are soon to be parents in the future. Internet game instead of giving emotional pleasure long-term use can lead to physical weakness[9]. This is a social cost loss.

The research so far has consisted mainly just for Internet gaming addiction and its problems[10][11][12]. But Internet is a product of the culture, which can't be avoided. If it rejects the use of the Internet we just merely to deny civilization. Using the Internet is because civilization can't escape from reality, by now analyze whether Internet gaming is what it means and how it utilizes to them, which can be one of Internet development, they can be presented to the positive direction of the browsing. Therefore, it is very meaningful to the students of issues related to Internet games to understand exactly from the perspective of the participants.

The purpose of this study is to understand and explore the internet game experience among colligate and is giving a positive direction through this study to identify the essential meaning of Internet gaming experience targeting University students and suggest the game general structure to avoid negative problems in the internet game basic data.

This study is a phenomenological research to identify University students' essential meaning of Internet gaming experience with a vivid experience of the participants to explore and analyze the information. Specific research questions are as follows:

What is the meaning of Internet games college students?

2. Method

Participants

A non-probability sample was used to look for participants that can provide a number of insights on the phenomenon according to the selection of participants. Specifically applied to the compliant members of the present study was as follows. First, the participants were selected students of 20-23 years of age in the survey. Second, Questions about 'what is the life of nursing students?' was composed on the basis of previous studies which should be exposed their feeling enough. And researchers including three nursing professor who have experienced phenomenology discussed through various literatures data. Third, after explaining the research objectives for this study it was limited to people actively understand and to speak frankly to think about their careers. Fourth, through the course of this study it is an opportunity to look back on his studies were selected as participants confirmed that the participants have the self-belief that can help growth by analyzing their stance on employment. Fifth, this study was to promise to ones marked abbreviation of privacy might be exposing the difficulties and understand and want to participate in 20 to 23 years old can reveal the truth of nursing student life. Demographic characteristics of the study participants are female four, boys were three, two people age 20 years, 21 years two, three 22 one patient was a 23-year-old two people.

Data collection and analysis

The interviews were made by participants from 1st Feb to 15th Feb 2016, interviews were conducted and semi-structured questionnaires have created by researchers and participants were interviewed at coffee shop near by PC room close to University. When question about the statement, after the interview the participants was asked for more information. This study was analyzed using the phenomenological method of Giorgi focused to elucidate the meaning of the vivid experience through in-depth interviews about the technology of study participants[13].

- ① Full recognition
- ② Meaning section classified
- ③ The term switch
- ④ situated structural description
- ⑤ general structural description

First, listen to the recording again to gain recognition for internet gaming experience of college students, read the full interview transcribed by repeating the material means to believe it means to experience part of the unit. Out the distinguishing, and converting means 48 units appeared through the psychological insight to identify the central themes and meanings in an appropriate expression.

Following reading again repeating means unit tied ones, which means a similar meaning were obtained a total of five components, I analyzed the general structure of the last component of the Internet gaming experience via an Internet game, focusing on the relationship between components.

3. Result

Based on the data obtained from study participants interviewed six people

Giorgi (2000) phenomenological method by applying the result of the analysis.

First, we derive the mean of 48 units. That through the work to tie a similar meaning to the next step - [Expectations for the emotional needs], [Spend time in the cyberspace], [Relieve stress throughout the game], [Instead of satisfaction from virtual reality], [Internet gaming repeat and desires] derived five components of the total. As a final step, by reconfiguring the relationship between components in the temporal context presents a general structure.

1) Component of Internet gaming experience

Five themes were extracted from 48 different meanings of the unit. Information on the themes was:

Expectation for the emotional needs

Study participants were found to have the same expectations for positive emotions and expectations from getting out of negative emotions such as stress or angry emotions of everyday life, and loneliness and Internet games that fun and thrills, excitement access to Internet games.

Spend time in the cyberspace

Study participants were aware that the Internet easily accessible, while able to spend time while enjoying a

variety of different games to spend time in space

Relieve stress throughout the game

Participants feel the pleasure via the Internet game and being recognized from others and gain confidence, satisfaction and relieve stress.

Instead of satisfaction from virtual reality

Participants expressed the feeling of satisfaction from the virtual space. In other words, Participants were fulfilling their appearance and communicate through the Internet ideal game.

Internet gaming repeat and desires

Participants were getting way from negative emotions through fun and entertainment internet game and desire being connect to internet game. This make them repeat to getting into the internet game. While immersed in their game, they identified with the character of the game and attachment.

2) General structure of the Internet gaming experiences through the internet game

Components of the students in the study of Internet gaming experience were appeared as [Expectations for the emotional needs], [spend more time virtual space], [Relieve stress throughout the game], [Instead of satisfaction from virtual reality], [Internet gaming repeat and desires]. In general structure it is presented by the relationship between each component. General structure of the Internet gaming experiences was as Fig 1. Participants were given the expectations for positive emotions, such as to move away from the negative emotions such as stress and also free daily loneliness through Internet gaming entertainment and fun. The medium of the Internet game was to be recognized as the available play exciting space any other than entertainments, which can be easily accessible. They are winning the battle in the game space, was given the satisfaction of receiving recognition from others. Internet gaming experience in this area, this allows the participants to act as a facilitating factor for a greater desire to continue to act Internet gaming in cyberspace.

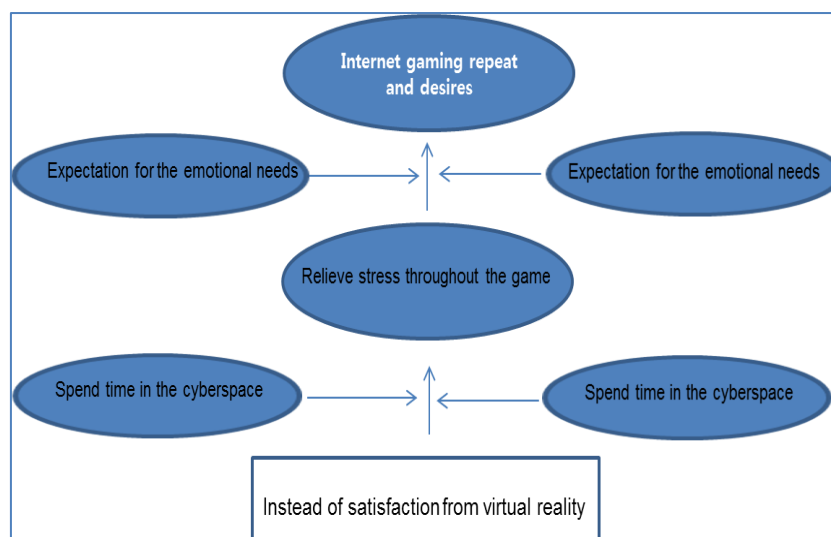


Figure 1. General structure of the Internet game experiences to the University students.

4. Conclusion

The experience of internet game of University students was found that an Internet game started to get a satisfied in a virtual setting. They experienced that relieve stress throughout the internet game. This make them spend more time and relieving stress through the game make them increase the emotional desire to Internet games, and this has resulted in a repetitive created Internet games.

Based on the above result of the structure of Internet game experience to the University students, i should discuss the following: First, Internet gaming should be recognized as a tool to relieve stress for college students. Second, But it is not satisfied with the reality in virtual space. Therefore, the strategy must be to recognize reality accompanying. Third, Using a lot of time in cyberspace, the Internet serves as a cause of poisoning. Therefore, it requires a systematic strategy for the Internet using time limits. The emotional needs met were motivated to repeat an Internet game. So another way to meet the emotional needs to college students should be sought. This study compared with previous studies, the students were classified elements of Internet gaming experience, was focused on the cognitive dimension to Internet games. In other words, find the cause of the psychological dimension, essential meaning of Internet gaming experiences are found.

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