
PENGARUH 'GAME ONLINE' TERHADAP PELAJAR JABATAN KEJURUTERAAN MEKANIKAL, POLITEKNIK MUKAH

Fazida Akhtar Binti Abdullah¹, Rahmat Nor Bin Mohd Sharif²,

^{1,2} Politeknik Mukah, Sarawak

E-mail: xiafazida@gmail.com

E-mail: rahmat@pmu.edu.my

Abstract

Online gaming has become a major form of entertainment widely engaged in by students today, and it is seen as a necessity. It has a significant influence on those involved, as students are increasingly accustomed to living with gadgets. Research has found that online gaming has a considerable impact on changing the behavior or attitudes of students toward their family, teachers, and their environment. Usually, the primary impact is felt by the parents or family, followed by teachers, friends, and the surrounding community. Raising awareness and accepting the reality of this issue is crucial in changing students' attitudes and behaviors, as well as receiving support and suggestions from family members and their environment about setting limits on screen time or online gaming. For educational institutions, achieving 100% graduation on time (GOT) for students will be affected. This quantitative study involved 74 students randomly selected from the Department of Mechanical Engineering at Politeknik Mukah, Sarawak.

Keywords : *Awareness; Behavioral; Games Online; Gadjet; Interest;*
