

Online Games Among Adolescents

A Study of Time Displacement on Family,
Academic and Religious Obligations

Nurzaidah Ab. Aziz
Norbaiduri Ruslan



IIUM
Press

Online Games Among Adolescents

Online Games Among Adolescents

A Study of Time Displacement on Family,
Academic and Religious Obligations

Nurzaidah Ab. Aziz
Norbaiduri Ruslan



IIUM
Press

Gombak • 2017

First Print, 2017
© IIUM Press, IIUM

IIUM Press is a member of the Majlis Penerbitan Ilmiah Malaysia - MAPIM
(Malaysian Scholarly Publishing Council)

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise without any prior written permission of the publisher.

Perpustakaan Negara Malaysia

Cataloguing-in-Publication Data

Nurzaidah Ab. Aziz

ONLINE GAMES AMONG ADOLESCENTS: A STUDY OF TIME
DISPLACEMENT ON FAMILY, ACADEMIC AND RELIGIOUS
OBLIGATIONS/ BY NURZAIDAH AB. AZIZ, NOR BAIDURI RUSLAN.
ISBN 978-967-418-585-5

1. Computer games.

I. Norbaiduri Ruslan. I. Title.

794.8

Published by

IIUM Press

International Islamic University Malaysia
P.O. Box 10, 50728 Kuala Lumpur, Malaysia

Printed in Malaysia by

Alamedia Sdn. Bhd.

No. 14, Jalan LP 1A/5, Taman Lestari Perdana
43300 Seri Kembangan, Selangor, Malaysia

Contents

<i>Tables and Figures</i>	<i>vii</i>
Chapter 1: Introduction	1
Chapter 2: Literature Review	13
Chapter 3: Research Methodology	29
Chapter 4: Data Analysis And Findings	37
Chapter 5: Discussion And Conclusion	125
<i>References</i>	<i>133</i>
<i>Index</i>	<i>143</i>

Tables and Figures

Tables

- Table 4.1 The Audit-Trail Process ... 40
- Table 4.2 Respondent's demographic profile ... 43
- Table 4.3 Class ranking ... 43
- Table 4.4 Age of first encounter ... 46
- Table 4.5 Categorization of informants' experiences in game playing ... 48

Figures

- Figure 2.1 Conceptual framework of the study ... 28

Online Games Among Adolescents

A Study of Time Displacement on Family, Academic and Religious Obligations

The study attempted to examine whether online game playing would displace the time spent for family, academic and religious obligations. It can be concluded that online game playing displaces the time for family, academic and religious obligations.

The result of the study confirms that online gaming has displaced the time that is supposed to be spent for family obligations. The informants have reported that they started to reduce their time with family when they got involved in online gaming. They left most of the activities that they used to do with their family members and replaced them with online gaming. Some even preferred to engage in online gaming rather than spend time with their family members, even for special occasions such as weddings and funerals.


NURZAIDAH AB. AZIZ was the journalist for The News Straits Times Press (NSTP) from 1996 to 2000. From 2000 to 2002, she was the lecturer cum Public Relations Officer at CQ-Tech College and then became a lecturer at ATC Kemyan College in 2003. She then became a lecturer at Business School Nirwana College (2004 - 2005) before becoming the Head at Business School Nirwana College until 2008. She then became the Head, Group Compulsary Subjects Division at Nirwana Group of Colleges.

NORBAIDURI RUSLAN is currently Director, Office of Industria Links, International Islamic University Malaysia. She graduated with a Bachelor Degree in Human Sciences (Communication) specializing in Public Relations from IIUM. She obtained her M.A. in Communication with specialization in Telecommunication Management from Western Michigan University. Her PhD was awarded by University of Sheffield in the area of Communication. Her research interests include television studies, media audience, online gaming, and social media effects.

ISBN 978-967-418-585-5



IIUM Press

-  (603) 6196 5014/5018
-  (603) 6196 6298
-  iiumbookshop@iium.edu.my
-  <http://iiumpress.edu.my/bookshop/>
-  www.facebook.com/iiumpress
-  www.instagram.com/iiumpress/

