



435905075 1The Effects of Mobile Legends on Academic
Grades of Selected CSS12 Students

Psychology (Pamantasan ng Lungsod ng Maynila)



Dr. Jose P. Rizal Senior High School

The Positive and Negative Effects of Mobile Legends of Selected CSS12

Students

Statement of the problem

This research aims to determine the effects of playing Mobile Legends on CSS 12 Students of Dr. Jose P. Rizal Senior High School.

Profile of Respondents

1. What is the profile of the respondents in terms of:
 - a. Age
 - b. Sex
 - c. Year started of playing Mobile Legends
 - d. Average hours spent in playing Mobile Legends in a day
 - e. Academic average on CSS to selected respondents
2. How does Mobile Legends affect the respondents ' academic grades?
3. Based on the result, what intervention program can be implemented

Chapter I



Introduction

Mobile Legends: Bang Bang is a Multiplayer online battle arena a Mobile game developed and publish by Shanghai Moonton technology. The game has become popular in Southeast Asia and will be. Event at the 2019 Southeast Asia Games. Is arguably one of the most popular Mobile games currently being played.

Mobile Legends was Indonesias highest ranked Mobile Legends games for both downloads and gaming in January 2018. In Spain Mobile Legends is grossing well too, Also dropping out of the top 200 only three time. In the Philippines Mobile Legends is also the most grossing free online games to download and recognized that the Mobile Legends is popular among Filipinos and that we are one of the top countries to play the game, Manila-Philippines is where the most venue are being held of the Mobile Legends: Bang Bang professional League or MPL that is inviting teams to play like the teams Aether Main, Bren Esports, EVOS PH, EXECRATION, Cignal Ultra, ArchAngel, Etc.

Most of the students are playing Mobile Legends to reduce the level of stress or Anxiety level due to activities in daily living but some of them is getting addicted to the game and that has a big factor in their studies. Teacher and Parents should train the students to set limits on playing Mobile Legends and accepts the responsibilities within the study not within the game.

The objective of this study is to know or determine the effects of playing Mobile Legends on the CSS12 Students.



Significance of study

- This Study will be primarily important to students for it will give them information on how playing Mobile Legends can affects their academic performance.
- This study will be valuable and significant to parents and students of CSS12.
- This study will help the parents of CSS12 students to have about the effective of playing mobile legends.

Scope and Delimitation

This study was mainly concerned with the impacts of mobile legends among the students ages 17-18 of Dr. Jose P. Rizal Senior High school.

Theoretical Framework

Behaviorism it focuses on how people behave. It evolve from a positivist world view related to cause and effect. In simple terms, action produces reaction. In reaction. In Education, behaviorism focuses on observing how students respond to certain stimuli that , when repeated, can be evaluate, Quantified and eventually controlled for each individual. The emphasis in behaviorism is on that which is observable and not on the mind or Cognitive processes. In sum if you cannot observe if it cannot be studied the development of behaviorism is frequently associated with Ivan Paulov famous for his experiment with dog food



credible stimuli, such as a bell. In his experiment in the early 1900s and they were replicated by many other researchers throughout the 20th Century. John B. Watson Among the first Americans to follow Pavlov's work, saw it has a branch in natural science. Watson became a major proponent of Pavlov and is generally credited with coining the term behaviorism. He urged that mind and consciousness are unimportant in the learning process and that everything can be studied in terms of stimuli and response. In our study if the student engaging in playing Mobile Legends therefore if playing mobile legends their behavior change they became more lazy and focuses more on playing Mobile Legends and their most of time affecting their academic performance and their grade is failing.

Conceptual Framework

A conceptual framework represents the researcher's synthesis of literature on how to explain a phenomenon. It maps out the actions required in the course of the study given his previous knowledge of other researchers' point of view and his observations on the subject of research.

In other words, the conceptual framework is the researcher's understanding of how the particular variables in his study connect with each other. Thus, it identifies the variables required in the research investigation. It is the researcher's "map" in pursuing the investigation.



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As McGaghie **et al.** (2001) put it: The conceptual framework “sets the stage” for the presentation of the particular research question that drives the investigation being reported based on the problem statement. The problem statement of a thesis presents the context and the issues that caused the researcher to conduct the study.

The conceptual framework lies within a much broader framework called theoretical framework. The latter draws support from time-tested theories that embody the findings of many researchers on why and how a particular phenomenon occurs.

There are three elements that comprises the research paradigm as presented below:

Input

Process

Output

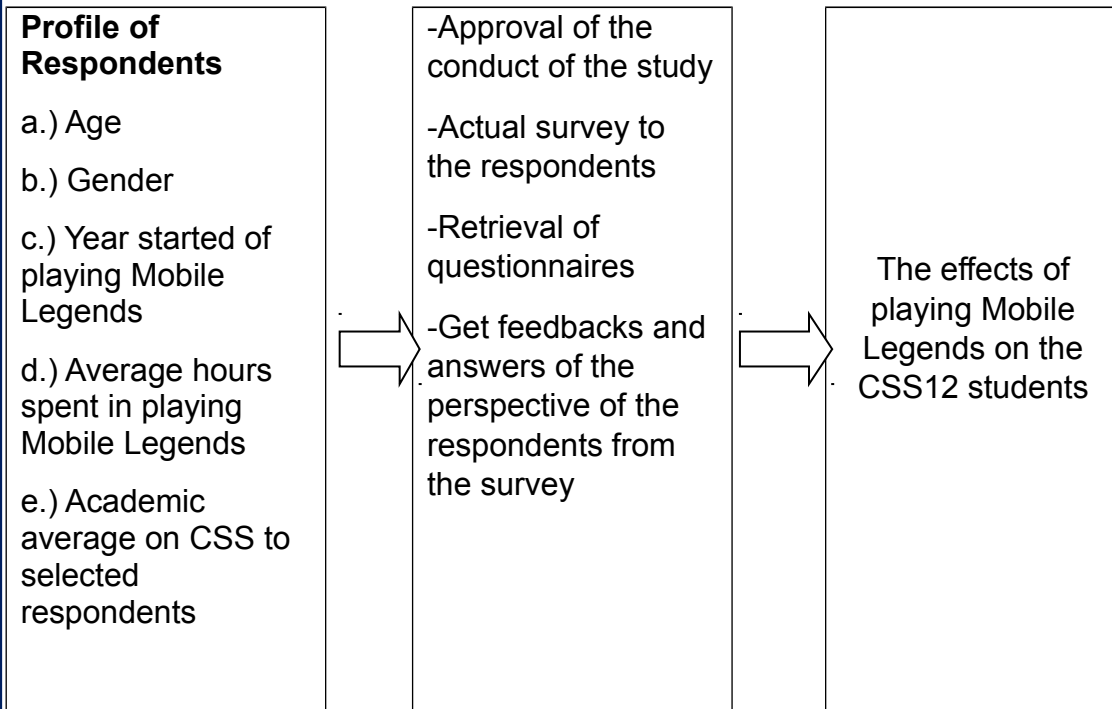


Figure 1. Research Paradigm

The input box contains two parts: Part-I consists of the profile of respondents: age, gender, year started of playing mobile legends, average hours spent in playing mobile legends and academic average on css to selected respondents. In the output represents the process on how are we conduct survey questionnaire on our research, In the effects of playing Mobile Legends on the CSS12 students.

Chapter II



Review of Related Literature and Studies

Social Networking

Social networking is the use of internet-based social media programs to make connections with friends, family, classmates, customers and clients. Social networking can occur for social purposes, business purposes or both through sites such as Facebook, Gmail, Google, and Messenger applications. Social networking is also a significant target area for marketers seeking to engage users. Networking is a process that fosters the exchange of information and ideas among individuals or groups that share a common interest. It may be for social or business purposes (Investopedia& LLC, 2018).

Social networking sites are social network services that focus on building online communities of people who share interest or activities. Many years had passed, social networking is very popular today. The term “Social Networking Sites” from the word “Networking” refers to relationship. A practice of a public discourse or looking to meet new people through communicating online (Banquil, Chua& Rivero, 2009).

Social networks have the power to open the world up to you, making it a smaller place than it has ever been before. **Social networking sites can help you make and keep friends. Social networking sites can act as a kind of group therapy session. Social networking sites allow you to live a life unhindered by small talk. Social networking sites can help foster friendships and**



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perhaps more besides. **Social networking sites make fitting in easier, as long as you open up a little.**

Social media can be very influential on society in both positive and negative ways. It gives people a way to stay in touch with people who live far away. It lets people share fun, interesting and informative content. It gives businesses a way to engage with customers.

One of the problems, however, is that anybody can share anything, including material that may not be accurate. In some cases, real harm is done when people spread inflammatory, unverified or outright false information. This can harm private individuals, as when someone is bullied online. It can also have a harmful impact on society as a whole.

Social media has made it very easy to spread information quickly. Because Facebook and Twitter timelines move so quickly, viewers don't often verify what they've seen. A great deal of content is also spread through images and memes, which may or may not be based on valid information. Of course, many memes are created to be funny, cute or outrageous. Others, however, are intended to influence our thinking. Even links to real articles can be misleading. It's safe to say that most people who see a headline and link never read the whole article.

Social Media is useful but there is an evident that it gives negative impacts to students who are not aware of the proper use of social networking sites. Students can help to access basic information like they are gaining knowledge to become a competitive individual. The problem is that instead of students would do their homework's, they give more priority in checking their social media



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account and busy chatting with their friends. The most important things in the students life is studying, learning good habits and gaining knowledge to become a better individual. But look what happened in this days, students are observed entrapped by the schemes of using social networking sites (Jimenez, 2018).

In March 2014, the UK's **Daily Mirror** published the story of Danny Bowman, a teenage "selfie addict" who allegedly spent up to 10 hours a day taking 200 selfies, dropped out of school, and tried to kill himself when he was unable take the perfect photo of himself. Taking selfies has become a very popular activity, particularly among teenagers and young adults. From a psychological perspective, the taking of selfies is a self-oriented action which allows users to establish their individuality and self-importance and is also associated with personality traits such as narcissism.

Mobile-Online Game

According to techopedia (2018), mobile-online games is a kind of video game played on Mobile phones, Smart phones, Tablet, and computer. Nowadays, with the emergence of android phones many game applications are developed for it and some existing applications are migrated into it. Many games are develop for mobile phones most specifically for android. With the high technology equipped with these mobile phones, mobile games become robust and attract many people to buy or have this phone for them to experience what's inside it which makes it a trend for the new generation of mobile phones.



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According to the mobile analytics company named App Annie(2018), Chinese mobile game publishers saw a significant rise of over 40 percent on year-on-year on overseas revenues from Apple Incorporation iOS App Store and Google Play store during the first half of this year, hitting \$2.6 billion. Gaming app publishers reported 1.5 billion downloads via Google Play and iOS App Store in the first half of 2018, compared with 1.1 billion in the same period last year, according to App Annie's data. The report said China saw a slowdown the first- half domestic mobile game revenues, proving overseas markets such as Japan, South Korea and Germany, and expansion is a necessity for Chinese publishers. By the end of June, more than 200 Chinese mobile games apps had been downloaded more than one million times around the world, each earning \$1 million globally (Shijia, 2018).

The concept that gaming could become an addiction first gained traction in 2013 when the disorder was included in the "Diagnostic and Statistical Manual of Mental Disorders" (DSM). At the time, the disorder was only listed as a "condition for further study." "Excessive gaming may lead to avoiding negative moods and neglecting 'normal' relationships, school or work-related duties, and even basic physical needs," review author Frank Paulus said in a statement. But Mark Griffiths, a professor of behavioral addiction at Nottingham Trent University in England concurred that most child gamers do **not** suffer from addiction. It is because it's not about the amount of time a child spends in front of a video game," Griffiths explained. "It's about the content and context in which that screen time figures into



his or her life. "If your kid is not suffering educationally, and has got a wide network of friends, is doing his chores and engaging in physical education, then what they're doing with their spare leisure time is not negatively impacting their life and cannot be called an addiction -- even if the parent thinks it's excessive," he said.

Contrary to the traditional belief that mobile-online gaming is merely an addictive source of entertainment and diversion, recent research has proved that mobile-online gaming has numerous benefits and key among them, is the development of cognitive skills in both children and adults. Just as physical exercise helps in improving and strengthening your muscles, cognitive games help to indulge one's brain in constant stimulation, thus improving the brain's performance.

The following are some of the cognitive benefits of playing mobile-online games according to Sheila Eugenio: (1) Improves coordination. When an adult or child is playing a mobile-online game, he or she is not only staring at the computer inactively. The activities and actions on the screen provide a lot of mental stimulation. For one to play, he or she will need to coordinate their visual, audial and physical movement. (2) Improves problem-solving skills. Mobile-online games involve certain rules. This means that the player has to think carefully before making any move to ensure that they stay within the required rules of that particular game. (3) Enhances memory. Playing your favorite mobile-online game may require both visual and audial memory. The player is required to read or listen to the instructions which might only be provided at the beginning of the



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game, thus the need to remember them throughout the entire game. Mastery of the keys on your keyboard helps you easily move your characters in the game. This helps improve your memory, whether short-term or long-term. (4) Improves attention and concentration. Mobile-online games especially action games, have proven to be able to capture the player's attention for the entire period of the game. This is brought about by the player's need to achieve certain objectives within the game, and be able to progress to the next level. (5) It is a great source of learning. Mobile-online gaming is not only beneficial to adults and teenagers, but to children as well. Many modern education institutions incorporate mobile-online games as a teaching methodology. This helps these children improve their academic skills by providing games that are specifically aimed at enhancing their cognitive and creative skills. (6) Improves the brain's speed. While gaming, the brain receives multiple stimulations, both visual and audial. According to research, individuals who play video games frequently can process these stimulators faster than others. These stimulators ensure that the brain is continuously working to interpret them. (7) Enhances multitasking skills. An action game, for example, may require you to be very observant. It requires you to be able to move your joystick or keys while looking at the various features on your screen such as energy levels, oncoming adversaries, ammunitions left, available time among other factors, all which are vital to winning. This ensures that the player can observe and react accordingly to all requirements of that particular game. (8) Mobile-online games improves social skills. Mobile-online gaming



enables many players to engage in a particular game simultaneously. As such, there is constant communication between the players which in turn results in the development of meaningful as well as casual relationships among them. This helps players meet new friends while also strengthening bonds with their old friends.

Academic Performance

Kyoshiba (2009) stated that academic excellence or achievement plays an important role in an individual placement, be it in the academic institutions or job placement. Due to this, many people are concerned with the ways they can enhance their academic achievement. The emphasis on academic excellence which is also prevalent worldwide has encouraged many studies about the conditions promoting it. The role of academic achievement as one of the predictors of one's life success and also in the aspect of academic placement in schools to higher institutions as well as the level of employability in one's career is inevitable.

Likewise, academic performance refers to the ability to study and remember facts, being able to study effectively and see how facts fit together and form larger patterns of knowledge, and being able to think for self in relation to facts and being able to communicate your knowledge verbally or down on paper. There are several factors affecting student's academic performance. Some are home, school, teacher, and student factors. Most of the factors are home related:



family size, financial burden, work at home, parental attitude through education and parenting style. The academic performance of the learners must therefore be viewed on the four mentioned factors and may this article provide some ideas for some corrective and tangible measure that would lead to the understanding of the issue (Garcia, 2012).

Related Studies

Foreign

A thesis made by Ravichandran (2009) in New Zealand, aimed to gain an overall understanding of teenagers' mobile-phone usage (positive purposes and negative impacts). A mixed methods approach was employed to explore the research problem. Quantitative data was collected through questionnaires (18 closed and 02 open ended questions) and qualitative data through interviews (approximately 21 questions). The results shows that Teenagers' possessing mobile phones 96.5 % (n=111). The overall findings from this study reveal that parents (caregivers' perceptions of teenagers' mobile phone usage are not satisfactory. Although a mixed opinion, they lean towards negative impacts.

According to previous study of Kuss & Fernandez (2016) that aimed to maximize the interest, game addiction is the ultimate goal rather than intention, which means attractive products will enable users to play games frequently and even become loyal user. Since the study confirmed the vital role of perceived visibility in forming addiction, game developers should realized the vital role of



social function of mobile games and put significant resources into developing and delivering social mobile games.

Another study from Goel, Subramanyan, Kamath (2015), the prevalence of internet addiction and its association with psychopathology in Indian adolescents. A cross-sectional study sample comprising of 987 students of various faculties across the city of Mumbai was conducted after obtaining Institutional Ethics Committee approval and permission from the concerned college. There has been an excessive use not only in India but also worldwide in the last decade. There is a growing concern about whether this is excessive use and if so, whether it amounts to an addiction. The results indicated those with excessive use internet had high scores on anxiety, depression and anxiety depression.

The study of Peter (2015) shows a direct relationship exists between social media usage and the academic performance of students in universities. To achieve this, the descriptive survey research design was adopted. The study focused on University of Lagos hence, population consists of all the 24,661 full-time undergraduate students. The simple random sampling technique was used to select a sample of 378 students. Research findings showed that a great number of students in University of Lagos, are addicted to social media. To this end, the researcher recommended that social media should be used for educational purposes as well; Social Networking Sites should be expanded and new pages should be created to enhance academic activities and avoid setbacks



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in the students' academic performance; and Students should be monitored by teachers and parents on how they use these sites This is to create a balance between social media and academic activities of students to avoid setbacks in the academic performance of the students.

This study of Sa'ad, Adamu, and Abdullah investigated the causes of poor performance in mathematics among public senior secondary schools students in Azare metropolis of Bauchi state, Nigeria. The study sample was 361 in which 300 were students and 61 teachers which were selected from the population of 5,545. The descriptive survey design was used and questionnaire was used in the collection of data. Frequency and simple percentage were used in the analysis of the data. The findings of the study led to the conclusion that students' negative attitude toward mathematics, anxiety and fear of mathematics, inadequate qualified teachers, poor teaching methods, inadequate teaching materials, overcrowded classes were some of the causes of poor performance in mathematics in the study area. The study also found out that developing positive attitude, motivation and proper guidance toward mathematics, using proper methods of teaching the subject, provision of relevant teaching materials, additional classrooms and furniture, provision of libraries and mathematical laboratories were some of the ways of improving performance in mathematics in the study area. Finally, the study recommended that frequent inter-school competition in mathematics, frequent supervision and inspection by proper



authorities as well as enlightenment of parents on importance of children's education should be adopted.

Local

Amabao (2011) conducted a study to explore the use of social networking sites and how it affects the communication aspects of every individual. It shows the reason why they use social network sites as a way of communication and building relationship with the other person, and also would like to present the possible problem that a user might encounter using social networking sites. This study used a descriptive- survey method involved the use of questionnaires. Social networkers in the Philippines also showed the highest level of engagement on social networking sites averaged of 5.5 hours per visitor in February, which visitors frequenting the social networking category an averaged of 26 times during the month.

A qualitative study of Bernardo (2010), research has shown that a critical variable in determining academic achievement in different cultures and educational systems is approaches to learning. In this study, the author sought to determine whether this variable influences academic achievement among Filipino college students. The learning process questionnaire (LPQ) has been the source of intensive cross-cultural study. The results indicated that: (a) the Learning Process Questionnaire (LPQ) was a valid instrument to assess the learning approaches of non-low-achieving Filipino college students; (b) the Deep and



Achieving subscale scores of the Learning Process Questionnaire (LPQ) were positively related to academic achievement even when the effects of school ability and prior academic achievement were controlled; and (c) with some slight exceptions, the relationship between the Learning Process Questionnaire (LPQ) scale scores and academic achievement were generally similar between male and female Filipino students. Implications for the study of student approaches to learning in different cultures and educational systems are discussed.

Synthesis

The review of related studies and literature is summarized as follows:

The research cited 4 foreign related literature and 3 local related literature, 4 foreign related studies and 2 local related studies. Three related study and related literature are similar to the present study which says that social networking or the use of social media can affect the student's academic performances. These are the studies of Banquil, Chua & Rivero (2009), Peter (2015) and Jimenez (2018). There is a significant relationship between the use of social networking sites and students academic performances (Peter, 2015) and Banquil, Chua & Rivero (2009). Most of the studies cited are quantitative and a correlation research design, are similar to the present study to conduct information to the chosen topic. There are three quantitative studies used to know the percentages of the respondents such as: Ravichandran (2009), Garcia (2012), and Peter (2015). While Bernardo (2010) and Kyoshiba (2009) are



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quantitative research design that aims to show the academic excellence or achievement plays an important role in an individual placement, be it in the academic institutions or job placement. A quantitative research design of Sa'ad, Adamu, and Abdullah investigated the causes of poor performance in mathematics. An exploratory quantitative study shows results that there is a prevalence of internet addiction and game addiction

worldwide, these are the studies of Kuss & Fernandez (2016) and Goel, Subramanyam & Kamath (2015).

Chapter III



Methodology

This chapter includes the research design, the sample, the instruments, the data collection procedures, and the plan for data analysis.

Research Design

The researches will use a descriptive quantitative research design can be explained as a statement of affairs as they are at present with the researcher having no control over variable. Moreover, “descriptive studies may be characterised as simply the attempt to determine, describe or identify what is, while analytical research attempts to establish why it is that way or how it came to be” (Ethridge, D.E. 2004)

Descriptive research is used to describe characteristics of a population or phenomenon being studied. It does not answer questions about how/when/why the characteristics occurred. Rather it addresses the "what" question (what are the characteristics of the population or situation being studied?) The characteristics used to describe the situation or population are usually some kind of categorical scheme also known as descriptive categories. (*Wikipedia 2019*).

Research Sampling

The study population includes respondents in the Grade 12 CSS strand in DJPRSHS of the academic year 2019-2020. The sample size is selected by



multiple steps of convenience sampling method. The total number of samples is computed based on Slovin's Formula.

A convenience sample is one of the main types of non-probability sampling method. A convenience sample is made up of people who are easy to reach.

Consider the following example. A pollster interviews shoppers at a local mall. If the mall was chosen because it was a convenient site from which to solicit survey participants and/or because it was close to the pollster's home or business, this would be a convenience sample. (*StatTrek 2019*).

It shows that the sample size (n), there are 60 total number of respondents who answered the survey questionnaire in the study. The table 1 shows the respondents distribution into 3 sections of Grade 12 CSS Strand, the total population (N) is 121 students, and the total number of respondents in each section (n). The study used multiple steps stratified sampling method to get the sample size (n) on each section and total number of respondents based on the computed Slovin's Formula.

Table 1. The Number of Respondents in the study.

Section	N	n
CSS12 A	47	30



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CSS12 B	27	30
CSS12 C	38	30
Total	119	90

Population of the Study

The respondents of the study are the following students in Dr. Jose P. Rizal Senior High School Dasmariñas City, Cavite regardless of their age and educational background , with a total population of 121 students use as the respondents.

Evaluation and Scoring

A numerical scoring was used in the study with the highest and 1 is the lowest



The numerical scoring in the questionnaire is as follows: (3) Always, (2) Sometimes, (1) Never.

Interpretation of data	Numerical Score	Verbal Interpretation
4	3.26-4.00	Strongly Agree
3	2.51-3.25	Agree
2	1.76-2.50	Disagree
1	1.00-1.75	Strongly Disagree

Data Gathering Procedure

Before the researchers conducted this study an approval letter signed by the practical research Adviser, Practical research coordinator and Dr. Jose P. Rizal Senior High School. The researchers also sent a letter to School Principal of DJPRSHS Dasmariñas, Cavite to ask permission to conduct the study and gain access to all pertinent data of DJPRSHS Dasmariñas, Cavite. The questionnaire was admitted to the respondents the researchers tallied, analyzed and organized the data into table. They sought the help of the statistician for their treatment of data.

Statistical Treatment of Data

1. Percentage, used to describes the profile of the respondents.
2. Weighted Mean, used to determine the level of awareness of the respondents on newborn screening



3. Pearson Product Moment Correlation, used to determine the magnitude and direction of the relationship between profile variables and the level of awareness of the respondents on newborn screening.

The formula for Pearson r is:

Where
$$r = \frac{n \sum xy - \sum x \sum y}{\sqrt{[N \sum x^2 - (\sum x)^2][N \sum y^2 - (\sum y)^2]}}$$

r= degree of relationship between x and y

x= the observed data for the independent variable

y= the observed data for the dependent variable

n= sample size

The degree of linear relationship can be interpreted through the use of range of values (Bermundo 2005) for the Pearson Product Moment Correlation coefficient as shown below.

Range of Value	Decision
1.0	Perfect Relationship
0.80 to 0.99	Very Strong Relationship
0.60 to 0.79	Strong Relationship
0.40 to 0.59	Moderate Relationship
0.20 to 0.39	Weak Relationship
0.01 to 0.19	Very Weak Relationship
0.00	No Relationship



4. t-test for the significance for the Pearson r.

The formula is:

$$t = r\sqrt{\frac{n-2}{1-r^2}}$$

t = computed t value

r = Pearson r value

n = no. of respondents

Chapter IV

Presentation, Analysis and Interpretation of Data

This chapter represents the presentation, analysis and interpretation of data.

Profile of the Respondents

Table 1 presents the profile of the respondents according to age.

Table 1

Profile of the Respondents According to Age

Age	Frequency	Percentage
16	4	4.4
17	38	42.2



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18	35	36.6
19	12	13.3
20	4	4.4
Total	90	100

As shown in Table 1, represents frequency distribution of respondents according to he age with corresponding percentage. Out of 90 respondents 4 out of the total size of the sample are in the age group of 16 (4.4%) 38 respondents are 17 years old (42.2%) 35 respondents are 18 years old (36.7%) 12 respondents are 19 years old (13.3%) 4 respondents are 20 years old (4.4%).

Table 2 presents the profile of the respondents according to gender.

Table 2

Profile of the Respondents According to Gender

Gender	Frequency	Percentage
Male	48	53.3
Female	42	46.7
Total	90	100



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As shown in Table 2, shows that out of 90 respondents, 48 out of the total sample size are males (53.4%) and 42 respondents are females (46.7%) as the total of 100%.

Table 3 presents does playing Mobile Legends helps in study

Table 3

Yes/No	Frequency	Percentage
Yes	26	28.9%
No	64	71.1%

As shown in Table 3, shows that out of 90 respondents, 26 out of the total sample size are Yes (28.9%) and 64 respondents are No (71.1%) as the total of 100%.

Table 4 presents the positive and negative effects on playing Mobile Legends

Positive Effect	Frequency	Percentage
Stress Reliever	16	17.8%
Communicate w/ others	13	14.4%

Negative Effect	Frequency	Percentage
Difficulty Concentrating	41	45.6%
Lack of Sleep	20	22.2%



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As shown in Table 4, shows that out of 90 respondents, 29 out of the total sample size (answered Yes) are Positive Effects (32.2%) and 61 respondents (answered No) are Negative Effects (67.8%) as the total of 100%.



Chapter V

Summary, Conclusion and Recommendation

Summary

1. Most of the respondents were male with 53.3% are 17 years of age.
2. Most of the respondents says that Mobile Legends distracts in their studies.
3. Some of the respondents says that playing Mobile Legends has a positive effects, they say that ML can relieve their stress and help them to communicate with others.

Conclusion

1. The positive effects of playing Mobile Legends are relieving their stress and they can communicate to others.
2. The negative effects of playing Mobile Legends, they have a difficulty concentrating and having a lack of sleep.

Recommendation

1. The students playing of Mobile Legends should be under moderation and they must be responsible.
2. The parents must be aware of the possible effects to their children, so they can give limitation to the responsible usage.
- 3 . Other researchers should replicate this study in different setting, more samples and to other related subjects area. Having more ability to think critically and analysis.