

Influence of playing Mobile Legends on the behavior of grade 6 students

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Abstract

Mobile Legends is a popular mobile game worldwide. Although the game's idea is intriguing, the researchers are more interested in how it affects students' behavior and what draws them into the game itself. The goal of this study is to examine the impact of playing Mobile Legends on the behavior of sixth-grade students. The researchers used the descriptive method to identify the factors that influence Grade 6 students to play Mobile Legends. The study was conducted in Bubukal Elementary School. Upon the approval letter, asking for permission to conduct a survey, through purposive sampling, 50 Grade 6 students together with their parents answered the questionnaires. The Likert Scale Method was used for the evaluation and the Chi-Square Test was the statistical treatment used for the evaluation and computation of the result. The results show that (1) the features of the game influenced the respondents the most because it provides players with a quality gaming experience through characters with great skills that keep them hooked on playing the game, (2) most of the guardian's of the respondent answered that the attention was the most affected behavior when playing Mobile Legends, and (3) the factors of influence in playing Mobile Legends have no significant relationship with the behavior of Grade 6 students. Therefore, the researchers can conclude that there is no significant relationship between the factors of influence in playing Mobile Legends and the behavior of the Grade 6 students.

Keywords: Mobile Legends; behavior; grade 6 students

1. Introduction

The internet is increasingly playing a significant role in people's daily lives in the modern world. It is widely used in life, including academia, business, science, entertainment, information exchange and interpersonal communication (Asrese & Muche, 2020).

Smartphones serve as a primary means of communication and access to various platforms like YouTube and Facebook, along with gaming. In the Philippines, smartphone usage has been steadily increasing, with an expected rise from 72.1% in 2020 to 77.1% by 2025 (Statista, 2021). Beyond communication, smartphones offer entertainment, particularly through gaming, accessible via app stores. Their mobility enables gaming anytime, anywhere, making them especially appealing to Generation Z. Online gaming is notably popular among Filipino internet users, with over 95% reported to be gamers (Bashir, 2023), fostering social connections and enjoyment for children and teenagers.

Mobile Legends is a widely popular mobile game enjoyed by people of all ages worldwide. Researchers are intrigued by its potential influence on players, particularly students, and aim to explore its impact on sixth graders' behavior in real-world scenarios. The game's simplicity and focus on teamwork have contributed to its massive popularity, making it the most downloaded free multiplayer online battle arena (MOBA) game globally as of July 2022, with over 4.7 million downloads across Google Play and the Apple

App Store (Clement, 2022).

1.1. Background of the Study

The former Department of Education Secretary Edilberto De Jesus signed a DepEd Order number 83, series of 2003 or the order "Prohibiting Students of Elementary and Secondary Schools from Using Cellular Phones and Pagers During Class Hours" (DepEd, 2003). The DepEd order strictly imposes a ban on the use of cell phones by students during class hours, and teachers and parents should devise ways to educate students on the responsible use of cell phones to prevent them from engaging in misguided and immoral activities. Smartphones can be a source of distraction for students during class hours, and instead of socializing with peers or classmates during break time, they sit in one corner and play online games.

Online gaming can refer to any type of game that can be accessed via the internet or a computer network. Most of the time, online gaming refers to video games played over the internet by multiple players from all over the world. One of the most popular games these days is Mobile Legends. Mobile Legend can be played with two teams attacking each other by destroying and defending bases. Players should kill their enemies to defend their base and win.

A variety of factors can contribute to students developing behavioral issues as a result of playing Mobile Legends. Students who have played mobile legends may become completely preoccupied with game-related thoughts instead of focusing on their studies. They also tend to think in groups. When a student sees friends and classmates playing a mobile game, their interest is piqued, and they want to participate (Che, 2019). Many primary school students participate in mobile games even though they do not play them; they do so because their peers and classmates are seen playing the game.

When mobile game participation is highly desired in a social group, a child who does not play appears less social and finds it difficult to engage in conversation with others. He or she will almost certainly become isolated, if not excluded, over time. The original non-mobile game user will participate in the fun and then invite more of his or her friends to join the group.

In recent years, there has been growing concern about the potential impact of video games, including Mobile Legends, on the behavior and development of young individuals. Numerous studies have been conducted to investigate the impact of video games on children and adolescents, focusing on areas such as cognitive development, social interactions, and behavioral patterns. The effects of video games on children have captured the interest of researchers, educators, and parents alike.

While there are existing research on the impact of video games on children and adolescents, there is limited literature focusing specifically on the influence of playing Mobile Legends on the behavior of Grade 6 students. Understanding the effects of Mobile Legends on this age group is crucial because it can help educators, parents, and policymakers implement appropriate interventions and guidelines.

At Bubukal Elementary School, the researchers observed a prevalent trend of online gaming, with Mobile Legends being a favorite among the majority of students. Since its launch by Moonton in July 2016, many students have become deeply engrossed in playing this game.

Therefore, the researchers investigated the influence of playing Mobile Legends on the behavior of Grade 6 students. This study aimed to shed light on the potential impact of Mobile Legends gameplay on students' behavior by conducting a survey to explore the correlation between playing the game and its effects on attitude, response, and attention.

The study focus the influence of playing Mobile Legends on the behavior of sixth-grade students. The researchers examined the relationship between Mobile Legends usage and various behavioral indicators such as attitude, response, and attention.

1.2. Statement of the Problem

This study aimed to know the influences of playing mobile legends on the behavior of Grade 6 students. Specifically, it aimed to answer the following questions:

1. What are the main factors why Grade 6 students are hooked in playing Mobile Legends in terms of:
 - 1.1. Peers
 - 1.2. Trends
 - 1.3. Features
2. What are the behavior of Grade 6 students towards playing Mobile Legends in terms of:
 - 2.1. Attitude
 - 2.2. Response
 - 2.3. Attention
3. Is there a significant relationship between the influences of playing mobile legends and the behavior of the students?

1.3. Objectives of the Study

The main purpose of the study is to determine the factors influencing Grade 6 students in playing Mobile Legends and the behaviors that come with it.

The study specifically sought to:

1. identify the influence of peers, trends, and features to Grade 6 students in playing Mobile Legends;
2. determine the effects of playing Mobile Legends on the behavior of the students; and
3. determine the significant relationship between playing Mobile Legends and the behavior of the students.

1.4. Significance of the Study

The study will benefit the following:

Students. To raise an awareness on how playing mobile legends can affect their behavior. This study is also beneficial in terms of being able to enumerate the effects of mobile legends on elementary students.

Parents. It will help the parents to have sufficient knowledge about the influence of playing mobile legends to the behavior of their children.

Teachers. It will help the teachers to understand how mobile games affect interest, attentiveness, and overall behavior of students.

Guidance Counselor. This study will encourage guidance counselors to research and provide proper counseling to students about the influence of playing mobile games and how it affects their behavior.

Future Researchers. This research will provide information and can be used as reference in future researches focusing on mobile games and its relation to behavioral changes.

1.5. Hypothesis

There is no significant relationship between the influence of playing mobile legends and the behavior of the students.

1.6. Scope and Limitations

The study aimed to determine the influence of playing Mobile Legends on the behavior of Grade 6 students at Bubukal Elementary School. The respondents were Grade 6 students from different sections with a sample size of 50 pupils. The respondents were 30 male and 20 female students who play Mobile Legends.

The study may not be generalizable to other populations of students in Bubukal Elementary School, and should not be conducted outside the school premises.

1.7. Definition of Terms

The following terms were defined conceptually and operationally for the purpose of clarification and understanding of readers of this study.

- * Attention is the students' concentration of awareness in playing Mobile Legends.
- * Attitude reflects a student's emotions, thoughts, and behavior while playing Mobile Legends.
- * Behavior refers to how a student acts or behaves himself, particularly toward others.
- * Behavioral Patterns is the actions, gestures, and verbal expression of the students.
- * Feature is the value and purpose of playing Mobile Legends to the students.
- * Generation Z who were born from 1997 onwards who play Mobile Legends: Bang Bang.
- * Internet is one of the most significant sources of information at the time of its existence.
- * Mobile Legends is a mobile multiplayer online arena game created by China developer Moonton Technology Co. Ltd and Shanghai Mulong Network and technology Co.,Ltd. A game designed only for mobile phones.
- * MOBA is the acronym for "Multiplayer Online Battle Arena.
- * Online Gaming is a game that requires a connection to the Internet to play; they are distinct from video and computer games in that they are normally platform-independent, relying solely on client-side technology.
- * Peer is a person with the same age and grade.
- * Player is a person who plays a game.
- * Response is a reaction to a question or experience towards other people.
- * Trends are the popularity of Mobile Legends games among the society.

2. Review of Related Literature

This chapter presents the review of related literature and studies that are related to the present study. This study aimed to determine the influence of playing Mobile Legends on the behavior of grade 6 students.

2.1. Peers

Peers, or a group of people who share similar interests, ages, backgrounds, or social status, can be a valuable source of information, feedback, and support for people who are developing a sense of self. Peers help with socialization by rewarding or punishing certain behaviors or interpersonal interactions. Peers are important throughout a person's social development, but research shows that they are especially important during adolescence (Little, 2020). Adolescent years are defined as those between the ages of 10 and 19. Adolescents go through a period of rapid physical, cognitive, and psychosocial development, which affects how they feel, think, make decisions, and interact with others (World Health Organization: WHO, 2019). The fifth stage, according to Erik Erikson's theory of psychosocial development, occurs during adolescence, between the ages of 12 and 18 years. During this stage, children become more self-sufficient and think about their future careers, relationships, and families.

Teenagers explore their identities as individuals, seek to establish a sense of self, and may experiment with various roles, activities, and behaviors to belong to and fit in with society (McLeod, 2023).

Peer relationships become the focal point of social relationships during adolescence, so it is common for adolescents to spend less time with their parents and more time with peers (Kim et al., 2019). For adolescents, one of their playing cultures is online gaming, and it becomes the most important space where they make friends and experience peer attachment. Peer social support has a huge impact on adolescent self-esteem development and life satisfaction. Peer groups and social interaction within them are important factors during adolescence (Kwon & Kim, 2019).

With the rapid development of the internet at the beginning of the 21st century, online gaming has become one of the most popular leisure activities among children and adolescents. Some people believe that playing video games is beneficial for a variety of reasons, including stress relief, challenge and competition, relaxation, enjoyment, social interaction, and even mental escape from the real world (Dumrique & Castillo, 2018). Online video games are popular among students, who use them to gain acceptance from their peers. In the Philippines, online gaming is a thriving industry, with revenues expected to increase in 2020 compared to previous years. Gaming on consoles, mobile devices, or personal computers is becoming increasingly popular among Filipinos, particularly among the younger generation (Statista, 2022).

Entering the gaming world has both positive and negative effects. According to research, esports programs can improve communication, teamwork, and problem-solving skills (Rothwell and Shaffer, 2019), professional and academic skills, social and emotional learning (Reitman et al., 2020), social belonging, and mental health (Tjonndal and Skaug, 2020). Another way that gaming can improve one's well-being is through social connections. Many games can be played online with players from all over the world, which can foster friendships and foster a sense of community. Additionally, gaming can aid in the reduction of stress and anxiety (Gaming and Esports Can Have a Positive Impact on Your Wellbeing., 2023).

According to research, playing online games reduces stress, improves teamwork, and encourages students to participate actively in class activities. Students can relate to the lesson based on their academic performance and the online games they played. Excessive gaming by students, on the other hand, may result in addiction. According to the findings of the study, students benefit from online gaming, but they must know how to manage their time wisely. Their parents' support is also required, particularly when disciplining their children (Valdez, 2020).

Since students learn in unexpected ways, inappropriate use of online games causes some issues, such as being distracted in class. Furthermore, when a child's attention is diverted, his or her health and social life suffer unknowingly (Dumrique & Castillo, 2018). The study, according to Zhao et al. (2021), suggests that online game behavior requires a different approach. While playing online games is not entirely wrong, the mental health problems caused by excessive gaming must be addressed. It is especially important to monitor students' emotional well-being to prevent excessive online gaming behaviors from developing into indulgent or addictive behaviors.

2.2. Trends

Mobile Legends Bang Bang is a mobile-optimized multiplayer online battle arena (MOBA) game. The two opposing teams compete to reach and destroy the enemy's base while defending their own for control of a path, the three "lanes" that connect the base. Mobile Legends Bang Bang was the most downloaded free multiplayer online battle arena (MOBA) game in the world in November 2022, with over five million downloads across Google Play and the Apple App Store (Statista, 2023).

The term "trend" can refer to a variety of things (for example, data analysis, economics, social media, and so on), but we interpret it as "fashionable," either fashion or design, culture, or entertainment. It can happen at any time and is commonly attributed to popularity. Trends are often difficult to identify because they emerge from social forces that influence how styles or tastes change. They achieve change, become firmly rooted in the public psyche, and can even reinvent themselves as part of a cyclical process once shared and accepted by a critical mass. There is no magic here.

As a result of the current trend of social gaming media, most teenagers can express themselves

freely. When trends shift to include public entertainment, in this case, live Esports, in the majority, people will begin to comprise its audience. However, they frequently came across as unethical in their statements. As evidenced by the numerous disparaging remarks, their expression usually deviates from the norm.

The previous year witnessed the rise of competitive multiplayer mobile games into a craze. Multiplayer mobile games have proven to be a prominent gaming trend of 2022 and continue to dominate 2023, with eSports becoming a global phenomenon and the rapid popularity of games like PUBG Mobile (Gaming Trends 2023 - Top 10 Trends That Will Rule Industry, n.d.).

2.3. Features

Mobile Legends, an online game similar to Dota, is a popular eSports game released by Moonton in 2016. More than 100 million users have downloaded the app from the Google Play Store. According to Ni'am, Resi Arjun (2022), Mobile Legends Bang Bang is a gaming application that uses an online system and has many features in the game, one of which is skin, which changes the animation and interface appearance of the player into a unique and attractive appearance. Furthermore, Moonton has included chat and voice features in the game, in addition to playing, so that team players can collaborate and communicate to win the match apart from serving as a gaming platform.

Some Filipinos prefer games that require more action than board games. Its "gameplay" is unique in that it can be played by two teams (5vs5). Two groups fighting to reach and destroy the enemy's castle while defending their own. To defend the castle, they must control the path they take.

There is a significant difference between "real" and "in-game" reality in games. In-game realities frequently manage to get us a reward without putting us through too much trouble. Game developers find ways to create games with incredible graphics and immersive story lines that keep players hooked (First International Play Money Exchange, 2023).

2.4. Attitude

According to Quwaider et al. (2019), games can cause a variety of changes in players, such as aggressive, negative, or cooperative behavior, as well as positive attention. Emotions, reflexes, behaviors, motivations, needs, thinking styles, and approaches to internal and external situations are all influenced by online games. The term attitude is the way we look at life and typically one that is reflected in a person's behavior. It is the way we choose to see and respond to events, situations, people, and ourselves. The attitude of an individual has a direct impact on how we communicate and collaborate with others, and how we perform our daily tasks and responsibilities (Focus, 2021).

Machfiroh et al. (2021) states that multiplayer online games, particularly their content, have an impact on players' behavior and attitudes. The player's attitude influences how the content of games is played. Similarly, the player's attitude and directions will be determined by how positive or negative the game's content is. The concept of Mobile Legends, where the goal is to destroy the enemy base, kill other enemy heroes, and destroy turrets, will most likely affect the player's attitude in everyday life because the games depict fierce battles.

There are several reasons why parents give their children access to gadgets at a young age. Some of the reasons could be that some parents decided to give their children a smartphone so that they could accompany them while they were at work (Naufal, 2023). He also mentions that there will be changes before and after children learn about games and become addicted to online games, because the attitudes they learn in games may be applied in real life. When a child plays war-themed online games like Mobile Legends, which are known to be harsh, the child's personality, as portrayed in the game, may become tough and harsh.

He discovered a difference in the change in attitude that occurred in the children during his study in which some families were interviewed. In some cases, children's attitudes shifted to become harsh and rough, but they could still be controlled by their parents' parenting system. In contrast, when a child gets hooked on playing an online game, he can become extremely rude because he is carried away by the atmosphere of the

game, such as when he does not get what he wants. When children get hooked on online games, their behavior, including their attitude toward other people, changes and they become harsh and rude people.

2.5. Response

Despite numerous reports, playing video games in the twenty-first century has been shown to have positive effects, according to an article. There are numerous types of games available today, including intellectual games, action games, and adventure games. There may be a responsiveness difference depending on the type of game.

According to other research, playing "action" video games improves perception and focus. A small number of studies, on the other hand, have shown that certain games can be frustrating and increase the desire to play more. Furthermore, problematic smartphone use is linked to the types of games people play on their phones as well as their usage patterns (i.e., how frequently they use their phones during the week and on weekends).

As a result, decreased responsiveness of students is demonstrated by an increase in reaction time immediately following the completion of an action video game. Digital tiredness brought on by prolonged full concentration on the game eventually reduced awareness (Joshi, n.d.-b). Playing video games can assist in overcoming a variety of barriers to changing players' behavior, both positively and negatively. As a result, there may be plenty of new opportunities for learning and developing current skills. These behaviors influence how teenagers perceive the world and alter the player's character, which is still evolving. The way information is presented and interpreted in the game affects how players respond to it. People's personalities can greatly influence how they perceive and react to a situation. It should go without saying that their gameplay should reflect this. Numerous studies have shown that online gamers behave the same way they do in real life.

Previous medical research has shown that human neurons respond to the effects of video games in a manner similar to how they respond to stimuli in the real world.

Video games can help players improve their social, cognitive, and problem-solving skills. Violence, hostility, concern, and tension can all be detrimental to a player's personality (The Impact of Electronic Games on Children, n.d.-b).

2.6. Attention

Sunstar & Vox (2019) rank Mobile Legends as one of the most popular mobile games available today. As part of the most recent Mobile Legends update, players were introduced to new heroes, encouraging them to play the game even more. According to Sunstar and Vox (2019), playing Mobile Legends has negative consequences because it can be a distraction while performing other important activities such as studying or doing chores. Because the player is primarily focused on the mobile game, it may have an impact on social interactions with others.

According to Krishna (2020), experts have researched and identified the harmful effects of mobile phones and mobile games on children over the years. Children nowadays spend long periods on their mobile phones watching videos or playing their favorite games. After getting hooked on a game like Mobile Legends, a child's concentration level may suffer. Their attention was so focused on the game that they forgot to do daily tasks or couldn't respond when their parents called.

In line with this, Farchakh et al. (2020) research on Lebanese schoolchildren, mobile gaming addiction and its association with memory, attention, and learning skills resulted in a higher addiction to video gaming being significantly associated with a higher attention score (worse attention). The findings imply that the constant stimulation and instant gratification of video games may raise the threshold for children to pay attention in less stimulating situations where working harder to obtain rewards is required.

Attention is the ability to actively process specific information in the environment while tuning out other details. It enables people to focus on and complete specific tasks while avoiding distractions (Cherry, 2022). Some variables, such as how interested we are in the stimulus and how many distractions there are, can

affect our ability to stay on task, according to Cherry (2022). These may also explain why playing Mobile Legends may interfere with one's attention.

Doan-Keskin and Aral's (2022) study found similar findings from other researchers that playing video games has negative effects. Respondents reported physical problems (hand, wrist, head, neck, back, lower back, and hearing-related issues), family problems, school-related problems, anger-related issues, eye- and sight-related issues, feelings of wasting time, attention and focus problems, food- and sleep-related problems, emotional problems, socialization problems, addiction problems, and being affected by negative content.

2.7. Related Studies

Fabiro et. al. (2018) stated that the lives of today's youth revolve around the technologies available in their surroundings. Cellphones, laptops, and many more. Mobile Legends can play wherever you have your device. Mobile Legends is so popular that almost every student, especially those with gadgets, is into it. Some people benefit from playing mobile games by making new friends and influencing their attention. It can, however, waste a lot of time for those who lack self-discipline.

Following the study of Aviso et al. (2021), online games have provided many challenges ranging from student behaviors affecting their academic performance to constantly changing their personality positively or negatively, as it introduces various types of behavior that affect players in various ways. As a result, many studies contend that online gaming is a negative effect, while others contend that it is beneficial. According to studies on the positive effects of online gaming on player behavior, playing online games improves social skills, mental skills, and problem-solving abilities. Some people play online games for fun or to pass the time, while others play to avoid problems, stress, or loneliness. Online gaming, according to research on the negative impact of online games on players, leads to aggressive behavior.

As specified by Cortes et al. (2022), their research shows that in things like playing online games, there is a good side to every bad side. According to studies, children who play Mobile Legends can influence their attention. As it demonstrates an individual's behavior to those who play it, such as SSNHS students. Online games have positive effects as long as the user maintains self-control.

2.8. Theoretical Framework

2.8.1. Technological Determinism Theory

The rapid development of technology has rendered human actions uncontrollable. Technology has a significant impact on how humans act, think, and adapt to technological changes. Marshall McLuhan first proposed technological determinism in 1962. Technological determinism is the name given to an approach that recognizes technology and technological advancements because they play a central role in societal processes (Croteau and Hoynes, 2003). Technology determinists believe that technology is a powerful driving force in society, with the potential to change cultural and social structures.

Technological determinism theory laid the groundwork for the present study due to its speedy technological advancement and innovations, which affect human lives, daily activities, culture and tend to determine the behavior of society and its people. Philippine games were once popular as part of cultural heritage, but now are almost gone. Our young generation's playing space is changing as technology advances. Children nowadays prefer smartphone or hand-held computer games to a wide variety of traditional games. Traditional games like *piko*, *patintero*, and hide and seek, which can usually be played in large spaces, are being replaced by online games, which limit children's physical activities and social interaction. Changes occur, and people adapt to the changes that may have an impact on their behavior.

The technological determinism theory is anchored in this study because it is a guide to exploring the influence of online games, specifically mobile games, on students' behaviors and to determine whether this technological development is shaping our people's behaviors for the better or for worse.

2.8.2. Behavioral Learning Theory

B.F. Skinner established behaviorism's learning theory. Skinner's behavior theory is based on observable actions and the contextual factors that influence them, and it proposes that behavior is shaped through incentives and punishments. Skinner focuses on observable behaviors and how the environment influences them through stimulus and reaction. We may see parallels in terms of reinforcement and prizes when applied to a smartphone game like Mobile Legends. Players are motivated by being able to unlock new heroes, collect experience points, level up, and obtain in-game cash. The game also uses operant conditioning because it provides immediate feedback and consequences for player actions, rewarding desirable behaviors while punishing undesirable ones. Furthermore, the significance of skill development and practice is emphasized, with players honing their skills through repetitive gameplay and learning through experience. Observational learning is also important because gamers can see and learn from experienced people through lessons, guides, and live streaming. While behaviorism can provide some insight into player behavior in "Mobile Legends," other psychological and cognitive factors must be considered as well.

2.9. Conceptual Framework

This figure shows the conceptual framework of the research. The paradigm presents the variables that will be considered in the research.

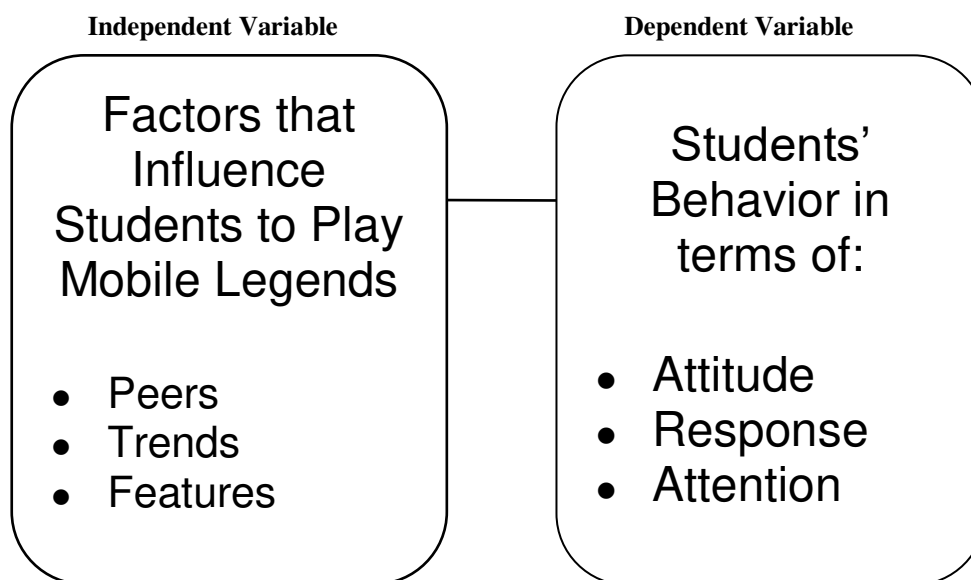


Figure 1. Research Paradigm of the Study

This Independent-Dependent (IV - DV) Model was used as the research paradigm of this study. It represents the summary of various related literature that explains the process involved.

Figure 1 shows the dependent variables considered in the study which include Mobile Legends'

effect on the behavior of the students in terms of attitude, response, and attention. The study aims to test how the independent variable influence Grade 6 students to play Mobile Legends in terms of peers, trends, and features, and how that affects the dependent variable. The study intends to know if there is a significant relationship between the influence of playing Mobile Legends and the behavior of the students.

2.10. Synthesis

The researchers presented various related literature and studies in line with this study. To have a clear understanding of these literature and studies, the researchers made a synthesis in the succeeding discussion.

According to the literature and studies the researchers gathered, there are many factors that influence an individual to play an online game, specifically Mobile Legends. It may be their peers, its' features and trends. In today's modern society where technology exists and various apps can capture one's interest, it will be difficult for adults, as well as students, to resist playing the game. Mobile Legends is popular and students tend to keep up with the trend, and be mesmerized by the high-quality features of the game. If students become hooked in playing Mobile Legends, this may affect their behavior in terms of their attitude, response, and attention to others. But usually, based on the related studies, there are positive effects of playing Mobile Legends to their behavior if students are being guided and parents have set a limitation for their child to use mobile phones and play the game. This study aimed to determine how the factors influence the students' behavior in playing Mobile Legends in terms of their attitude, response, and attention.

3. Methodology

This chapter tells how the study was conducted. This contains a description of methods and procedures done to obtain the data. This includes the research design, population and sampling techniques, research instrument, data gathering procedures and statistical treatment of data.

3.1. Research Design

The researchers used the descriptive method in evaluating the data gathered in the survey. The descriptive method of research is widely accepted as a fact-finding study that involved adequate and accurate interpretation of findings in this case about the influence of playing Mobile Legends on the behavior of Grade 6 students.

The correlation analysis was also used in evaluating the data gathered in the survey. The correlation analysis is a statistical technique which aims to find the relationship with correlation degree between two variables (Zawawi, 2012: 46). The researchers chose the correlation for it demanded the degree to which the variables were related to each other. The case study then describes the in-depth study of the researchers to the respondent's group, through questionnaires that the participants answered to which they identified as surveys.

3.2. Research Locale

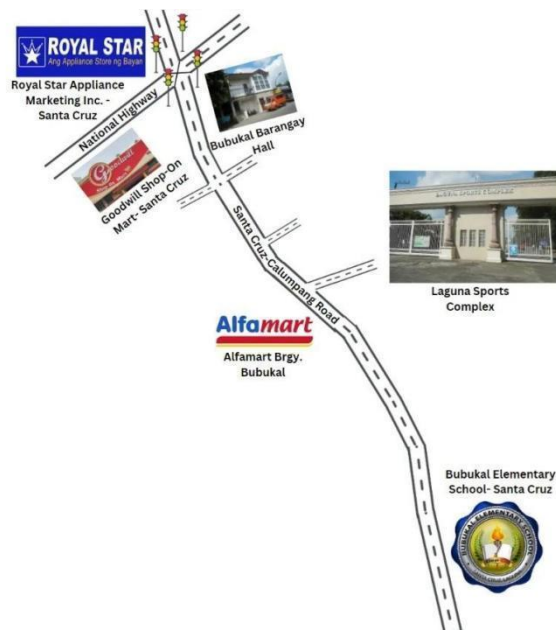


Figure 2. Vicinity Map of Bubukal Elementary School

The study was conducted at Bubukal Elementary School, Sta. Cruz, Laguna. The respondents were Grade 6 students who were chosen using a purposive technique to serve the main objectives of the study on how peers, trends, and features influences a students' behavior in playing Mobile Legends. Pupils were given a questionnaire to answer. It was formulated by the researchers for the locale of study since it is a monograde school, and it is within the Santa Cruz area where Laguna University is located. This study was conducted in the second semester of the academic year 2022-2023.

3.3. Population of the Study

In this study, the researchers chose selected students of Bubukal Elementary School as the respondents. The population for this research were Grade six students of Bubukal Elementary School, Sta. Cruz, Laguna enrolled in the academic year 2022-2023. The total number of respondents were from the four sections/classes of the sixth grade.

3.4. Sampling Technique

In this study, the researchers utilized purposive sampling to determine the respondents for the survey. Purposive sampling occurs when the respondents of the study are chosen according to the objective of the study. Hence, purposive sampling is the best suitable for the researchers study as the respondents will be selected based on a specific population characteristics.

3.5. Research Instrument

To determine how peers, trends, and features influences Grade 6 students' behavior in playing Mobile Legends, the researchers conducted this study using a self-made questionnaire consisting of two parts. The first part is the mean level of Grade 6 students who are playing Mobile Legends followed by the indicative statements in each factor that influences them. The second part is how each factor such as peers, trends, and features influences Grade 6 students' behavior in terms of their attitude, response, and attention which was answered by the students' parents/guardians.

There were five (5) indicative statements in each factor. The choice of answers under the 4-Point Likert Scale were Strongly Agree (SA) - 4, Agree (A) - 3, Disagree (D) - 2, and Strongly Disagree (SD) - 1. The questionnaire was validated by the research panel before it will be distributed to the respondents during the data gathering procedure.

3.6. Data Gathering

The researchers started gathering data by knowing the population of Grade six students in Bubukal Elementary School. The researchers made a formal letter noted by their adviser, program chair and research coordinator which was given to the principal of Bubukal Elementary School. When permission was granted, the researchers distributed questionnaires to 50 grade six students in Bubukal Elementary School.

The questionnaire was composed of five different questions about each factors that are influences and behavior of the students in playing Mobile Legends. The data gathered was interpreted using the 4-Point Likert Scale with regards to the perception of the respondents about the study.

The data gathered was used to assess and interpret how each factor such as peers, trends, and features influences Grade 6 students' behavior in terms of their attitude, response, and attention. Afterwards, the researchers formulated the findings, conclusion, and recommendations.

3.7. Statistical Treatment of Data

The researchers gathered all the data from the survey results and conducted an analysis of the information in effort to investigate the influence of playing Mobile Legends on the behavior of Grade 6 students. The gathered information from the respondents were organized, categorized, tallied and presented in tabular form.

The proponents used the Likert Scale Method for the evaluation and for the computation of results. The researchers used frequency to summarize the results of the survey. Responses relating to the influence of playing Mobile Legends on the behavior of Grade 6 students were tabulated and interpreted using chi-square tests (Turney, 2022).

Formula: Chi-Square Test

$$X^2 = \sum \frac{(O - E)^2}{E}$$

Where:

X^2 = chi-square test statistic

Σ = summation operator

O = observed frequency

E = expected frequency

4. Presentation, Analysis and Interpretation of Data

This chapter contains facts gathered from the respondents using the primary research tool used in the study in relation to research objectives. This presents the influences why Grade 6 students are hooked on playing Mobile Legends in terms of peers, trends, and features; Grade 6 students behavior when playing Mobile Legends in terms of attitude, response, and attention; and the relationship between the influences of playing Mobile Legends and the behavior of the students. To simplify the discussion, the researchers provided tables that summarized the data collected from the participants.

Table 1. Factors influencing Grade 6 students to play Mobile Legends.

Factors	Frequency	Percentage	Weighted Mean	Factor
Features	44	88	3.07	Features
Peers	4	8		
Trends	2	4		
Total	50	100		

As shown in Table 1, the most influential factor for the respondents to play Mobile Legends was the *Features* of the game, with a weighted mean of 3.07. 88%, or 44 respondents, answered that they were influenced to play the game due to its features. 8%, or 4 students, were influenced by their peers to play Mobile Legends. While only 4%, or 2 students, were influenced by the popularity or trends of the game.

Based from the data gathered, we therefore conclude that the *features* of the game is the most influential factor that hooked students to play Mobile Legends. A total of 44 students from grade six responded that features of mobile legends like the characters and game animation was the reason they play the game. Aside from that they also feel a sense of accomplishments when they achieve a higher rank during the game.

The voice features also helps them build connection with their team mates making their playing time more engaging and fun.

According to Ni'am (2022), Mobile Legends Bang Bang or MLBB, is a gaming application that uses an online system and has many features in-game, one of which is skin, which changes the animation and interface appearance of the player into a unique and appealing appearance.

Similarly, as discussed in an article titled "*What Makes Games So Addictive*", our brain does not distinguish between "real" and "in-game" reality and applies the same reward mechanism to both (First International Play Money Exchange, 2023). A game's features, such as incredible graphics and an immersive storyline, address an individual's social needs by allowing gamers to chat with other gamers inside the game, which fosters friendships. The more needs that are met, the more satisfying the game experience.

Table 2. Behavior of Grade 6 students who play Mobile Legend.

Behaviors	Frequency	Percentage	Weighted Mean	Behavior
Attention	33	66	2.66	Attention
Attitude	14	28		
Response	3	6		
Total	50	100		

Table 2 shows that *Attention* is the behavior that was affected on most respondents. With a weighted mean of 2.66. 66% of parents or guardians agree that the respondents attention is affected when playing Mobile Legends. 28% of parents or guardians answered that the respondents attitude is affected when playing the game. 6% agree that the respondents behavior in terms of response is affected when playing Mobile Legends.

According to Farchakh et al. (2020), mobile gaming and its association with memory, attention, and learning skills result in higher engagement in mobile games, which causes an individual to have poor attention. Another study by Doan-Keskin and Aral's (2022) discovered similar findings from other researchers that playing mobile games has negative effects, with attention and focus issues being one of the negative effects of playing a mobile game like Mobile Legends. Since the respondents were so immersed in the game, he or she may have been unaware of what was going on around them, such as when their parents called their attention. Their focus is solely on the game, causing them not to process information when asked by those around them while they are in-game. This demonstrates that respondents' attention is affected when they play Mobile Legends.

Table 3. Relationship between the influence of playing Mobile Legends and the behavior of the Grade 6 students.

Factors of Influence	Behavior of the Grade 6 Students				
	χ^2	df	critical value	p-value	Analysis
	8.746	4	9.488	0.068	Not Significant

*p-value < 0.05, significant

As shown in Table 3, a correlation analysis using the Chi-square test was performed to determine the relationship between the influence of playing Mobile Legends on the behavior of Grade 6 students. Based on the result, with a p-value of 0.068, which is greater than the alpha level of 0.05, and a chi-square calculated value of 8.764, which is less than the critical value of 9.488, the total analysis was not significant.

The influence of online or video games on the behavior and emotions of the players cannot be ignored (Quwaider et al., 2019). Most studies that deny the existence of the impact of online games rely on a small number of participants or weak evidence.

Similar to the present study, researchers have a limited or small sample size of respondents.

In contrast, a similar study by Hanafie et al. (2022) found that the results of their statistical test analysis show that there is a significant influence between online games and student behavior change. They stated that the higher the intensity of playing online games, the more there is a change in the students'

behavior. By accessing online games, students tend to behave negatively, often hitting the table, uttering harsh words, getting easily angry, and becoming lazy in studying.

Research conducted by Nugroho and Reza (2022) concluded that there is a significant relationship between frustration and aggressive behavior in students playing online games with the correlation coefficient showing $r = 0.481$ with a Sig value. 0.000 ($p < 0.005$). The higher the frustration, the higher the aggressive behavior in students playing online games. Students get frustrated when playing online games that lead to arguing and trash talking.

A study by Doan-Keskin and Aral (2022) revealed the positive and negative impacts of digital games from an adolescent perspective. According to the researchers findings, most of the respondents answered that online games offer fun and entertainment as a positive aspect. On the other hand, respondents answered that they get easily angry and easily distracted, which affects their focus and attention when playing online games.

Humans will continue to adapt changes brought about by technological advancement. Society should control online games, and players should be aware of their positive and negative impacts. Do not let technology control us; rather, use it as a tool that is beneficial to our own mankind.

5. Summary, Conclusion and Recommendations

The overriding purpose of this study was to determine the Influences of Playing Mobile Legends to the Behavior of the Students. This was achieved with the help of fifty (50) respondents from Bubukal Elementary School, who answered the survey questionnaire formulated by the researchers.

5.1. Summary of Findings

The survey conducted on the 50 Grade 6 students - respondents resulted to the following findings:

1) Factors Influencing Grade 6 Students to Play Mobile Legends

The researchers found that the features of the game influenced the respondents the most, because Mobile Legends provides players with a quality gaming experience through interesting characters with great skills that keep them hooked on playing the game. Furthermore, the built-in game chat and voice chat feature enable players to interact with one another while playing.

2) Behavior of Grade 6 Students Who Play Mobile Legends

Researchers found out that most of the parents/guardian's of the respondent answered that the attention of the students were the most affected behavior when playing Mobile Legends.

3) Relationship Between the Factors of Influence and Behaviors of Grade 6 Students in Playing Mobile Legends

Through this study, it was determined that the factors of influence in playing Mobile Legends have no significant relationship with the behavior of Grade 6 students.

5.2. Conclusion

From the results of the research that has been done, it can be concluded that there is no significant relationship between the factors of influence in playing Mobile Legends and the behavior of the Grade 6 students. The main factor that influenced respondents to play Mobile Legends was the game's features. According to their parents, students' attention was the most affected behavior because they were addicted to playing Mobile Legends. Hence, the null hypothesis is accepted.

5.3. Recommendations

Based on the findings and conclusion drawn from the study, the following recommendations are hereby given:

1. Parents and guardians should focus on their children's social and physical activities. Determine your children's utmost interests in sports and hobbies to divert their attention away from online games that create a strong barrier between the virtual and real world.
2. School administrators and teachers should promote physical health, sportsmanship, camaraderie, and pro-social skills among students rather than engaging them in online games. Bring back and practice indigenous games in school, and teachers should play an active role in encouraging students to play those games with their friends at home.
3. Future researchers should conduct a similar study and obtain the mean level of the respondents in terms of gender with a larger group to determine if the same findings will be established.

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