

Integrating Ass.1

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Integrating Projects

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1. Introduction

1.a Study research of choice

In this assignment to implement what I have learnt in this module I have decided to research of how harmful video games to children are. This study is not new as this topic has pop up in many conversations, news articles, live news as people do question are videos games really damaging this generation of children today. In my research I'm going to specifically bring up behaviour, education, social character, physical health, and mental state. The reason behind these factors is that firstly these are the concerns parents and teachers have for the children as they think is a bad influence in there growing stages however other people think it's a good for children. With my skill set I have grasped from this module I will unravel the truth on if video games are harmful to children.

1.b Aims and Objectives

My targets and goals for this research project is to bring light in all the factors I mention in the previous paragraph. Firstly, for behaviour the research that will be conducted will consist of the children's behaviour, the way they act, if they still comply to their parent's instructions. Then, going into the different genre of games that have an affect more on the factors mentioned earlier. Also, investigate the age groups of children and teenagers to review the impact in all the different factors.

1.c Basis of This Research

The purpose of this research is first I have an interest in videos games and play them from time to time. Secondly, to fulfil all the aims and objectives of the research so I have a better understanding of videos games and how it affects our lives. Also, I would want to see if I would have turned out different if I played videos games more or not at all during my academic years. This research topic will broaden my view in one of my hobbies so I have a better understanding of what will be good for me.

2. Research Philosophy

2.a Definition

Research philosophy basically consist of a system that is in place to collect, examine and utilize data to either prove or disprove theories. Its fundamentally accumulating information to a specific topic. This is done as in all phases of research presumption is always in the thought process. As the term epistemology is facts that are known to the true, doxology which is beliefs to be true then there's axiological which is morals, principles that sway your research process. [1] [2]

2.b Ontology

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Intentionally ontology is defined as having a knowledge of reality. In simple terms, it predominantly organizes different known existing factors to best classify known existing things so that all can be accumulated together to fully comprehend the world. Its an attempt to categorize and justify the entities of this world. [3] [1]

2.c Epistemology

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Now looking at this term it is biased on the hypothesis of knowledge. Particularly, it's in operation with outcomes, nature, origin, and hindrance to known entities in the field of study. Basically, this term is defined is the intuition about knowledge, knowledge established as admissible, logical, and genuine knowledge. In essence, the point-blank words to explain the term is facts that are known to be true. [1] [4]

2.d Axiology

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Now this philosophy term can be explained as it relates to the principles and moral values of the researcher. This type of research analysis involves the researcher's own ethics throughout the research procedure. In theory, this sector of research philosophy inquires the goals set for the research, it brings about a bases to illuminate if u want to shade some light to understanding the research or translate and give a justification for the research.

Axiology is usually starts through a series of question of the researchers' values and it will have a big impact of the outcome of a research project. [5] [1]

Positivism



The way this term is tied with epistemology is the foundation point includes only authentic facts possessed by examination, as well as measurement because they deem to be creditable. So, the primary activities in this type of research mainly would be data accumulation and evaluation. [1] [5]

Realism



The philosophy research related to this term can be briefly explained as it is having every confidence in self-sufficient data of reality and not intertwined with the human mind. They are 2 categorises that realism is distinguished in known as direct and critical. Direct realism is known to be interpreted as "what you see is what you get". In simple terms, this type of research depicts the through personal senses. Then there is critical realism is centred in human occurrences of phenomena sensations and images of the world. It is similar to direct realism however it brings in a theory of everything a human can sense isn't always how the world is presented in truth. [6]

3. Research Methodology



3.a Quantitative

This strategy is biased on collecting numerical data then designate it abroad groups of people. It is more often than not utilized for patterns, averages, forecasts, even as well as for the usefulness to give a description/account and make a clear/plain/intelligible decipher on the observation research. This is a method that will be implemented due to the fact that numbers and statistics are needed to understand and grasp the research project question. [8] [9]

3.b Qualitative

This method deals with data being interpreted in nature, shown in terms of language that using numbers. It's a procedure that involves naturalistic query that pursues an extensive apprehension of social phenomena. The questions derived from this type of method include 'what' 'why' and 'how'. This strategy is usually corresponded with peculiar kind of data,

often consist of words or images. This method was thought about however it doesn't align with the research project at hand. [10] [11]

4. Research Strategies

4.a Research onion

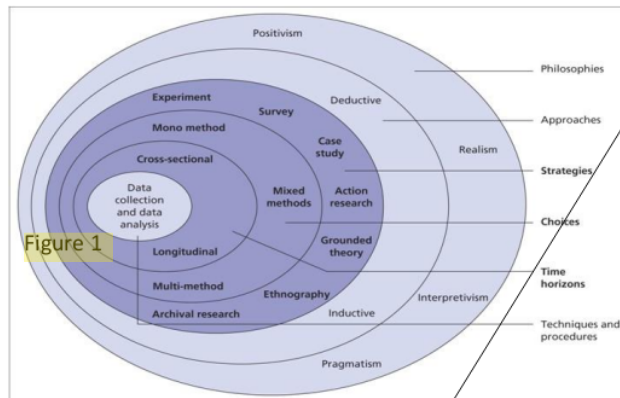


Figure 1 is known as the research onion. This is basically a network of beliefs and philosophical hypotheses that mould the conception of the research queries and influence the choice of research methods. This research onion is used because it assists the research to pick competent mechanisms and operating procedures for their given research project. The research onion supplies quite a highly precise narrative of the vital layers which are to be completed so that a research project can be successfully functional as the perfect methodology is composed right. [12]

4.b Deduction Strategy

Deduction can be defined as specifically implementing theory from data to test one's hypotheses. Generally, starts with the standard and meets end with the peculiar. Normally, the process of deduction strategy follows as coming to an understanding of a researcher's theory. Then, the application of the theory in a practical way. The following will include trials of the theory and carefully studying the outcomes of the research project. The intention of using this strategy is to deduce all data and theory found to specifically tackle the answer. This approach will be use as all information gathered can be depicted and narrow down to either agree with the research project or contradict it. [13] [14]

4.c Case Study

This method consists of a past in-depth study as it detailed by a distinct topic or project. It is an exploration and inspection of a broad detailed investigation on a phenomenon. Now this, strategy is useful for this particular project as all the pieces of information can be utilize to

either support the theory that video games are bad influence on children or to contradict that theory [15]. Starting with the case study, is a study on a 10-year investigation on violent video games. This is a longitudinal study which not many have done. The individuals that participated after the study transpired into 3 different groups: 'high initial violence (4 percent), moderate (23 percent), and low increasers (73 percent)'. High initial violence and moderate groups manifested a curvilinear sequence of violent video game play across time however low increasers group heightened slimly in violent video game play across time. High and moderate initial group mostly consisted of males. Also, a likelihood that the high initial group would get depressed. In spite of that, initially there wasn't a distinction prosocial behaviour at the endings of the study from all three groups. Now getting into statistic, all individuals listed their 3 favourite games and how often they played as 1 being little to nothing to 5 being very often played. Now the factors involved in the study was composed of aggression, depression, anxiety, and prosocial behaviour. In essence, all three groups participated in playing violent video games as during childhood it was high, during teenage years it decreased then going into adulthood it did increase. The high initial group presented a high depression state and symptoms however anxiety was low as both the other group had higher anxiety states and phases. Then dealing with aggression and prosocial behaviour wasn't sufficiently higher. Then the second group was the moderate rating as 23% of all participants. An interesting fact that this group aggression was higher than the high initial group in adulthood. Then finally the low initial group rating at 73% of all participants. This was the healthiest group even though at the end point of the study their aggression wasn't a big difference with the high initial group rating at 4% of all participants. [16]

5. Conclusion

To close up my research project I haven't come to directly give a yes or no answer to my project question. 'Are video games bad for children?' this question still can't be answer throughout my research as looking through the case study first all the individuals were split into three groups after all data was collected. So, me as an individual it is hard for me to add myself into that group as I wouldn't know how to assist my behaviour into the groups. Also, it would be the same for parents trying to put their children into one of the groups. This is because all individuals have different characteristics and patterns in their life so it hard to depict what is causing all the negative outcomes from or how they decreased their time on the video games. The benefit and positive thing about the caste study is period of the study so more time to examine the data and draw more accurate theories. However, data collection was self-report of the families so some information will be bias. But in defence to that the research methodology Qualitative is applicable in this study as development in this study. So there is a lot of limitations in this research project as the answer to the question cant be answered in a direct statement. It all depends on the individual on how long they play, what time they play and the games they play.

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GRADEMARK REPORT

FINAL GRADE

50/100

GENERAL COMMENTS

Instructor

Always follow the given instruction to answer the question. Assignment looks as if you are reviewing research approach and methodologies. what is the connection of your write up to the chosen topic?

This is an essay which you are expected to do the follows in your assignment.

Introduction

literature review is an integral aspect of the research.

The method applied for the conduct of the research.

Draw effective and concise conclusion.

Reference

PAGE 1

PAGE 2

PAGE 3



Comment 1

What is your research topic



Comment 2

Use of third person is necessary



Comment 3

Is this your research Topic?

PAGE 4



Comment 4

how connected to the topic?



Comment 5

how connected to the topic?



Comment 6

how connected to the topic?

PAGE 5



Comment 7

how connected to the topic?



Comment 8

how connected to the topic?



Comment 9

how connected to the topic?

PAGE 6



Comment 10

how connected to the topic?

PAGE 7

PAGE 8

PAGE 9



Comment 11

You can do better than this.