LIVED EXPERIENCES OF STUDENTS IN A PUBLIC SCHOOL ENTHUSIAST IN PLAYING MOBILE LEGENDS

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ABSTRACT

The research study comprises a qualitative approach bounded in grounded theory and thematic analysis – a system of qualitative research that based on the data of the participants, the researcher will come up with the suggested principles on how to remediate the live experiences of the Mobile Legend Players who are also learners, and to give some collected data to be discussed as an authentic approach of comparing and relating the lived experiences of both study habits and the playing habits of a selected public school.

The importance of this study is to expose the fundamental truth about the experiences of the learners who are enthusiasts in playing mobile legends and how they can be affected in their academic performances. By the careful survey questions to be cared of the researcher, the progress of the study will be able to come up with the collection of patterns and relations from the responses of the participants due to the establish virtue of the thematic analysis. Furthermore, from the given set of data responded by the participants, by the virtue of grounded theory, the researcher will establish the guided principles in making the holistic approach of parental guidance for the enthusiasts in mobile games and to be well – versed for the solutions to make in balancing the time and effort of the parents and their children who are learners and gamers.

Leading them into a Paretto principle will make these enthusiasts in mobile games will make them holistically well in their personalities and characters to immediate improvements in their academics.

Keywords: Senior High School Students, Mobile Legends, Qualitative Study, Grounded Theory, DepEd, Philippines.

INTRODUCTION AND RATIONALE

Playing online mobile games has significant bearing with academic performance of students. The outcome of the study accentuates the importance of the factor's students' amount of time spent on playing online mobile games at home and the commonly played online mobile game at school. The poor performance of the students in their academics was linked to playing online mobile games. The performance of the students may improve and strengthen by giving serious intervention that will manage the students' access on the internet. The university may limit or

establish a policy about the student's usage and access of the internet to address the problem. (Delos Santos, J.R.N., Cornillez, E.E., et. al., 2020).

The teacher – researcher aims to give a modified connotation whenever we come up to the upbringing of the students in the pedestal of better learning habits despite of this phenomenal time of enthusiasms in playing so called "Mobile Legends". Even other adults were convinced to play this trending mobile game. Thus, whatever age bracket or gender preferences, the mobile legend is at its hype of fame – on the inclusion of affecting students' performance in their school lives.

This research study will make use of qualitative method, an exploratory form using case study reports gathered from the response of the selected grade 12 students who are enthusiasts in playing the mobile legends. The grounded theory and thematic analysis will be applied in this basic research, so we can easily determine the patterns and the generated principles from the given response of the participants.

LITERATURE REVIEW

The lived experiences of the Mobile Legend Players who are also learners in grade 12 level are having so many affected terms in their holistic developments. Below are the related literatures to guide us on how to reason out the ever – increasing popularity of the said mobile game app.

Mobile devices are increasingly being used, in various ways, to collect data and are also increasingly related to individuals' health behaviors. Because of the paucity of available data about the process of mobile data collection in tracking daily health behaviors among children, we designed this pilot study to determine the possibilities and the enhancing and inhibiting factors of a continuous data collection process using a mobile game. Twenty 10–12-year-old school children from two schools participated in the study. We asked the participants to play a game that recorded their health-related behaviors for seven consecutive days, answering 14–16 questions daily. The questions related to children's eating habits, hygiene habits, hobbies and activities, networks, media use and devices, and sleep. In this article, we describe and discuss the process of data collection with its advances and challenges, including the planning and preparation of the survey according to its content and technicalities, training the pupils and their teacher to use the device and the health game, implementing the survey, and concluding the process. Additionally, we present viewpoints on educating children using collective health data. (Sormunen, M., Miettiren, H., 2017)

Although there are some disadvantages for the students to play the mobile game, there are some slight advantages, and these are the literacy in computer and logic increasing for better ICT skills for the learners.

Youths in this context are people between the ages of 18 & 35. They are very active, valiance and very vulnerable segment of the population. They develop into the leaders of tomorrow, parents for the future generation. Youth is a vibrant segment of the society and indeed of any nation. It is quite a useful and hopeful group that must be given every care and attention. Youth education is very important for development of manpower. Education leads to development. This is right to say that when the youth is educated the nation is equally educated. Hence ICT educations for youth development are vital issues that must be taken very seriously in every

nation's educational sector and even in homes. It is vital because of the immense benefits for the youth. There is every need to support the guide and provide all the ICT facilities for the youth development. (Okafor, 2015).
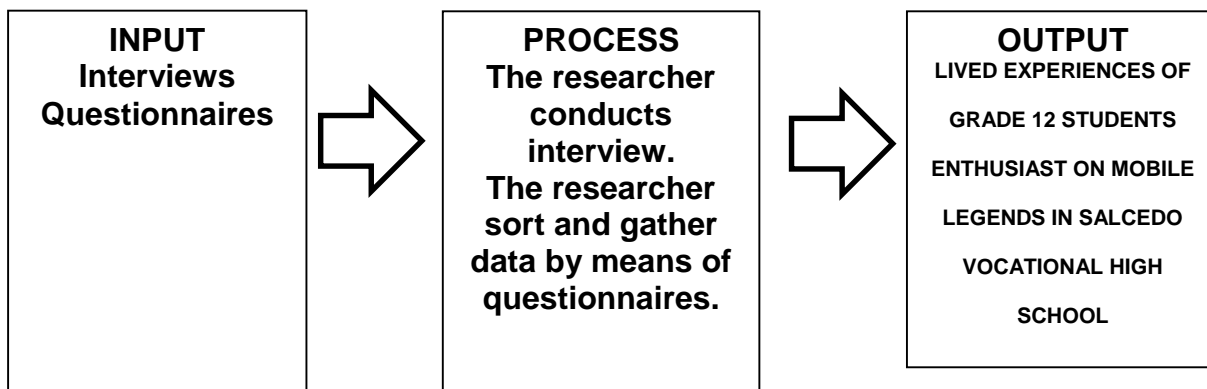
RESEARCH QUESTIONS

1. What is the demographic profile of the grade 12 students in Salcedo Vocational High School who are Mobile Legends Enthusiasts according to:
1.1. No. of hours in studying.
1.2. No. of Hours in Playing Mobile Legends.
1.3. Average grade from 1st Quarter.
2. Why some ML Players in Grade 12 of Salcedo Vocational High School are still excelling in academic performance?
3. Why is it that the health and behavior of the Grade 12 ML Players might affect their performance in school?

SCOPE AND LIMITATION

The proposed innovation as a mean of scope for this research study will be as follow:

1.   Mobile Legend Playing Reward System – taking the students into a dimension that once they got good grades will be rewarded for mobile legend playing time.

2.   Mobile Legend Inspirational System – taking the students into a dimension that the success of mobile legend playing can cause them to be a millionaire. s

The proposed strategy for this action research will be based on IPO System:

| INPUT Interviews Questionnaires | → | PROCESS The researcher conducts interview. The researcher sort and gather data by means of questionnaires. | → | OUTPUT LIVED EXPERIENCES OF GRADE 12 STUDENTS ENTHUSIAST ON MOBILE LEGENDS IN SALCEDO VOCATIONAL HIGH SCHOOL |

Based on the framework of the study: Mejia, M.J., Poquiz, M. et.al., Effects of Mobile Games (Mobile Legends) to the Behavior and Health of SHS Students, 2018.

Informing the guardian of the students about the effects of internet usage specifically on playing online mobile games for the students to have proper guidance. For future research that may be conducted like the study, an increase number of respondents is recommended and including other factors that are not mentioned in the study to confirm and verify herein results. Further, researchers recommend conducting study on online mobile games addiction on academic performance and case study on online mobile games on economic performance of business operators. (Delos Santos, J.R.N., Cornillez, E.E., et. al.,2020).

Students are the participants in this research, yet their guardians would be part of the equations of monitoring their children's welfare while in the atmosphere of the lived experience in playing mobile legends.

RESEARCH METHODOLOGY

a. Sampling

The purposive sampling technique will be applied for selecting participants who are grade 12 students in Salcedo Vocational High School who are Mobile Legends Enthusiasts, gathering the number of hours in studying, number of hours in Playing Mobile Legends and their average grades from 1st Quarter.

b. Data Collection

The frequency of the of hours in studying, number of hours in Playing Mobile Legends and their average grades from 1st Quarter will be collected through survey questionnaires.

c. Plan for Data Analysis

This action research will make use of a mixed method of qualitative study, an exploratory form using case study reports and the numerical data gathered from the surveys. Furthermore, the thematic analysis and the grounded theory principles will be used to generate theories out from the data gathered and to formulate patterns and relations among the data simplified.

'Grounded theory is not a theory at all. It is a method, an approach, a strategy. In my opinion, grounded theory is best defined as a research strategy whose purpose is to generate theory from data. 'Grounded' means that the theory will be generated on the basis of data; the theory will therefore be grounded in data. 'Theory' means that the objective of collecting and analyzing the research data is to generate theory. The essential in grounded theory is that theory will be developed inductively from data'. While Charmaz (2014) added that grounded theory is focused on inductive strategies for data analysis. It starts with abstract concepts and to explain and understand data. The journey of theory development in grounded theory approach starts and ends with the data. This journey is best explained by the (Strauss & Corbin, 1998, p. 12) as…

'Data collection, analysis, and eventual theory stand in close relationship to one another…the researcher begins with an area of study and allows the theory to emerge from the data…grounded theories, because they are drawn from data, are likely to offer insight, enhance understanding, and provide a meaningful guide to action'.

Thematic Analysis is a type of qualitative analysis. It is used to analyze classifications and present themes (patterns) that relate to the data. It illustrates the data in detail and deals with diverse subjects via interpretations (Boyatzis 1998). Thematic Analysis is considered the most appropriate for any study that seeks to discover using interpretations. It provides a systematic element to data analysis. It allows the researcher to associate an analysis of the frequency of a theme with one of the whole contents. This will confer accuracy and intricacy isnd enhance the research's whole meaning. Qualitative research requires understanding and collecting diverse aspects and data. Thematic Analysis gives an opportunity to understand the potential of any issue more widely (Marks and Yardley 2004). Namey et al. (2008) said, "Thematic Moves beyond

counting explicit words or phrases and focuses on identifying and describing both implicit and explicit ideas. Codes developed for ideas or themes are then applied or linked to raw data as summary markers for later analysis, which may include comparing the relative frequencies of themes or topics within a data set, looking for code co-occurrence, or graphically displaying code relationships." (p.138) Thematic Analysis allows the researcher to precisely determine the relationships between concepts and compare them with the replicated data. By using, thematic analysis there is the possibility to link the various concepts and opinions of the learners and compare these with the data that has been gathered in different situation at different times during the project. All possibilities for interpretation are possible.

FINDINGS

- The reasons why playing Mobile Legends? Out from the 7 participants who answered on this, there are several reasons they made mentioned:
- Peer pressure, worse – trash talks
- Popularity
- Due to Boredom
- Stress – Reliever
- For Fun, entertainment past time
- Bonding Moments
- Stress Reliever
- Below are the number of hours for the learners in Grade 12 spending themselves studying in a day:
- 3 hours
- 7 hours or more
- 5 hours or more
- 1-2 hours
- 10-12 hours
- 30 minutes
- 1-3 hours
- Also, below are the number of hours allotted for playing mobile legends:
- 4 hours
- 3 hours
- less than an hour
- 4 – 6 hours
- 1 hour
- 1 hour
- 1hour
- The average grades in 1st Quarter?
- 87
- 86
- 89
- 87

- 91
- 84
- 82

The table below shows the pattern:

Study Time	3 hours	At least 7 hours	At least 5 hours	1 – 2 hours	10 – 12 hours	0.5 hour	1 – 3 hours
ML Playing Time	4 hours	3 hours	Less than an hour	4 – 6 hours	1 hours	1 hour	1 hour
Average Grades	87	86	89	87	91	84	82

CONCLUSION AND RECOMMENDATIONS

As from the abovementioned table, the more learners engaged in the mobile legend playing as their lived experiences, the lesser they can acquire higher performance in their academics. The lesser they engaged in their lived experiences in mobile legend playing, they have the chance to acquire better performance in their academics.

As for the recommendation of John Maxwell's saying in one of his books regarding leadership, the Paretto Principle is very effective to make partitions in the time allotment for the learners to learn and to play. So, does to the parents and guardians, they must purposively follow somehow the strategy not just only for the leadership style in business but also for the learners' welfare. It would really affect the performance and other holistic growth for the learners if they are already out of control in playing this kind of mobile game app.

PLANS FOR DISSEMINATION AND UTILIZATION

This action plan will be the guide to improve senior high school students at the abovementioned school on their study habits and their academic performance even though they have time playing mobile legends. Upon the incorporation of the comments, suggestions, enhancements, and enrichments finalization of system policy shall then be done. The finalized copy of system policy shall then be fielded out to selected schools for testing before it shall be disseminated to the schools for implementation. If the system policy works for the schools being tested, a policy brief shall then be done to all schools. Policy dissemination shall be done in meetings, conferences, and other sorts of forum.

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