# ABSTRACT

Title: **QUALITATIVE ANALYSIS OF COMPUTER GAME ADDICTION**

Researcher: **Carl James Reuben Asia**

**Errel Jones Bendo**

**Jemark Bilugan**

Subject Teacher: **Mary Ann B. Gatpandan**

School: Gen. E. Aguinaldo National High School –Bailen

School Year: 2017-2018

Computer game addiction is one of the factors that affect the way of living of an student. World Health organization (WHO) classified computer addiction as a disease. In this modern and technology society it is the most popular entertainment. Computer addiction is the use of computer and play games excessively. It may develop bad habbts and can affect both mental and physical health.

This phenomenlogical study was conducted to describe the experience and effects of computer game addiction specially to the student.

The main source of data were from the interviews participated and shared by the computer addicts. Litchman 3C's of qualitative data analysis was done to analyze and interpret the result of the study.

The themes drawn and emerged from the experience are divided into these: The beginning , Forgotten Responsibilities and obsesion's eperience.