

Cambodians' Perspectives on Online Gaming

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Abstract

This is a study which studied about the perspective of Cambodian about online gaming. Through technology especially internet access keeps moving forward days in and out, games keep shaping themselves along the way as well. Games today are able to play within distance way with many other gamers, which it is called online gaming. For Cambodia, in a simple observation, started in 2010 and still moving, online games consists increasing amount of computers, a better internet connection and smart devices. To conduct this interesting topic, we gave 115 questionnaires to people who are over 15 and below 50. The research showed us about most of people has heard about online and over half of the respondents have been online gamers. Yet, most of online gamers are youths. In addition, mostly people play it with their friends and smart phones and computers are popular devices to play online games. Most interesting part is although youths play online games more, the adult on another hand, have more positive perspective on online gaming more than youths. Furthermore, motives for online gamers are for entertainment, stress, bored, building connection and lonely. Finally, the majority from both youths and adults agree to allow their children to play online games; but they will limit the time for them.

I. Introduction

1. Background of the study

Technology keeps on getting better and better by the day. More people have started viewing technology as a necessity and have begun taking interest in using technological devices in their everyday lives. Yet, those devices offer many other uses than just completing necessary tasks. For instance, gaming is one of the many features that people use. On top of that, there's also another

type of gaming called “online gaming” where players are allowed to play games with their friends or random strangers all over the world through the internet. Despite having started to become popular in other countries, Cambodia has followed suit for quite some time now. From a simple observation, Cambodians started to play online games during the early 2010s when online games were just introduced to Cambodia. That trend continued until now where computer devices have become more and more accessible to almost everyone.

However, it's not just trendy teens who play online games but also Cambodian adults and little kids too. Younger adults seem to be following the trend with teens and also get pretty involved in online games. As for kids, they discover online games through the app store in their phones or tablets that their parents have given to them. Despite it becoming more and more popular in the country, people seem to be neglecting the matter and never cared to do any research on this topic.

2. Significance of the study

Because the available data and literature review were solely conducted by foreigners, we have no idea how that fits into the Cambodian context. Cambodians of all ages have started to play games in their free time, so much so that it can be considered an issue. We decided to conduct research on this topic because people are neglecting the issue and we need to fill in data within the body of knowledge. Despite most university researchers doing research within their own university, our group envisioned the bigger picture and decided to increase our scope to Cambodian people.

The target right now is not to tell them what to do or not to do. The goal here is to study their behavior closely and understand what goes in their mind when they play online games and possibly exposing their kids to online gaming.

3. Research questions

- What do Cambodians think of online gaming?
- Are there any differences between youth and adults’ perspectives?
- To what extent do Cambodians allow their children to play online games?

4. Research objectives

- To explore Cambodian perspectives on online gaming – positive or negative
- To compare youth’s and adult’s perspectives toward online gaming

- To explore the factors in which Cambodians play online games
- To discover the extent in which they allow their children to play online games if they have any.

5. Limitations

The research focuses on the Cambodian perspectives on online gaming so our target is those from their early teenage years to older adults. The problem with this research is time limitation, location and inability to do nationwide research. Since we are just students of a university, it is not probable for us to just conduct a research on everyone in Cambodia without having to go through really complicated processes. As such, the scope is limited to Phnom Penh and about one hundred respondents. Since we don't have relations with many older adults, we decided to use convenience and snowball sampling methods.

II. Literature Review

1. Brief History of Video Games and Online Games

Ever since its inception in the 20th century, video games have been a medium of art and innovation in our everyday lives. Yet, some people still don't exactly know what video gaming is. To put it simply, video gaming is to play games on computer devices like phones, PCs, or consoles. Video games allow people to explore a completely different world, and let us live a life we never had. Laws of physics, reality, and literally everything else can be altered and played with to our satisfaction (Hadzinsky, 2014). Nothing just pops into our world being fully developed. They all evolved from something that can be completely insignificant into something we know today. Video gaming is no different as it has been through various stages and generations until the more realistic looking games in the 21st century.

What's interesting about this evolution is the emergence of a different approach to video gaming that makes it a bit closer to real life again. Traditionally, video games were single-player – meaning that whatever it is you're doing, only you can decide what happens in your own little world. Yet in the late 1970s, multiplayer gaming became a new trend as players could now interact with one another in a virtual space when they bring their platform of choice to a real-life meeting. Despite all that, it didn't take off until the internet became mainstream and fully evolve until the late 1990s. Then, it

became what we know today as “online gaming” where we can stay at home and rot while playing instead of carrying a machine along just to play a game with friends (Vincent, 2017). According to Oxforddictionaries.com, online gaming is the action or practice of playing video games or role-playing games on the internet.

2. Attraction to Different Types of Online Games

2.1 MMO

In online games, people can murder random citizens, raid dungeons, fight dragons, place 1x1 blocks to build huge cities (Minecraft), and a lot of other things with real-life and online friends. Online gaming like these is generally referred to as “MMO(G)” or Massively Multiplayer Online Game (Bonk & Dennen, 2005). As the name implies, there’s many people within the same virtual world and they can interact with one another through normal text chats or even voice chats. The main attraction of this type of games is that people can have fun and chat with one another without having to actually meet.

2.2 FPS

Apart from those, there’s also another type of online game called “FPS Games” or First-Person Shooter Games that allows us to take control over a person in-game from the eye point of view and shoot whatever is considered as enemy (Armitage, 2008). A famous game during the time of his/her research was “Counter Strike” and our current trends in this online gaming genre are “Fortnite”, “PlayerUnknown’s Battle Ground”, “Overwatch”, “Rainbow Six Siege” and a few others. Yet, those games all have the similar goals and gameplay – shooting other people. As shown in the research done by (Jansz & Tanis, 2007), being able to play in groups or “clans” is what attracts people to play these shooter games. It was also stated that these are games for people who wants to relieve their violent tendencies and players play these to win.

2.3 Others

Of course, there are other types of online games besides the ones stated above. Those are either niche or just variations of the two mentioned above like MMORPG (RP stands for Role-Playing) and MOBA (Multiplayer Online Battle Arena). Players that want to have fun while winning is optional usually play these more as these games don’t cause players to rage-quit as much.

3. Advantages of online gaming

There is no question about why online gaming keep escalating each year if without any benefits. Online games not only bring people excitement, entertainment and joy, but they also have many benefits. There are four main benefits that video games offer.

3.1 Personal enhancement

The first and foremost benefit that most of gamers receive is personal enhancement, which means more intelligence, improved coordination and improved critical thinking. It is surprising that online gaming can make you intelligent, but it is true. The fact is when you play games, you keep thinking and making smart moves to win the games. In other words, playing games is like practicing how intelligent you are because you won't make win if you make poor decisions. In a study that carried out at the Digital Creativity Labs (DC Labs) at York and published in the journal PLOS ONE, Professor Alex Wade stated that "games such as League of Legends and Dota 2 are complex, socially interactive and intellectually demanding." Research from the U.S Department of Defense discovered that gamers are considerably smarter than non-gamers. Not only has that, gaming also improves your coordination. Gaming improves your eyes and reflexes with your hands. A study from University Of Toronto found out that "people who play action games like Call of Duty or Assassin's Creed, are better able to learn new sensorimotor tasks, improve hand-eye coordination than people who do not play video game." As for this, you can conclude that gaming enhances ourselves, such as our mental health.

3.2 Streaming sites

"Game streaming" is a way of streaming a video of you playing a game online to other people and vice versa. Previously, sites that offered this sort of service were at the fringes of online social media. However, in recent years, live streams of video games have become very popular, specifically on a site known as "Twitch" hosted by Amazon. These live streams also serve as meeting grounds for these online gaming communities. Viewers on the same video can chat and make friends with one another while discussing those games. The host can earn money from donations and advertisements as well. Twitch streams range in size and nature, from intimate communities with fifty viewers, to massive broadcasts with tens of thousands of people (Hamilton, Garretson, & Kerne, 2015).

3.3 Social networking

Before the 21st century, kids used to go outside to play soccer, hide and seek and other games, but in this century people don't often see those activities much because of the modern technology, notably online games. Many people consider gamers as anti-social because users only spend time in front of the screen. Yet, online gaming can keep friendships close together and allow users to gain new friends. According to the University of Oulu, 56.1% of respondents on research related to online gaming said it is a good way to spend with friends while 33.79% said it is a good way to meet new people. Furthermore, according to Social Interactions in Massively Multiplayer Online Role-Playing Gamers by Helena Cole and Mark Griffiths, 76.2% of men and 74.7% of women had made friendships on the online game. Games such as World Of Warcraft, JX, LOL and many more, requires a huge team to play. The more people, the more excitement there will be. In those games, they can communicate with each other like a social media such as chat or voice or even calls. For some gamers who are already friends, they can hang out in a coffee shop or anywhere that have the internet access to play games together. To sum up, online games do not always isolate people from the world, but in fact online games help to people to build more social networks and reinforce their friendships but just in a different way from years ago.

4. Negative Effects of Online Gaming

4.1 Mental Problems

According to (O' Dwyer, 2002) and (Seay, 2004), online gaming can actually cause a lot of issues. Those problems include addiction, overuse and its side effects, depression, and displacement of real-life activities. Addiction is simply being addicted to online gaming that people just can't stop playing. This leads to people overusing their devices. As stated by (Awad, Soliman, & Ahmed, 2006), prolonged usage of these devices can cause musculoskeletal, eye, and psycho-sensory problems. Basically, anything from your head to neck can feel pain from playing too many games. Then, there's depression. According to all the researchers mentioned in this sub-title, depression can result from losing, poor team work, toxicity, reduction of hormones and the side effect of staring at the screen for too long. These problems in turn continue to haunt players into their real-life activities. Some people even neglect their parents, families, studies, and other responsibilities just to play some online games. People may turn to dislike their behavior, isolate them, and they can also lose what's close to them.

According to video game addiction statistics which was conducted in America, 40 percent of online game players confessed that they play online game as a way to run away from the real world. Using the way to run away to solve a problem is considered as one of the key components of an addiction, whether a person run away through drugs, gambling or video games (Addictions.com, 2013). According to (Davies, 2005), adolescents who play online game for more than 5 hours is likely to increase the negative consequences.

4.2 Loneliness and Lack of Social Interaction

There are also some other problems sprouting from online gaming. According to a group of researchers (Kraut, et al., 1998), online gaming can lead to people being aware of their loneliness, be tricked into bullying, scamming, or even getting hurt in real-life. People get more and more lonely and depressed, lose more real-world friends, family, and social interactions the longer they keep on playing online games nonstop. The only solution seems to be either stop or cut down the time spent on those games each day.

4.3 Waste of Time

This is not exclusively for online gamers but in fact, for literally anything is we do in our everyday lives that has little to no returning benefit. As proven by many researchers, online gaming can be really addicting. Addiction in literally anything is never a good thing and this is no different. Some games have unlockable items so players are encouraged to play for prolonged periods. So, people are simply wasting their time to grind for cosmetic items.

4.4 Mood Swings

This can be caused by many things when playing online games. For one thing, we can encounter what us known as “rage quitting”. It is simply when you keep on losing at the same area over and over again that makes you quit the game suddenly. Of course, we can't be feeling happy for losing many times in a row. However, that's not the only factor that causes mood swings. There's also in-game toxicity. This term is used to refer to the terrible cooperation with other players. Some people can be really annoying and will complain and curse other players despite it is their fault. It makes a person from happily cooperating on something to shouting at one another.

III. Research Methodology

1. Research design

A questionnaire was used as our research tool to explore Cambodian perspectives on online gaming, to compare youth's and adult's perspective towards online gaming and to discover the extent in which they allow their children to play online games if they have any. To make people feel comfortable on the questionnaires, we made both a Khmer and English version. We faced challenges in finding people to do the questionnaires. Eventually, we used the snowball method to spread our questionnaires by using connections to help us. We also created a Google Form which we sent links to people who were busy and could not receive the paper version of the questionnaire. The first section of the questionnaire is about their personal information such as gender, age and their occupation. The second section is multiple choice about their experience with online gaming such as if they have heard about them and played them. The third section is to question whether they agree or disagree whether online gaming causes addiction, wastes time, causes users to behave badly and many other effects. The final section is open questions to let people express their perceptions such as their perspective on online gamers and how many hours would they allow their children to play them and period if they allow.

2. Data collection approach and sample size

Our sample was between the ages from 15 to 50 years old, both male and female. The reason we selected from 15 was because most young people under are not able to play and we are afraid that they know nothing about our research because they are too young. And most of people who are older than 50 years old know less about modern technology. We handed them hard copies of questionnaires both Khmer and English version, as well as a Google Form.

3. Sampling and data analysis method

Microsoft Excel was the only tool we used to analyze data that we have took out from the questionnaire. We distinguished the answers by genders and common responses to justify any consistent patterns in people's perspectives. About the qualitative data from open question section, we regarded similar answers and team them up together to measure the percentage of similarities. After we finished to determine the consistencies in the close-ended question section and set the common responses in the open question section.

IV. Findings

Among the 115 responses we have got from doing our survey, the male and female responses were more or less the same with 58 and 57 respectively. This proportionate style helps us avoid too much bias when it comes to gender

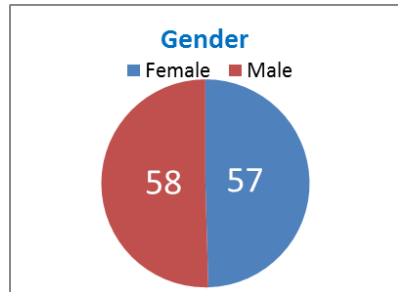


Figure 1: Gender

The four age groups are categorized into the corresponding letters in Figure 2: A, B, C and D respectively. Unfortunately, the number of respondents here is disproportionate because it is impossible to get an even number among all four age groups. And

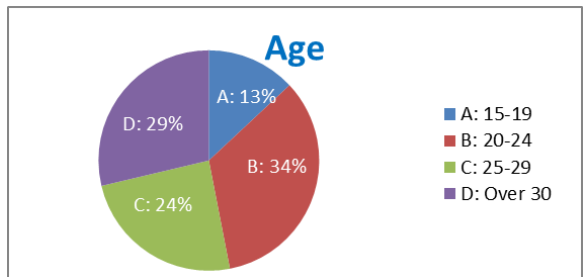


Figure 2: Age

even if we did do it, we still need a disproportionate number anyways because the last age group needs to be bigger than the other 3. The way we do our research is to combine group A, B and C together as ‘youth’ and D is used as ‘adult’ population. Our research is mainly categorized by age group.

This is fairly unanticipated as the number of respondents that appeared to have heard of online gaming exceeded our expectations. Among the 115 answers we’ve got, only 6 have never heard of such thing. It’s quite interesting that the generally assumed to be undeveloped society of Cambodia has many people that at least have heard of this.

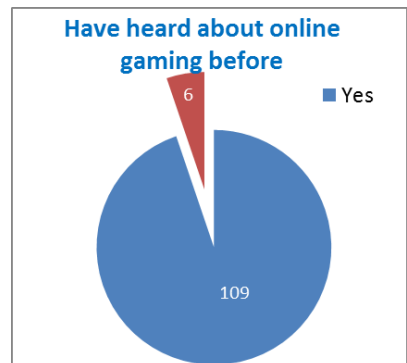
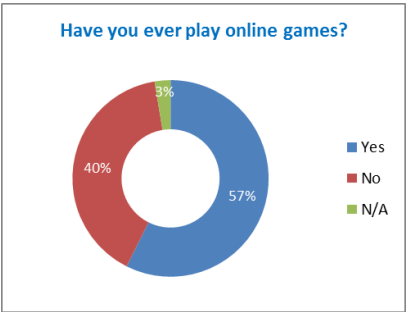


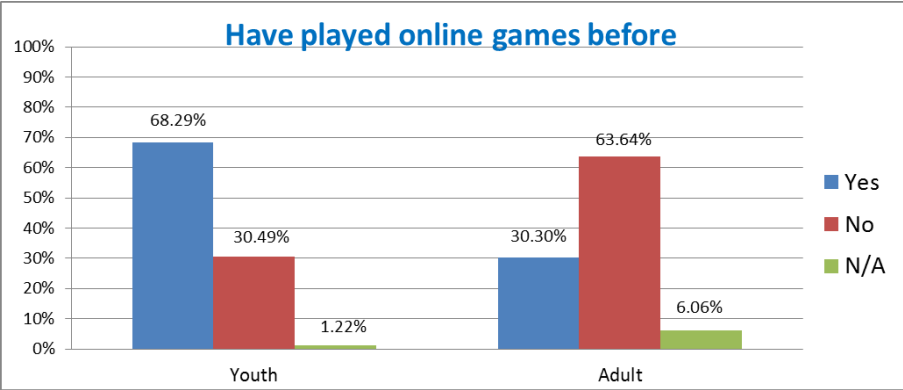
Figure 3



On top of that, about 57% of the respondents have also played online games in one way or another. However, the number won't add up to a full 100% as there's some invalid data among the questionnaires we retrieved.

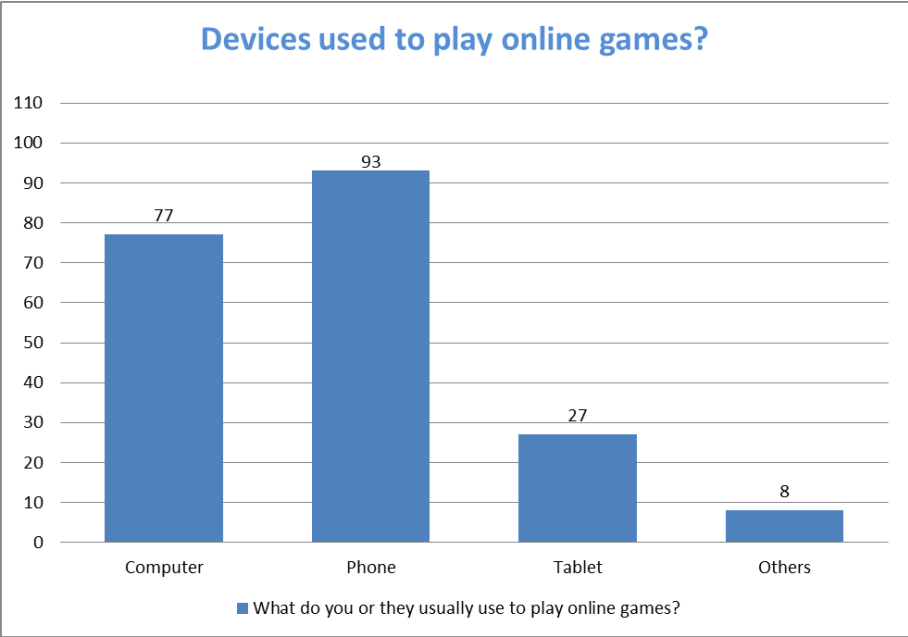
Figure 4

However, this is the combination of the results we've got from both our main populations. A Detailed result of each population is show below.



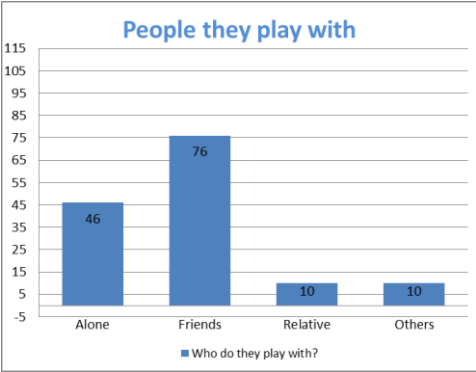
As seen here, the reason 'yes' and 'no' were pretty close with one another in previous graph because both populations have almost the complete opposite answers. Here, we see that over 68% of Cambodian youth have played online games before while over 63% of Cambodian adults from the age 30 have never even played it. Still, it's interesting how there's over 30% of each side has the opposite results.

Among the 57% of respondents who have played online games, most of respondents or 65% of them spend under 1 hour to play online games while only 17% spend 1-2 hours and 18% of them spend over 2 hours on online games per day.

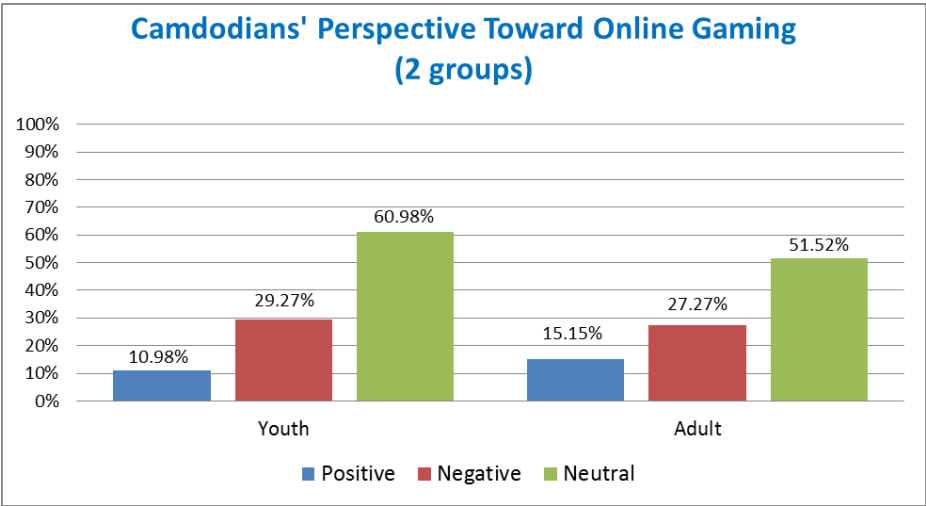
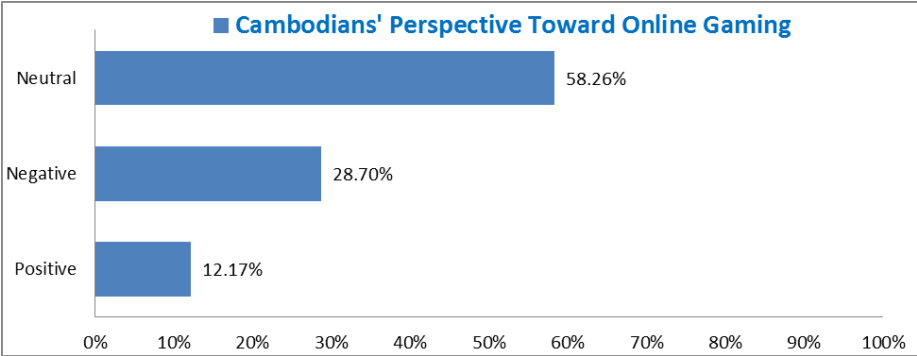


The computer devices they’ve used seem to mostly be their smart phones or personal computer with 93 and 77 answers respectively. Tablets and other devices are the least picked device of choice maybe because of their lack of easy access.

From the data we’ve gathered, it seems most people either play alone or with friends. As expected, the point of online games was to entertain and play games with people in the first place.

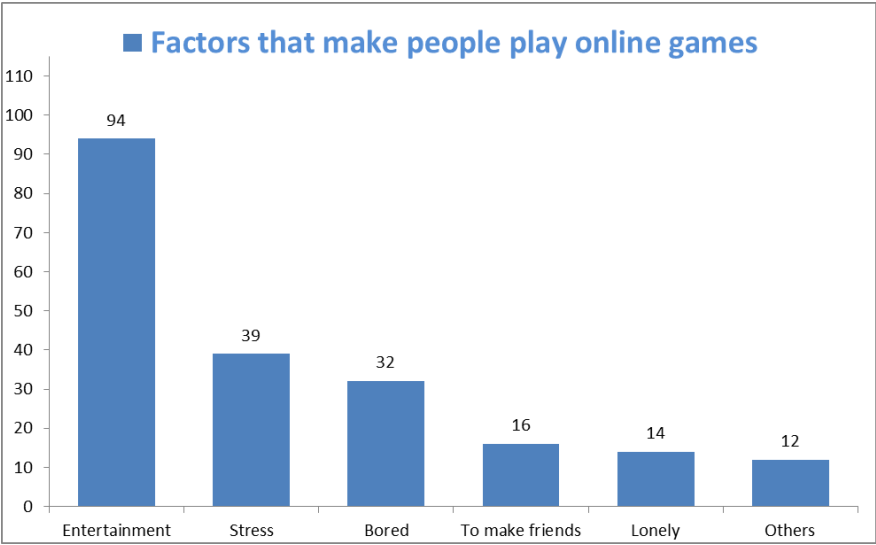


As shown here, Cambodians’ perspective as a whole lean towards being neutral towards the whole online gaming matter. Yet, as expected, negativity then takes the cake with a whole 28.70% agreeing to it and only 12.17% even think of it as a positive thing.



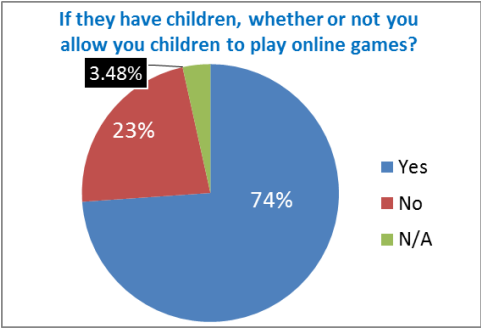
About 61% of youths have no opinion this matter. On the other hand, 51% of adults have no opinions. However, the interesting thing here is how there’s fewer youths (in percentage) that actually think of online gaming in a positive light and instead see it more as either a neutral or negative thing. There’s approximately 5% difference. While that may not seem a lot, if we’re comparing this number to Cambodian whole population, this could mean tens

of thousands. Yet overall, the differences between the two age groups seem pretty little and the graphs are really similar.

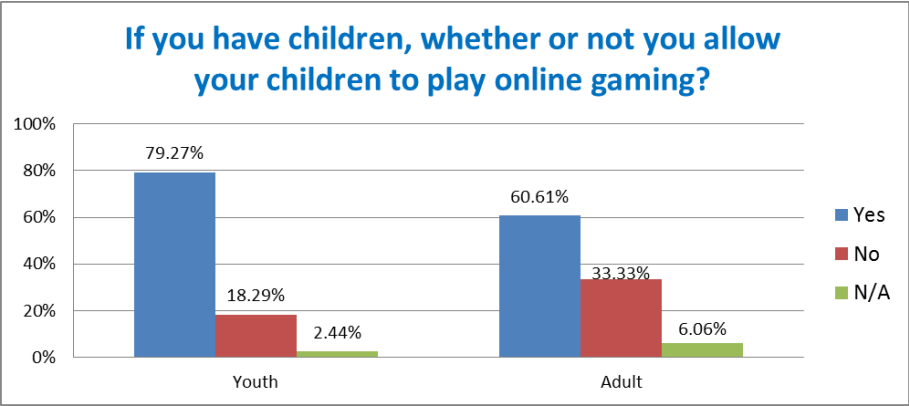


People play online games for a reason and that reason is usually entertainment as 94 out of the 115 answered. Some other reasons including being stressed out or wanting to relieve stress and boredom has a total of 39 and 32 responses respectively. This shows that the top 3 reasons for playing online games are entertainment, stress related, and boredom. Making friends and loneliness are similar and also have similar number of responses. However, to avoid confusion, making friends and loneliness are quite different things. There are many people that have many friends but are lonely at certain times so they play games. Moreover, some other people do not want to make friends despite being lonely – hence the slight difference in number of responses

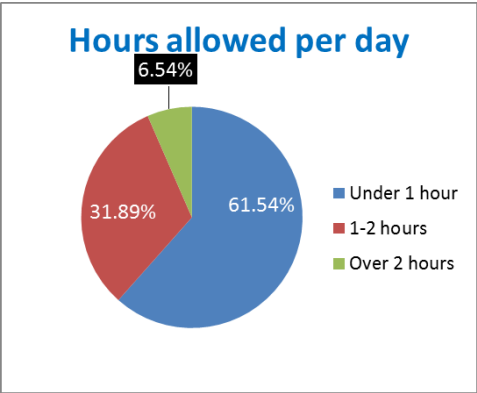
From the chart, we can see that 3 quarters of our respondents (would) allow their kids to play games online. They do not seem to be too bothered by it as initially expected. The other 23% will not allow their kid whether or not it's hypothetically.



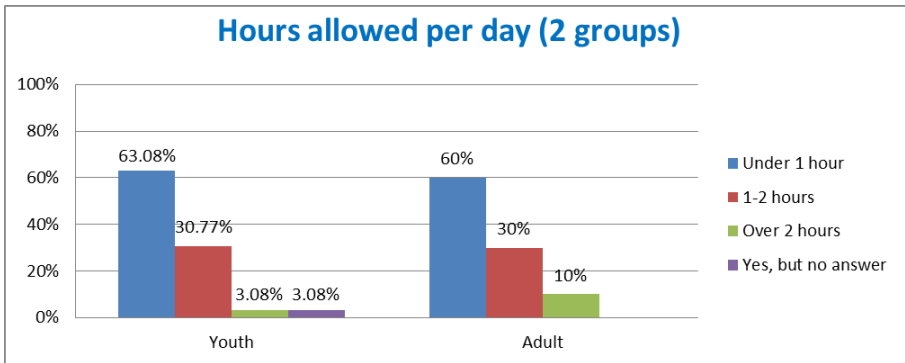
Under the age of 30, parents or future parents allow their kids to play online games a lot more than adult, with an extra 20% percent to the response ‘yes’. More can be seen from the graph below.



From the preceding pie chart, we can see the level of how people allow their kids to play online games measured in hour(s) per day. What we got is that over 60% of the respondents only allow their children to play for less than an hour a day. While a bit over 30%, allow their children to play for a more reasonable 1-2 hours per day. People that answered that they would allow kids to play over 2 hours are very few.



For clarification, this does not truly represent what actually happens in reality. This is just simply what the respondents think they would allow kids to play online games. They may reduce or increase their time limit when exercising their rules in real life.



That said, there is little to no difference between the two populations in this case. Both charts as seen here are more or less the same with a few percentage differences because of our lower number of respondents.

Open question analysis:

From our open question “What do you think of people who play online games?”, we have also seen that respondents have mixed responses and expressed their concerns towards the matter along with their opinions – positive and negative. For the positive ones, the highest response goes to entertainment, updates on current technology and making players smarter. For negative points, people think it causes addiction, eye sight problems, and that online gaming affects their studies.

Tables:

Question	Age	Average
Online gaming cause addiction	Youth	3.6
	Adult	3.8
	Total	3.7
Online gaming is a waste of time	Youth	3.5
	Adult	3.7
	Total	3.6
People who play online games tend to behave badly	Youth	2.6
	Adult	2.9
	Total	2.7
Online gaming affects students' academic performance negatively	Youth	3.4
	Adult	3.7
	Total	3.5
Online gaming causes eyes problem	Youth	4.0
	Adult	4.0
	Total	4.0
Online gaming can make people smarter	Youth	3.5
	Adult	3.2
	Total	3.4
Online gaming keeps people up-to-date about current technology	Youth	3.6
	Adult	3.3
	Total	3.5
Online gaming allows people to solve problem quicker	Youth	3.2
	Adult	3.0
	Total	3.2

V. Discussion

With our research findings have been finalized, we can really a conclusion towards the entire research and find answers to our questions. All three of our research questions have been answered and the results were pretty fascinating.

Firstly, we have found out the overall idea of what Cambodian people think of online gaming. Cambodians generally have little care or ideas towards the impacts of online games on their lives and those that they care for. This was perhaps the reason why almost 60% of our respondents chose the neutral option instead of any other choices. As expected though, the second highest picked answer is that online games have a negative influence. This is again undeniable as Cambodian online gamers are seen as young people who don't attend school. This certainly left a huge negative impression for adults that cared for their kids.

That being said, we have also found out why Cambodians even play online games in the first place. Usually, they simply just play it for entertainment. Even those that have never played online games before also agree with this as the result is at 94/115. With the stress they've gathered throughout the day, it's only normal for them to relax their brains for a few hours a day as their second and thirds reasons are also related to stress and boredom. Yet, with our more introverted society that prefer looking at their smart devices rather than talking, people also use online games as a means to make friends and ease their loneliness.

Yet, the negative points that were raised by our respondents are understandable and true to a certain extent to what we have observed. Indeed, eye problems can definitely stem out of staring at the screen for a prolonged period of time – despite it can be easily avoided by following some guides to delay the effect found on the Internet. In addition, addiction while user are in school is also a worrisome thing. Gamers that got addicted to a certain game really think about it and lose all of their focus on doing anything else – including their education. And of course, every parent wants the best for their child and education is certainly one of them.

Back to a more positive outlook, Cambodian people do indeed take notice of the possible advantages of online games. They have acknowledged that playing strategy online games can make people smarter and more creative. We actually have no say in the matter as that is more of a 'placebo effect' if anything, unless proven scientifically. Some gamers are probably just smart

from birth but never really got the chance to use their head. Then the good qualities of online games being a source of entertainment and news are also undeniable. Entertainment was already discussed but news is also another good thing from online games. People generally talk about random stuff in online games so knowledge is transferred to each other inadvertently throughout their time online.

However, in the minds of Cambodians, these positive points are overshadowed by its negatives points. That's why people generally seem to allow themselves their kids to play less than an hour/day. This is hyperbolic, of course, because parents nowadays just don't really seem to care about all of that.

VI. Conclusion and Recommendation

Cambodia keeps modernizing day by day and the online games are getting bigger and bigger as well. The increase of people who could afford technological devices such as smart phones, computers and tablet with the improvement of internet access leads both youths and adults to have more chances to play online gaming. The impact of online gaming makes various perceptions about it. 60% of respondents had no real opinion about it. The negative thoughts about online gaming stood as the second one. In addition, youths themselves knew the negative impacts more than adults. As it can be seen, online gaming causes addiction and leads people have low working productivity, skip their classes and have a bad academic performance. Yet, some claims reasons that push them to play are entertainment, reducing stress, killing time whenever they are bored, making new friends and loneliness. Although there are the plenty of negatives impact, respondents still look for allowing their children to play it as well, some below an hour and some over an hour.

Today, there are many popular online games and these online games make people even more excited. Everything on earth has its own advantages and disadvantages; it just depends on how human beings use it. At some point, online games give some benefit such as earning an income, making relationships better, reducing stress, improving people critical thinking skills and increasing social skills. People should limit themselves from online gaming and avoid playing them too much. We must regulate our mind without allowing online games to eat our brains.

Our research is not generalized to all perspectives of Cambodians because we did the research in a small scope with a small sample size. However, the study helps to know about online gaming thoughts such as the motives of online gaming, advantages and disadvantages on online gaming. After our findings, we can see that most people agree that online gaming causes addiction, but we didn't get deep information on this problem. If the next researcher is interested in this topic too, we suggest to have a bigger sample size and further research should be on how online gaming addiction affects studies, work, and social interactions.

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Appendix A

Questionnaire

Hello everyone!

We are the students from University of Cambodia who are currently conducting the research project on “**Cambodians’ Perspective on Online Gaming**” for our Research Methodology (RES301) subject. Hence, we would like ask you a favor of spending your valuable time to respond to the questionnaire below. Your contribution and participation are really meaningful to us and our project. We want to find out about what Cambodian think about Online Gaming – that is not just a global phenomenon but also in Cambodia.

Have no worries, for all the information that we’ve got from your response will be kept as confidential as possible with no revelation of respondents’ personal details. It will only be used for reference. If there’s any doubts about this questionnaire, please kindly contact us via e-mail: somanithel79@gmail.com , sina.sim21@yahoo.com, and huypanhavorn@gmail.com.

I. Personal Information:

1. What’s your gender?

☐ Male ☐ Female

2. How old are you?

☐ 15-19 ☐ 20-24
☐ 25-29 ☐ Other: _____

3. What is your current professional status?

☐ Worker ☐ Student
☐ Unemployed ☐ Working and Studying

II. Please state your opinion by ticking the answers to questions below:

Definition: *Online Gaming refers the action or practice of playing video games or role-playing games on the internet.*

1. Have you ever heard about Online Gaming before?

☐ Yes

☐ No

2. Have you ever played games online? (if no, please skip question number 3)

☐ Yes

☐ No

3. How many hours do you spend on game online per day?

☐ Under 1 hour

☐ 1-2 hours

☐ Over 2 hours

4. Have you ever seen someone play games online?

☐ Yes

☐ No

5. What do you/they usually use to play games online? (Can be more than 1)

☐ Computer

☐ Phone

☐ Tablet

☐ Others_____

6. Who do you/they usually play with?

☐ Alone

☐ Friends

☐ Relatives

☐ Others_____

7. What are the factors that make people play games online? (Can be more than 1)

☐ Stress

☐ Bored

☐ Entertainment

☐ (To Make) Friends

☐ Lonely

☐ Others_____

8. Based on your own view, what are the effects of online gaming?

☐ Positive

☐ Neutral

☐ Negative

III. Please tick the extent which you agree or disagree with each statement below:

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1. Online gaming causes addiction.					
2. Online gaming is a waste of time.					
3. People who play online games tend to behave badly.					
4. Online gaming affects students' academic performance negatively.					
5. Online gaming causes eyes problem.					
6. Online gaming can make people smarter.					
7. Online gaming keeps people up-to-date about current technology.					
8. Online gaming allows people to solve problem quicker.					

IV. Please answer the following questions:

1. What do you think about people who play games online?

2. If you have children, please clarify whether or not you allow your children play online games? (if no, please skip question 3)

3. If you let your children to play online games, how many hours would you allow them to play per day?

☐

Under 1 hour

☐

1-2 hours

☐

Over 2 hours

This is the end of the questionnaire.

Thank you so much for taking time to fill in this questionnaire.

Appendix B

Table: Response to part II of questionnaire in percentages

1	Have you ever heard about Online Gaming before?	Yes	92.17%
		No	7.83%
2	Have you ever played game online?	Yes	57.39%
		No	40%
		N/A	2.61%
3	How many hours do you spend on game online?	Under 1 hour	65%
		1-2 hours	17%
		Over 2 hours	18%
4	Have you ever seen someone play games online?	Yes	93.91%
		No	5.22%
		N/A	0.87%
8	Based on your own view, what are the effects of online gaming?	Positive	12.17%
		Neutral	58.26%
		Negative	28.70%

Response to part II of questionnaire (more than 1 answer)

5	What do you/they usually use to play games online?	Computer	77
		Phone	93
		Tablet	27
		Others	8
6	Who do you/they usually play with?	Alone	46
		Friends	76
		Relative	10
		Others	10

7	What are the factors that make people play games online?	Stress	39
		Bored	32
		Entertainment	94
		(To Make) Friends	16
		Lonely	14
		Others	12

Response by different level of age in part III of questionnaire

Question	Age	Strongly disagree	Disagree	Neutral	Agree	Strongly Agree
Q1	Youth	4.88%	9.76%	19.51%	48.78%	17.07%
	Adult	3.03%	6.06%	15.15	57.58%	18.18%
Q2	Youth	2.33%	8.14%	34.88%	39.53%	10.47%
	Adult	3.03%	6.06%	21.21%	54.55%	15.15%
Q3	Youth	8.14%	34.88%	38.37%	9.30%	4.65%
	Adult	3.03%	42.42%	33.33%	21.21%	0
Q4	Youth	1.16%	16.28%	20.07%	38.37%	10.47%
	Adult	3.03%	3.03%	30.30%	51.52%	12.12%
Q5	Youth	3.49%	2.33%	10.47%	56.98%	22.09%
	Adult	3.03%	0	9.09%	67.70%	18.18%
Q6	Youth	3.49%	5.81%	39.53%	41.86%	4.65%
	Adult	0	9.09%	39.39%	45.45%	6.06%
Q7	Youth	2.33%	8.14%	24.42%	51.16%	9.30%
	Adult	0	15.15%	33.33%	45.45%	6.06%
Q8	Youth	3.49%	15.12%	40.70%	32.56%	3.49%
	Adult	0	30.30%	30.30%	39.39%	0