

## **Association of playing mobile game with academic performance of students of selected faculties of the University of Jaffna**

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**Background:** Playing games in mobile has become a habit among the university students due to rising usage of mobile devices. Availability of preinstalled and freely downloadable facilities increase chances of playing mobile game among the university students.

**Objective:** To measure the association of playing mobile game with academic performance of students of selected faculties of the University of Jaffna.

**Methodology:** An institutional based descriptive cross sectional study was carried out in selected faculties of the University of Jaffna. A total of 426 undergraduate final year students of Faculty of Science (N≤71), Faculty of Arts (N≤249) and Faculty of Management Studies and Commerce (N≤106) were selected by proportionate stratified random sampling method and Self-administered questionnaires were used to collect data. Survey data were analyzed using Statistical Package for Social Sciences (SPSS) using chi-squared test for association. Academic performance of students were assessed by Grade Point Average (GPA) score of previous end of semester examination reported by students.

**Results:** Among 426 students 387 students responded with overall response rate of 90.8%. Mean age of the study population was 24 years (SD±0.666). Out of the 387 students 67.2% (260) were mobile phone game players. Assignment submission on time was significantly associated ( $\chi^2=12.221$ ,  $df=1$ ,  $P<0.001$ ) with mobile game playing. Among the students 66.4% (257) passed and 33.6% (130) failed in previous end semester examination. Mobile game playing was significantly associated ( $\chi^2=26.981$ ,  $df=1$ ,  $P<0.001$ ) with academic performance of students. Majority of the students (84.6%) who failed in previous end of semester examination were mobile game players. Within non-mobile game players only 15.7% (20) of students failed but percentage of failure was 42.3% (110) among the mobile game players.

**Conclusion:** Increasing mobile game playing was significantly associated with delayed assignment submission and lower academic performance. Students should be advised to spend less time on playing mobile game so that they can submit their assignment on time and spend more time in academic activities. We would recommend further studies to be conducted to find out factors that could motivate the students to spend more time on academic work rather than playing mobile phone games.

**Keywords:** academic performance, mobile game playing, university students.