

WEST VISAYAS STATE UNIVERSITY
COLLEGE OF EDUCATION
GRADUATE SCHOOL
Iloilo City

**PARENTING STYLES AND LEVELS OF VIDEO GAME ADDICTION IN
RELATION TO ACADEMIC ACHIEVEMENT OF STUDENTS**

A Thesis Presented to the
Faculty of the Graduate School
College of Education
West Visayas State University
La Paz, Iloilo City

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of the Requirements for the Degree
Master in Education
(Guidance and Counseling)

by
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Abstract

This descriptive-correlational study was aimed at determining the parenting styles, levels of addiction to League of Legends, and the academic achievement of students.

Moreover, this study also explored the relationship existing between these variables and to ascertain whether levels of addiction to League of Legends and parenting styles predict academic achievement of students. Quantitative research design was used utilizing two (2) survey questionnaires, namely: the Parenting Style Scale adopted from Lamborn et. al., (1991) and the League of Legends Addiction Scale modified from the Internet Addiction Test of Young (1998). Both tests underwent expert validation and pilot testing for reliability and yielded reliability scores of 0.798 and 0.774, respectively.

The survey was conducted to Iloilo Natinoal High School students during the months of January and February of 2017 encompassing the 2nd and 3rd grading periods of the School Year 2016 – 2017. The data were analyzed statistically using frequency count, percentage, mean and standard deviation for descriptive analysis while Pearson's Product Moment Correlation and multiple linear regression analysis were used for inferential statistics. All inferential statistics were set at 0.05 level of significance. Results showed that authoritative parenting style is the most dominant parenting experienced by respondents. The overall League of Legends addiction mean score of the population is 48.19 (SD = 10.957) indicating that on the average the respondents

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manifested frequent problems with respect to their League of Legends Internet video gaming. The academic achievement of the population and had the descriptive rating of 'satisfactory'. Taken as a whole, it was discovered that respondents having authoritative parents have the least addiction score and the highest academic achievement grade while respondents having neglectful parents have the lowest academic achievement and highest addiction score. An increase in the academic achievement average score per grade level is observed, while interestingly, addiction to League of Legends decrease across grade levels suggesting that a relationship between the two exists. Using Pearson's r , it was confirmed that a negative relationship at a significant level existed between academic achievement and addiction to League of Legends. However, except for a negative correlation with respondents having neglectful parents, no significant correlation was found between academic achievement and parenting styles. A negative correlation is found between authoritative parenting style and addiction to League while a positive correlation is found between the neglectful parenting style and addiction to League of Legends. Addiction to League of Legends significantly predicts academic achievement while parenting styles do not.

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