



A STUDY OF PERCEIVED EMOTIONAL INTELLIGENCE AMONG SOCIAL ONLINE GAME PLAYERS AND NON-PLAYERS

***Amrapali Mahadeo Jogdand**

PhD Research scholar, Dept of Psychology, Dr. Babasaheb Ambedkar Marathwada University, Aurangabad

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*Corresponding author

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ABSTRACT

The present study investigates the Emotional intelligence among Social Online game player and non-players.

Hypothesis: The level of emotional intelligence would be low in social online game players and non-players.

Sample: For the purpose of the present study, a sample consisting 80 individuals subjects those are playing Social online games daily for 2 to 4 hours of Mumbai city in Maharashtra. There are two groups (40 players and 40 non-players) ranging age between 14 to 21 years.

Tools: Emotional intelligence test is developed by Anukul Hyde, Sanjot Pethe, and Upinder Dhar

INTRODUCTION

Emotional intelligence is discovered as results of series of studied undertaken by researchers and psychologist with an attempt to understand why people who were intellectually the most intelligence are often not the ones who are the most successful in life. It is the ability to sense, understand and effectively apply the power and acumen of emotions as a human energy, creativity, innovation, cooperation, communication, collaboration, information, and influence (Cooper and Sawaf, 1997).

- The concept of emotional intelligence predominantly deals with following areas:
- The ability to understand and express emotions constructively. The ability to understand other's feelings and establish cooperative interpersonal relationships.
- The ability to manage and regulate emotion in an effective manner.

- The ability to cope realistically with new situations and solve the problems of a personal and interpersonal nature as they arise, and
- The ability to sufficiently optimistic, positive, and self-motivated in order to set and achieve goals (Bar-On, 2002).

Emotional intelligence is the ability to perceive emotions, to access and generate emotions so as to assist thought, to understand emotions and knowledge and to reflectively regulate emotions so as to promote emotional and intellectual growth (Mayer and Salovey, 1997).

Mayer and Salovey (1997) conceptualized EI in four dimensions:(1) appraisal of emotion in self, (2) appraisal and recognition of emotion in others, (3) regulation of emotion in self, and use of emotion to facilitate performance. Self-emotion appraisal reflects the ability to accurately perceive and appraise one's own deep emotions and to express these

emotions naturally. Appraisal of others' emotions is the ability to accurately perceive and understand the internal and external emotions of others. Regulation of emotion involves managing, controlling, or altering emotions in specific directions to facilitate pleasant feelings, to enhance positive affective states during psychological distress. Use of emotion reflects the ability to make use of emotion for constructive activities and for personal performance

The present study aims to analyze the emotional intelligence among Social online game players and non-players.

Review of Literature

Irene Lai Kuen Wong and Millicent Pui Sze Lam (2016) studied gaming behavior and addiction among Hong Kong adolescent. They investigated that Internet cafes were described as a safe and ideal rendezvous for gamers. The benefits of gaming included fun and satisfaction, fostering social support and teamwork, meeting new friends and becoming sociable, boosting cognitive techniques and intellectual agility, improved responsiveness and quick thinking. Perceived harms of gaming addiction were reduced time and interest in other important activities, poor academic performance, physical harms and emotional distress, disrupted friendship with non-gaming peers, risked family relationship and financial problems. Five interviewees (38.5 %) could be categorized as pathological gamers and two were problem gamers (15.4 %).

The psychological factors associated with gaming addiction include low self-esteem, a strong desire for aggressive and exciting experiences, and reliance on gaming to kill time and to obtain satisfaction, coping with problems and negative emotions, and obsession with achieving higher rankings in games. The social and environmental risk factors are accessibility to the Internet cafés, aggressive promotional activities at the Internet cafes, peer pressure, family influence and early gaming experiences, perceived parental approval, lack of parental supervision, and poor family relations. Seo, Mia , RN; Kang, Hee Sun , RN; Chae, SUN-Mi, RN, Cppn (2012)The purpose of this study was to explore the relations between emotional competence and online game use in adolescents. This study is a cross-sectional descriptive survey using a convenience sample. The participants were 2199 adolescents in South Korea. Online game use and emotional competence including positive emotion, emotional expression, and emotional intelligence were measured. The study results indicated that emotional competence was negatively correlated with excessive online game use.

All variables of emotional competence were significantly lower in high-risk users compared with general users. In addition, female adolescents were rated significantly higher in emotional competence among general users, but there were no significant gender differences among high-risk users. The results of our study imply that high-risk game users have lower levels of emotional intelligence than general users do. The results of this study suggest that emotion is an important factor to which practitioners in psycho medical fields and nursing should pay attention. Therefore, nurses in schools and communities should regularly screen the emotions of adolescents who habitually play online games and develop a program to enhance emotional competence associated with online games.

Aim of the study:

- To examine and compare the Emotional Intelligence among Social online game players and non-players.

Hypothesis

- The level of Emotional intelligence would be high in Social online game players and non-players.

Variables

Independent variables

- Social Online game Player
- Social Online game non-Player

Dependent variables

- Emotional intelligence

METHODS

Sample

The present study aims to examine a sample consisting 80 individual subjects those are playing Social online game daily for 2 to 4 hours ranging age between 14 to 21 years of Mumbai city of Maharashtra. There are two groups (40 players and 40 non- player).

Tools

Emotional Intelligence scale

- Indian version of this scale is made by Anukul Hyde, Sanjot Pethe, and Upinder Dhar. In this scale 34 statements contained which described five component of emotional intelligence and five alternative answers are available for each statement. The split-half reliability of this test is 0.88 and validity is 0.93.

Statistical Methods

Descriptive statistical methods used for (mean, S.D., and t test) out for analysis of the data.

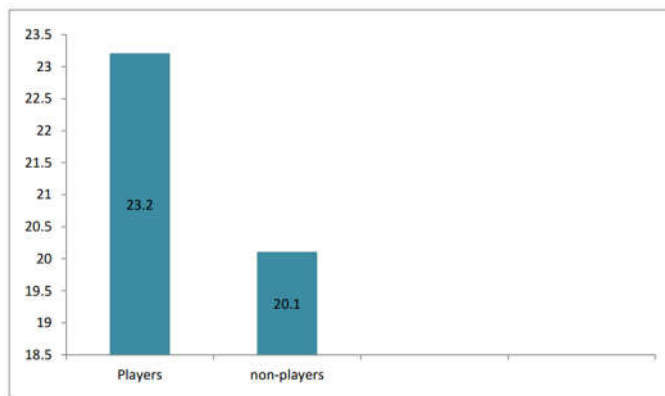
RESULTS AND DISCUSSION

Table- I showing the mean score and 't' value of the analysis of the Social online game players and non-players student dimension of emotional intelligence.

Status	Mean	N	S.D.	't'	Sign
Social game players	23.2	40	1.85	10.9	S
Social game players	20.1	40	1.78		

Bar Chart

The first mean of Social online game player's mean was 23.2 and SD was 1.85 and second mean of Non- players was 20.1 and SD was 1.78 and 't' value is 10.9.



Mean of social online game players and non-players.

Both level (.01 and .05) are significant. Our hypothesis was accepted. (The level of Emotional intelligence would be high in Social online game players than non-players). Results similar found that Robert Mc Donnell (2011), this study aims to determine if a relationship exists between Trait Emotional Intelligence (TEI) and MMO Gamers play styles within the game Eve Online. Background: Levels of social interaction was chosen as the primary play style to examine, as previous studies have shown social factors being the primary motivation behind many MMO players as well as being the defining characteristic of the MMO genre. Grieving was chosen as a secondary play style to examine as it's a common form of anti-social behavior online that lacks sufficient understanding. Methods: The sample consists of 252 players of the Eve Online Massively Multiplayer Online Game; 98% Male, 2% female with a mean age of 27, all of which were recruited online, through forums and directly in game.

Play styles were defined by levels of social interaction within the game's context; those who primarily played solo, in small groups, large groups, or Alliances (A collection of large groups) .For grieving, a simple self-report liker scale was used to assess levels of grieving. A series of ANOVA's were run to determine if any statistically significant differences existed between these groups Result: Results showed no significant differences in TEI scores between levels of social interaction, though grieving showed a nonlinear relationship with significant differences in the sociability and wellbeing.

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