EXPLORING THE INFLUENCE OF MOBILE LEGENDS ON STUDENT'S ACADEMIC PERFORMANCE

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ABSTRACT

A growing number of students are becoming overly addicted to playing Mobile Legends. This study was conducted to examine this issue. This study investigated how Southern Baptist College, Inc. (SBC) Grade 10 students perceived their level of engagement with Mobile Legends and how that perception related to their academic performance. The study focused on determining the correlation between the perception of student's engagement with Mobile Legends through the frequency of playing Mobile Legends, time spent in playing, money spent in playing mobile legends, health status of student's in playing mobile legends and their intelligence level with academic performance. Using purposive sampling, a random sample of 30 students who play Mobile Legends was chosen. To collect the required data, a validated survey instrument and a descriptive correlational research design were used. The results showed that students exhibited a wide range of playtime, with a significant portion playing for extended periods. While some students reported moderate addiction and in-game spending, others demonstrated effective time management and maintained good academic performance. Self-reported health data suggested a potential disconnect between perceived good health and infrequent check-ups, with some students experiencing occasional anxiety. Sleep duration fell within the recommended range but leaned towards the lower end. Statistical analysis revealed no significant negative correlation between playing Mobile Legends and academic achievement. Diverse approaches to Mobile Legends emerged, including strategic play, perceived resilience, academic focus, responsible gaming, and prioritizing education. A policy framework was developed to promote healthy gaming habits, encouraging time limits, breaks with physical activity, and a culture of responsible gaming. This study highlights the complexity of the Mobile Legends-well-being relationship. While some students experience potential negative effects, others manage to balance gaming with academic success. Promoting healthy gaming habits and better balance are crucial for fostering student well-being in the context of mobile gaming.

Keywords: Mobile Legends, academic performance, student well-being, gaming habits, healthy gaming policy