

Manuscript No.: IJAR-57402

Title: ASSESSING THE CORRELATION BETWEEN ONLINE GAMING AND STUDENT'S ACADEMIC ACHIEVEMENT.

**Recommendation:**

- Accept as it is .....
- Accept after minor revision.....
- Accept after major revision .....
- Do not accept (*Reasons below*) .....

Rating	Excel.	Good	Fair	Poor
Originality		✓		
Techn. Quality		✓		
Clarity	✓			
Significance	✓			

Reviewer Name: Dr. Mithilesh kumar shukla

**Reviewer's Comment for Publication:**

One of the most popular pastimes among many individuals is playing video games online. Online gaming has been linked to improved neurological impacts and enhanced cognitive capacities. several benefits from playing online games: fostering academic success, fulfilling the demands of social life, and satiating the urge for personal development. online gaming also improved test scores, grades overall, school activity submission, study time, concentration, participation in learning activities, social interaction, interest in class discussions, willingness to attend school, and interest in school activities. It is offering actionable recommendations for parents, teachers, and school administrators regarding the management and monitoring of students' online gaming habits to balance academic and behavioral outcomes. The study suggests that skills developed through gaming, such as problem-solving, strategic thinking, and cognitive spatial awareness, may contribute to better performance in subjects like Mathematics and Science.

**Recommendation:** Accept after minor revision,

*Detailed Reviewer's Report*

**STRENGTHS:**

- 1- Online gaming has been linked to improved neurological impacts and enhanced cognitive capacities
- 2- The study includes multiple perspectives by involving students, parents, teachers, and peers, which enhances the reliability and depth of findings.
- 3- online gaming also improved test scores, grades overall, school activity submission, study time, concentration, participation in learning activities, social interaction,
- 4- It is examine various demographic factors (age, gender, socio-economic status, access to gadgets) and their correlation with academic performance
- 5- An explanatory sequential mixed method research (MMR) design was chosen for this study in order to analyze and interpret the findings from the first quantitative phase,
- 6- Comprehensive Academic Performance Assessment and Integration of Quantitative and Qualitative Findings.
- 7- The Relationship between the Students' Demographic Profile of the Students and Academic Performance in various subject.

**WEAKNESSES:**

- 1- The study's sample includes only 24 student respondents from a specific locality.
- 2- The use of snowball sampling may introduce selection bias,

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3- Limited Scope of Academic Subjects.

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