Post-Interview Stage: Analysis and Evaluation:

**Main Findings**

From this interview, I have found out that the main factor that causes addiction to facebook is due to the high level of attraction that certain games possess which cause people to be drawn to them thus as time passes by, addicted to them. To add on, if the pleasure that derived from playing Facebook games is higher than what they are experiencing in their lives, they are bound to be addicted to games, especially those in Facebook as they are considered extremely fun. Another important factor is the physical interaction and sociability between students and their families and friends. If they lack these, they will not have friendly and healthy relationship and they are more exposed to Facebook games when they log on to Facebook which creates a sense of contentment and delight for them and provides opportunities for them to feel superior and wanted in their lives, so their interaction with online gamers increases. Besides, from this interview with Mr Leo, we have found out that addiction to Facebook games have a lot of impact on their academic performances. That is because sometimes they cannot control themselves and thus play computer, especially Facebook games, whenever they want and also play them for long periods of time. Thus, this adversely affects them by reducing their revision time and lowering their GPA and academic results. However, if students play them for recreational purposes, like after exam time or perhaps for fifteen minutes to destress themselves, their studies are less likely to be affected by Facebook games, and sometimes their results do not drop at all. As RI students are busy purposeful engaged in project meetings, CCA, interviews even during the holidays and you have their plate full in a smorgasbord of activities, thus they do not have much time to do other things, especially indulging in Facebook games. Hence Facebook addiction is less common in RI Year 2 students.

**Implications of findings**

From this interview, I can also infer that addiction to Facebook games do have some impact on RI Year 2 students’ academic performances. But if they use them for recreational purposes, Facebook games will not be addictive to them and may in fact affect them positively by creating a happy environment for them. This interview has showed us the main factors effectively and allowed us to provide effective solutions like educating them about cyber wellness and raising awareness among RI Year 2 students. We have also successfully suggested ways to tackle the crucial reasons for addiction to Facebook games.

**Conclusion**

To conclude, I think that this interview has benefitted us for many reasons- It has provides us the main factors for addiction. We have also come up with solutions to target the main factors effectively such as increasing social interaction between RI students among themselves and their families. Lastly, we have benefited from this interview significantly.