Kompiuterinių žaidimų įtaka delinkventinio elgesio paauglių pozityviai socializacijai

Engl. transl.: . The Influence of Computer Games on Positive Socialization of Delinquent Teenagers: Master‘s Final Project

# Keywords

* ICT
* Computer games
* Positive socialization
* Delinquent behavior child
* Socialization centre

# Details

## Year

2016

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## Language

Lithuanian

## Authors

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## Type

Other

## Place

Lithuania

## Topics

* Internet usage, practices and engagement
* Wellbeing
* Content-related issues

## Sample

6 teachers and 6 adolescents (15-17 years)

## Implications For Educators About

Professional development

# Abstract

Computers and the Internet are rapidly spreading in everyday society. These two components
had a strong influence in teenagers’ daily life. If we take a deeper look, the computer can be found in almost every family of minors, in educational institutions and it is the main reason why children use computers almost every day. Due to the mentioned fact, computers gain increasing meaning in teenagers’ daily life, naturally, a question about the impact of the computer for children’s behaviour and socialisation process arises. There cannot be any doubts that because of the success and popularity video games became part of our culture, it is the same as books, movies, television and other forms of media. In these days more and more children and teenagers use alcohol as well as drugs. Consequently, the spread of new
addiction and various behavioural disorders such as – gambling, addiction on the Internet, mobile phones and computer games can be identified. The increasing amount of data on the effect of violent computer games or the Internet is found nowadays. Socialisation centres, with the main aim is to ensure thehugh-quality education and temporary custody for children, are mainstream schools, in which it is possible to achieve positive socialisation results, using various educational methods and measures, for example: computer or video games. In
this context, these fundamental questions are raised: who is a teenager of delinquent behaviour; what are the factors of delinquent teenagers’ socialisation; how are thecomputer games classified; what is the influence of computer games for positive teenager socialisation?
Object of the research – the influence of computer games for delinquent teenagers’ positive
socialisation.
Aim of the research – to determine the influence of computer games for delinquent teenagers’
positive socialisation.
Tasks of the research:
1. To substantiate the influence of computer games for delinquent teenagers socialisation;
2. To substantiate the theoretical conjunctions between research methodology;
3. To determine the influence of computer games for X socialisation centre’s delinquent
teenagers positive socialisation.
The method of collecting data: content analysis of documents and scientific literature, partly
structured interview, observation.
The method of data analysis: qualitative content analysis.
The results of the research revealed that computer/ video games have benefits for delinquent
teenagers’ positive socialisation. During research, it was revealed that when using the correct type of computer/ video game (simulation, adventure, action, problem solving, training, strategic, roles) it is possible to reach positive socialisation factors, which affects social skills (real life experience, competitiveness, communication and collaboration, teamwork, positive and proper behaviour) and has impact in personality changes (interest in activities, desire to gain new knowledge, responsibility, accumulation, concentration of attention, education of will, logical thinking). For achieving the positive socialisation process, using computer / video games in education, teachers must have competence, understand the opportunities of the mentioned method, use appropriate game types, create a positive educational environment by exploiting existing opportunities and carry out the process for a limited period of time.

# Outcome

The results of the research revealed that computer/ video games have benefits for delinquent
teenagers’ positive socialisation. During research, it was revealed that when using the correct type of computer/ video game (simulation, adventure, action, problem solving, training, strategic, roles) it is possible to reach positive socialisation factors, which affects social skills (real life experience, competitiveness, communication and collaboration, teamwork, positive and proper behaviour) and has impact in personality changes (interest in activities, desire to gain new knowledge, responsibility, accumulation, concentration of attention, education of will, logical thinking). For achieving the positive socialisation process, using computer / video games in education, teachers must have competence, understand the opportunities of the mentioned method, use appropriate game types, create a positive educational environment by exploiting existing opportunities and carry out the process for a limited period of time.