8-12 yaş arası çocuklarda bilgisayar oyun bağımlılığı, aleksitimi, sosyal anksiyete, yaş ve cinsiyetin incelenmesi

Engl. transl.: Examination computer gaming addiction, alexithymia, social anxiety, age and gender among children aged 8-12

# Keywords

* Computer gaming addiction
* alexithymia
* social anxiety
* gender
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## Sample

The research was carried out on a total of 321 persons, 148 of whom were girls and 173 were boys. The ages of the participants were between 8 and 12 and their average age was 10.48.

## Implications For Stakeholders About

Researchers

# Abstract

Objective: The aim of this study is to examine age, gender,alexithymia and social anxiety as predictors of computer gaming addiction among children.
Method: The research was carried out on a total of 321 persons, 148 of whom were girls and 173 were boys. The ages of the participants were between 8 and 12 and their average age was 10.48. Research data were collected via Computer Gaming Addiction Scale for Children, Alexithymia Scale for Children, Social Anxiety Scale for Children and Personal Information Form. Parametric tests were used because it was found that the data of research were normally distributed and met the necessary assumptions for multiple regressions. The data obtained from the research were analyzed by Pearson Correlation Analysis and Hierarchical Regression Analysis method.
Results: A positive correlation has been found between computer gaming addiction and alexithymia and social anxiety. In addition, age, gender, alexithymia and social anxiety were significantly predictive of computer gaming addiction at 24.1%. In the research, it was identified that the most effect in explaining computer gaming addiction was alexithymia, followed by gender and social anxiety.
Discussion: It is found out that gender, alexithymia and social anxiety affect computer gaming addiction in children significantly. The results of research were discussed in the light of the related literature and suggestions were made to the researchers and experts studying in the field.

# Outcome

"A positive correlation has been found between computer gaming addiction and alexithymia and social anxiety. In addition, age, gender, alexithymia and social anxiety were significantly predictive of computer gaming addiction at 24.1%. In the research, it was identified that the most effect in explaining computer gaming addiction was alexithymia, followed by gender and social anxiety. " (Taş Güneş, 2019, p.83)