Excessive Use of the Internet and Playing Computer Games in Socially Excluded Slovak Communities

# Details

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## Sample

It consisted of 365 respondents aged 12 to 19 years (average age 15.4 years;
± 1.24). 48.9% were boys and 51.1% girls.

# Abstract

BACKGROUND: Technological addictions involve human-machine interaction and relate in particular to internet addiction. The question is what the status of technological addictions in socially excluded communities is. AIMS: The study aimed to identify the differences in excessive use of the internet and playing computer games among respondents from the majority population
and respondents from socially excluded communities. METHODS: The empirical research had an exploratory and descriptive design, with an application potential. A quantitative strategy using the research technique of an authentic questionnaire was selected. SAMPLE: The research group consisted of 365 respondents from the Banská Bystrica Self-Governing Region of the Slovak Republic. RESULTS: The respondents from socially excluded communities are no less at risk of technological addiction than respondents from the majority population. CONCLUSIONS: Paradoxically, social exclusion appears to be a buffer against the risk of technological addictions, yet, in addition to substance abuse and gambling, it gradually penetrates into socially excluded communities.

# Outcome

In relation to excessive use of the internet and playing PC games, the research finding show there is no statistically significant difference between the majority population and socially excluded community, with the average score being almost the same. "As for the excluded communities themselves, there was a significant difference in the overall score, with the overall score of regular users being lower than the total score of excessive users." (Almášiová, A. et alii, 2020)
When it comes to spending leisure time, the respondents from the majority population spend their leisure time in a more active way, than respondents from social exluded communities.
Anohther finding is that, respondents from the majority population spend more time online over the weekend compared to the respondents from excluded communities.