Video game use among secondary school students and associated factors

# Details

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## Sample

This work was designed as a cross-sectional
descriptive study, which was carried out between
January 15, 2018 and February 15, 2018 in
Afyonkarahisar in Turkey. Afyonkarahisar is a province in the western Anatolia. The number of secondary school is 35 in Afyonkarahisar. The students attending to the 5th and 6th classes in these schools were included in the study with the consent of their parents. Total number of students attending to the 5th and 6th classes was 6382. The sample size was calculated as 259 with a 97% confidence interval using ‘OpenEpi (https://www.openepi.com/SampleSize/SSPropor.Htm) calculator’ according to n = [DEFF\*Np(1-p)]/ [(d2/Z2 1-α/2\*(N-1)+p\*(1-p)] equation. The parameters were sustained as population size (N: 12764), % frequency of videogame addiction in the population according to (p):16.8 %+/-5 (12), confidence limits as %(d): 5 %.

# Abstract

Introduction: The rapid progress of technologyand widespread use of internet has increased the frequency of video gaming among children. The objective was to determine the frequency and patterns of video game use and video game addiction (VGA) in secondary school students and the relationship with socio-demographic, familial and individual factors.
Population and methods: This cross-sectional descriptive study was conducted in four secondary schools in varied sociodemographic characteristics. A structured questionnaire was applied to the parents who agreed to participate. ‘Videogame Addiction Scale for Children (VASC)’ was performed to the videogamer students.
Results: 297 healthy students were included; 245 (82.5 %) reported as video game players. The rate of VGA was 1.6 % in our whole sample. The VGA rate was 3.1 % within the male students.VASC-Geometric Mean Score (VASC-GMS) was significantly higher in male and obese children (p