Ortaokul Öğrencilerinin Bilgisayar Oyun Bağımlılığı ile Benlik Algıları Arasındaki İlişkinin İncelenmesi

Engl. transl.: INVESTIGATION OF THE RELATIONSHIP BETWEEN COMPUTER GAME ADDICTION AND SELF PERCEPTION OF SECONDARY SCHOOL STUDENTS

# Keywords

* Middle childhood
* computer game addiction
* self perception

# Details

## Year

2020

## Issued

2020

## Language

Turkish

## Volume

56

## Start Page

## End Page

## Authors

Aksoy A.B.;Yılmaz Bursa G.

## Type

Journal article

## Journal

Mehmet Akif Ersoy Üniversitesi Eğitim Fakültesi Dergisi

## Topics

Wellbeing

## Sample

The sample of the study was determined according to the random sampling method. The random sampling method provides the probability of equal selection of the elements that make up the universe of the research (Şahin Gürbüz, 2018). First of all, with this method, fifth grade students in Eskişehir city center who were studying in the 2017-2018 academic year were determined. Among these determined students, those who participated in the research voluntarily formed the sample of the research. A total of 224 fifth grade students, 115 (51.3%) female and 109 male (48.7) participated in the study. Care was taken to ensure that the sample was equal in number in terms of gender. The answers given to the scales were checked and 26 answer sheets were excluded from the study due to missing information. Descriptive analyzes of students' demographic characteristics are shown in the table below.

## Implications For Educators About

Other

# Abstract

In this study, the relationship between computer game addiction and self-perception of fifth-grade students was investigated. In addition, it was investigated whether these variables differ according to gender, computer ownership, educational status of parents and number of siblings. The sample of the study consisted of 224 fifth-grade students (115 girls and 109 boys) from the secondary schools in the city center of Eskişehir. The data were obtained by using “the General Information Form”, “Game Addiction Scale for Children” and “Self-Perception Profile for Children”. Normality test was applied to the obtained data and then Mann Whitney U-test was used for paired comparisons. Spearman Correlation analysis was used to determine the relationship between computer game addiction and self-perception. As a result of the study, it was seen that there was a negative correlation between computer game addiction and self-perception of fifth-grade students. In the study, male students had higher computer gaming addiction than female students; female students had higher self-perception than male students. It was concluded that there is no significant relationship between computer ownership, parents education status, the number of siblings.

# Outcome

In the study, it was observed that there was a negative significant relationship between students' computer game addiction and their self-perceptions. There is similar information in the literature regarding the finding that as the level of computer game addiction increases, self-perception decreases. Playing computer games is very popular in middle childhood. It is thought that the desire to play games, self-esteem and seeking social support are among the factors affecting the tendency to computer games. Especially children with low self-esteem have poor relationship building skills. Children may turn to computer games in order to perceive themselves differently, to increase the value they give themselves with their success in games, and to get away from situations that cause problems. (Aksoy Yılmaz Bursa, 2020, pp.216-217)