Kompiuteriniai žaidimai ir delikventinis elgesys

Engl. transl.: Computer games and adolescents delinquent behavior

# Details

## Year

2016

## Scope

Local

## Countries

Lithuania

## Type

Empirical research – Qualitative

## Researched Groups

## Children Ages

Adolescents (14-18 Years old)

## Informed Consent

Consent obtained

# Goals

To determine the influence of computer games for delinquent teenagers’
positive socialisation.