Børn, unge og computerspilsafhængighed - set i et hverdagslivperspektiv

Engl. transl.: Children, youth and computer games addiction - from an everyday perspective

# Details

## Year

2012

## Scope

National

## Countries

Denmark

## Type

Empirical research – Qualitative

## Methodologies

* Interview
* Other
* Focus group

## Other Methodology

photo based child interview; lifeform interview;

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

10-14 years old

## Funder

Center i Barndoms-, Ungdoms- og Familielivsforskning, Institut for Psykologi og Uddannelsesforskning, RUC

## Funder Types

University

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## Data Set Availability

Not mentioned

# Goals

How does the age group concerned relate to computer games and internet in general and more specifically to computer games addiction.
How does specific groups of young people develop computer games addiction