Video game use among secondary school students and associated factors

# Details

## Year

2018

## Scope

Local

## Countries

Turkey

## Type

Empirical research – Quantitative

## Methodologies

Survey

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

10-11 years old

## Has Formal Ethical Clearance

## Consents

Consent obtained from parents

## Informed Consent

Consent obtained

## Ethics

Ethical considerations and/or protocol mentioned in the research design

## Data Set Availability

Not mentioned

# Goals

The purpose of this study was to determine the frequency and patterns of video game use and video game addiction in secondary school students and the relationship with socio-demographic, familial and individual factors. (Oflu Yalçın, 2019, p.585)