Ortaokul ve Lise Öğrencilerinin Bilgisayar Oyunu Oynama Alişkanliklari ve Oyun Tercihleri Üzerine Bir Araştırma

Engl. transl.: A Study On Computer Game Habits And Game Preferences Of Secondary And High School Students

# Details

## Year

Not reported

## Scope

Local

## Countries

Turkey

## Type

Empirical research – Quantitative

## Methodologies

Survey

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

10-18 years old

## Has Formal Ethical Clearance

## Consents

Consent obtained from children

## Informed Consent

Consent obtained

## Ethics

Ethical considerations and/or protocol mentioned in the research design

## Data Set Availability

Not mentioned

# Goals

"Through this study, it is aimed to reveal the computer game playing habits of children and young people studying at secondary and high school level and the types of games they prefer, and to determine the effects of games on children and young people. "