The relationships between video game experience and cognitive abilities in adolescents

# Details

## Year

Not reported

## Scope

National

## Countries

Turkey

## Type

Empirical research – Quantitative

## Methodologies

Survey

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

10-16 years old

## Has Formal Ethical Clearance

## Consents

## Informed Consent

Consent obtained

## Ethics

Ethical considerations and/or protocol mentioned in the research design

# Goals

"The main objective of this study is to assess the effect of video games on cognitive functions and visual and auditory performance in chronic (at least 1 h in a day, 5 days in a week, for a year) video game players between 10 and 16 years old. Thus, this study aims to: i) compare cognitive functions between video game players and nonvideo game players; and ii) investigate the association between time spent on video gaming and cognitive functions. This study does not formally assess gaming addiction, and therefore heavy gamers may or may not have problems associated with excessive gaming. The heavy gamers in the study simply imply those who play for 4 h or more each day." (Özçetin et al., 2019, p.1172)