

NAME-SURNAME: ENGIN ERBOY

TITLE: THE FACTORS WHICH EFFECT ON COMPUTER GAME ADDICTION OF 4TH AND 5TH GRADE PRIMARY STUDENTS

ABSTRACT

In this research it is aimed to investigate if sexuality, mother and father education level, class level, social economic level of the school, the situation of having computer or not and the level of alienation effect about computer game addiction of 4th and 5th class primary students. The research consists of five parts as introduction, theoretical explanations and related literature, method, findings and interpretations, conclusions and recommendations.

This research, conducted as a type of survey thoroughly, was performed at six primary schools in Aydın. It was implemented on total 638 students from three different social economic groups. “Personal Information Form”, “Computer Game Addiction Scale For Children” and “Alienation of Student Scale” for 4th and 5th class primary students were used.

The data, received from form and scales, were explained and interpreted by using number, frequency, percent, t-test, correlation, regression analysis and factor analysis as statistical techniques.

KEYWORDS

Game, Computer Game Addiction, Primary Education Students, Alienation of Student