

## **The Effect of Computer Games on Social Isolation and Violence Among 9–16 Year Olds**

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### **ABSTRACT**

**This article examines the impact of computer games on teenagers. It should be noted that this research has obtained its data based on the questionnaire on the impact of computer games by 60 students of Shahid Bahonar Boys' School. This questionnaire is researcher-made. In this section, the collected information and data are classified, processed, analyzed and the results and findings of this research are presented. After determining the normality of the data, appropriate tests were used to analyze the research questions. Cronbach's alpha was used for reliability and its validity was done by university professors and it is based on a five-point Likert scale. The results of this research indicated that computer games do not cause social isolation of teenagers, but on the other hand, they affect the morale of teenagers. Students' performance is not affected by computer games, and according to research, teenagers do not place computer games as the main entertainment and pleasure.**

**Keyword:** Computer games, violence, social relations, violent behavior

### **INTRODUCTION**

Today's life has undergone significant changes compared to the past, which is one of the most fundamental changes in the use of technology, an example of which are computers, mobile phones and tablets, which make it easy to access all kinds of programs, but one of the most popular programs among children and teenagers are computer games that people spend a lot of time playing, in fact, during the Corona epidemic, its use among teenagers unexpectedly increased. Computer games refer to those types of programs. which have different contents and also have age categories, such as action, violent, strategic, adventurous, etc., in the present study, the effect of violent computer games on depression and social relations of 9-17 children through the questionnaire of game usage Cronbach's alpha test was used to calculate the reliability of the computer data to measure the significance of the mentioned hypothesis.

During the recent decades, computer games have become increasingly popular among the younger age group, and most children and teenagers spend most of their time in the world of internet games, which are of various types, one of which is computer games. It is violent that in this research its effect on children and teenagers has been studied, the results indicate the confirmation of a positive and meaningful relationship between the effect of computer games on the increase of violence in children and teenagers, while in this study the criteria of gender and age and The socio-economic class was also investigated and it was found that girls are less influential compared to boys, while other researches have acknowledged that those who have a lower economic, social and cultural status are more interested in playing computer games, researchers They stated that violent games have a double effect on younger children (Saeed Azari).<sup>1</sup>

The effect of computer games on children has been examined in the form of negative and positive effects, one example of which is the examination of the effect of computer games on children's problem-solving ability, which was examined through pre-test and post-test in a group of 40 people. was placed, the evidence indicated different effects of action and strategic computer games on children's problem-solving ability, while the control group did not show any significant difference. (Maryam Taghvi jelodar, Mahyar hami)<sup>2</sup>

Parents believe that computer games play a negative and worthless role in children's lives and sometimes teach them worthless and negative concepts such as violence and killing, in contrast to some researchers on the role of computer games and their impact emphasize on learning, in this study, the role of computer games on history learning in elementary school children was tested, which showed a positive effect between the two factors. (Evren sar)<sup>3</sup>

In another sample of research that was conducted in China, Chinese teenagers were measured to measure the effect of computer games on mental health. In this study, physical symptoms such as heartache and muscle cramps were taken into consideration, as well as the important factor of time. The use of the game was also measured, which indicated the relationship between the two measured factors, and the teenagers who were harassed by bullies suffered the most. (Jiamsng Li, Yedong Wu, Therese Hesketh)<sup>4</sup>

In today's world, technology is progressing and innovating day by day, but the main problem is the problems and concerns that technology brings with it, which is the biggest harm to children and teenagers, for example, in today's world, children have easy access to pornography and They can easily use it because this issue causes anxiety and lack of emotional control in them, and another issue is the impact of the violent content of computer games, which can be determined by examining the factors mentioned, the research results of positive examples and evidence. A credit has stated the positive relationship of the mentioned items, but the more important issue is the role of parents' supervision of children and the factors they care about, which can reduce the negative effects of computer games and technology. (Serkan Çankayaa\*, Hatice Ferhan Odabaui)<sup>5</sup>

Among the very important and influential researches in the field of children is the current research that has studied the impact of computer games and its addiction during the Corona era and revealed its negative effects on children aged 6 to 17 from four aspects. has done, in the first stage, the most harmful effects were on the children's behavior and then their social

relationships, psychological negative effects, and finally on the personal hygiene and hygiene of the children, while in this research, the main factor of playing time was also measured. And the bane of play, which represents the main reason for the child's behavioral problems, and finally, the best solution to reduce its negative effects is to reduce playing time and expand social relations and fun in the child, which should be the focus of parents' attention. (Walaa Elsayed)<sup>6</sup> One of the most influential and challenging aspects of contemporary research regarding the impact of computer games on children's violent behavior is measuring the impact of competitive games, the main element of which examines the role of competition and states that it is the main factor of violence in children. The games are not the violent end of it, but it is a competitive environment between teenagers and teenagers, in which failure is equal to more abnormal behavior on the part of the players, and the role of the competition factor has been proven meaningfully through the aforementioned research, which finally suggested creating a positive atmosphere. And it is fairer in computer games to reduce violence and the negative effects of the competition factor. (Andre Dowsett\*, Mervyn Jackson)<sup>7</sup>

In an article, the effect of non-educational games on history learning in elementary school children who were engaged in playing this game model for several hours a day was measured. (Evren Şar)<sup>8</sup>

experiment analyzed the effect of different game styles on children's education and learning through two endless runner games and third person shooter games that had the same features as the people tested, but the results indicate that the game style has an effect on education. And there is no learning because each style instills the topic to be taught to the listeners. (Daniel, López-Fernández, Aldo Gordillo, Raúl Lara-Cabrera\*, Javier Alegre)<sup>9</sup>

Computer games have always created fears for parents of children, but according to a survey, parents emphasized the benefits of computer games such as creativity and observation, but on the other hand, there are also disadvantages such as visual impairment and restlessness. The mentioned research emphasizes the results such as the control of children's playing time by parents so that they can reduce the disadvantages of computer games (Claudia Sălceanu)<sup>10</sup>

Computers and networks have rapidly entered all aspects of people's lives and have become an inseparable part of people's lives, so research on their impact is very important. It is one of the effects of these games on teenagers. (Lyaila Sultanbayeva)<sup>11</sup>

Research has shown that not only children but also adults play computer games, and the results of a survey have stated that computer games should be designed more professionally to make learning as good as possible. (Ibrahim Ahmad<sup>a\*</sup> and Azizah Jaafar)<sup>12</sup>

According to research conducted in Sirjan, the effect of video games on the psychological adjustment of female students and their creativity was measured, the research showed that children who use computer games less have more creativity and psychological adjustment than the second group. (Marzieh Gholamitooranposhti)<sup>13</sup>

## METHODOLOGY

This research has obtained its data based on the questionnaire of 60 students of Shahid Bahonar Boys' School. This questionnaire is made by the researcher. Cronbach's alpha was used for reliability and university professors were also used for validity. This is a Likert scale and also has five options.

## STATISTICAL ANALYSIS

### The First Hypothesis

Computer games isolate teenagers.

$$\square\square 0:H_0$$

### The Opposite Hypothesis

Computer games do not cause social isolation of teenagers.

$$\square:H_0 = 0$$

**Table 1: The relationship between computer games and social isolation among adolescent boys**

| Variable name                 | Adolescent social isolation |
|-------------------------------|-----------------------------|
| Number                        | 60                          |
| Mean standard deviation error | 0.21                        |
| Average                       | 3.85                        |
| T coefficient                 | -5.59                       |
| Sig                           | 0.00                        |

According to the above table, as can be seen, the calculated test value is significant. That is, the value of sig is smaller than 0.05.

Therefore, the opposite hypothesis is accepted and the statistical hypothesis is accepted with 95% confidence, and the result can be generalized to the society, that is, computer games do not cause social isolation of teenagers.

### Computer Games Affect the Mood of Teenagers, Such as Pride and Patience, Etc. (One Sample T Test)

#### The Second Hypothesis:

Computer games do not affect the mood of teenagers.

$$\square\square 0:H_0$$

#### The Opposite Hypothesis:

Computer games affect the mood of teenagers.

$$\square:H_0 = 0$$

**Table 2: The relationship between computer games and mood in adolescent boys**

| Variable name                 | Influence on adolescent mood |
|-------------------------------|------------------------------|
| Number                        | 60                           |
| Mean standard deviation error | 0.34                         |
| Average                       | 6.8                          |
| T coefficient                 | -16.95                       |
| Sig                           | 0.00                         |

According to the above table, as can be seen, the calculated test value is significant. That is, the value of sig is smaller than 0.05.

Therefore, the opposite hypothesis is accepted and the statistical hypothesis is accepted with 95% confidence, and the result can be generalized to the society, that is, computer games affect the morale of teenagers.

### **Computer Games Affect the Academic Activities of Adolescents. (One Sample T Test)**

#### **The Third Hypothesis:**

Computer games affect the academic activities of adolescents.

$$\mu \neq 0: H_0$$

#### **The Opposite Hypothesis:**

Computer games do not affect the academic activities of adolescents.

$$\mu: H_0 = 0$$

**Table 3: The effect of computer games on the academic education of adolescent boys**

| Variable name                 | The effect of computer games on the educational activities of adolescents |
|-------------------------------|---------------------------------------------------------------------------|
| Number                        | 60                                                                        |
| Mean standard deviation error | 0.24                                                                      |
| Average                       | 4.33                                                                      |
| T coefficient                 | -2.73                                                                     |
| Sig                           | 0.008                                                                     |

According to the above table, as can be seen, the calculated test value is significant. That is, the value of sig is smaller than 0.05. Therefore, the opposite hypothesis is accepted and the statistical hypothesis is accepted with 95% confidence, and the result can be generalized to the society, that is, computer games have no effect on the academic activity of teenagers.

### **Most of the Fun and Enjoyment of Teenagers Goes to Computer Games. (One Sample T Test)**

#### **The Fourth Hypothesis:**

Most of the fun and enjoyment of teenagers goes to computer games.

$$\square\square 0:H_0$$

### The Opposite Hypothesis:

Most of the fun and enjoyment of teenagers does not go towards computer games.

$$\square:H_0 = 0$$

**Table 4: Can computer games become the main hobby of teenage boys or not?**

|                               |                                                          |
|-------------------------------|----------------------------------------------------------|
| Variable name                 | More fun and enjoyment for teenagers than computer games |
| Number                        | 60                                                       |
| Mean standard deviation error | 0.43                                                     |
| Average                       | 11.55                                                    |
| T coefficient                 | -2.22                                                    |
| Sig                           | 0.03                                                     |

According to the above table, as can be seen, the calculated test value is significant. That is, the value of sig is smaller than 0.05.

Therefore, the opposite hypothesis is accepted and the statistical assumption is accepted with 95% confidence, and the result can be generalized to the society, that is, most of the fun and enjoyment of teenagers does not go towards computer games.

### CONCLUSION

This article has investigated the effect of computer games on the social isolation of 60 male teenagers, according to the research conducted in this field, computer games and gender have had a significant impact on the social isolation of teenagers and their academic failure, but according to the data obtained in this research, computer games do not have a significant effect on the social isolation of teenagers, but in line with this research, it was found that computer games affect the mood of teenagers, while the data obtained show no relationship between the effect of computer games And the educational activities of teenagers did not show, also the collected data confirmed that teenagers do not consider computer games as their main entertainment and it does not bring them pleasure and happiness.

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