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The epidemic and gaming behavior: online/offline of children and adolescents examination of gaming behaviors according to parental views

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The physical distance, social isolation and quarantine processes that emerged with the COVID-19 epidemic have affected the family relationships and addiction behaviors of both children and adolescents and adults in Turkey as well as in the world. With the digital platforms taking the place of face-to-face education, the relationship of children and young people with addictions based on internet and technology has gained a new dimension. This study aimed to examine parental views on online/offline gaming behaviors of children and adolescents aged 10-18 years before and during the epidemic. Scanning pattern was used in the study. The questionnaire form developed by the researchers was applied to 235 parents via an online platform. Of the parents participating in the study, 179 (76.2%) were mothers and 56 (23.8%) were fathers. The ages of the parents ranged from 29 to 59, with an average of 43.4 (Sd = 5.52), and 74.5% of them reported that their children played online and/or offline. Of the children reported to play games, 101 (57.7%) were boys and 74

(42.3%) were girls. According to the parent's statement, the average age of children starting to play online and/or offline is 9.3 years. Parents declared that the frequency of their children's playing behavior increased during the epidemic. 69% of parents watch videos about their children's game strategies; 16.6% of children also play games during the lesson; 68.6% stated that they chatted about the games they played with their children. 15% of parents also play online and/or offline games; 22.3% reported that they play games with their children. Among this group (22.3%), the rate of parents who started playing games with their children due to the epidemic is 30%. The rate of parents who state that their children use virtual money while playing games is 30.1%. 12% of parents allow their children to use their credit cards while playing; 16% stated that their children bought new play materials during the epidemic. The findings were discussed in the light of current findings in the addiction literature.

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