Introduction: One of the concerns of parents in today's world is that the game not only because of loneliness and social isolation, reduced social interaction and people are painted. It reduces the amount of altruism and cooperation and collaboration values and makes them colorless. This study sought to examine the impact of computer games on social skills. Objectives: This study examines the impact of computer games on the social skills of secondary school students. Methods and materials: This study is a kind of descriptive correlational. The population of secondary school students in Bushehr that a sample size of 360 randomly selected class. Instrument were social skills questionnaire (Layndr and others, 1992) and a questionnaire was developed by the researchers was used in computer games. Results: The results showed that the content of computer games (violent, sports, adventure) there is a significant relationship with the social skills of students. While the content of computer games have no relation intellectual and social skills. Conclusion: Computer games can influence the pattern of interaction between the personal and social skills and the emotional games more than other games can affect social skills but parental control is a factor that can impact the balance of positive and negative effect on children's games.