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Predictive use of Computer Games and Social Skills According to Gender
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Introduction: One of the fun of computer games for children, teens and youth in the new era. This exciting game for kids for hours without moving the screen and can be moved from the world of fantasy worlds that are facts. This study investigates the impact of computer games on young children's social skills pays. Objectives: The goal of this research was to investigate 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 study population consisted of secondary school students in Bushehr. The population of secondary school students in Bushehr that a sample size of 360 randomly selected class. Change of variables to measure social skills questionnaire by Layndr and others (1992) and a questionnaire was developed by the researchers was used in computer games. Results: Statistical research showed that there is a significant difference between girls and boys in the use of computer games. T test was carried out suggest that male and female students in terms of social skills did not show a significant difference. Conclusion: Regression analysis showed that the use of computer games among boys and girls are different. Feedback from parents and community expectations in the fields of game content - including factors that could explain the difference. Key words: Computer games, social skills, gender