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Title: Linguistic demotion of family relationships and computer games.
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Abstract: Introduction: The increase of computer games and the tendency of children to cover the voids of mechanical life with them has caused the children to get friendship with the heroes of games and imitate what they do and say. This impact has been to such an extent that children change their accent and even dialect to represent the game characters properly. The linguistic relationship between the members of the family in two horizontal and vertical aspects has undergone great changes which are in parallel with the dialogues of the computer games.

Objective: To what extent computer games have influenced the discourse of families and in which direction? What are mental and psychic capabilities of this influence on external and internal verbal relationship of children?

Methodology: The children at the age of 12-15 studying in guidance schools who played games were identified and they were allowed to participate in extracurricular activities in the schools to play computer games. Their discourse during the game was recorded and when they were in the school yards and talked to their friends, they were overheard. The essays of writing classes were directed to be the story of the games they played.

Results: The children dominated the words and actions of the game heroes synchronized and adapted their situations with the scenes of the games. Spontaneously, they used utterances and words they did not know the meaning of. The removed the hierarchy of relationship in linguistic aspect.

Conclusion: Unsupervised playing games may let the students institutionalize the linguistic relationship of computer games on their language and behavior.

computer games, children, linguistics, behavior, aggression

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