

# بعض الأعراض العصبية لدى الأطفال من مستخدمي الألعاب الإلكترونية

رسالة مقدمة إلى

مجلس كلية الآداب في الجامعة المستنصرية  
وهي جزء من متطلبات نيل درجة ماجستير آداب  
في علم النفس السريري

من قبل

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٢٠٠٥م

١٤٢٦هـ

## *Abstract*

Children today face a big amount of complex cultural challenges that reflects the nature of their societies and which might be more effective in shaping their values , attitudes and cultural identities than the conventional channels of teaching ,these are the electronic cultures which are becoming more attractive to children because they address their needs and intelligence and fulfill their dreams and fantasies.

Children's indulgence in electronic games might increase with age to occupy long periods of their daily lives which would have some reflections on their general health.

It is assumed that new and modern electronic games that have become so popular lately specially among male children an important cause of neurotic symptoms that might affect pre-adolescents. Children welfare is one of the most important provisions that reflects the maturity and development of societies and how civilized they are. Caring for children has become a cultural necessity dictated by the scientific development.

Electronic games have become a social phenomenon, and many parents and teachers think that these games are obstacles to children care for their school studies and homework, that they isolate children inside a closed electronic space .With those modern make belief graphics and the atmospheres of challenge to their manual skills and reactions, they make children so involved with the games, and they relate to cartoon films in their main characters and so become very attractive.

Accordingly, the aim of this research was to:

- 1-Identify Symptoms of Neurotic among the users of electronic games (anxiety, aggression and social maladjustment).
- 2-Identify differences in Neurotic Symptoms (anxiety, aggression and social maladjustment) between the users and the non-users.
- 3-Identify differences in the Neurotic Symptoms (anxiety, aggression and social maladjustment) between the users in relation to the nature of the games (aggressive or non-aggressive).

The research was limited to primary school male students from 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> grades in Al-Karkh district in Baghdad for the year 2003-2004.

The theoretical framework contained an overview of electronic games and their effects, a brief account of Bandura learning by observation theory, and some related previous studies.

The size of the sample was 432 male students of which 240 were electronic games users and 192 non-users of the 3 primary school grades with ages between 9-12 years.

A scale for neurotic symptoms was designed measuring the three domains (anxiety, aggression and social maladjustment). The items of the scale were selected through reviewing past scales and literature, and through interviewing of a number of parents, whose children were users, a number of teachers and a number of user-children.

The items were then examined by 2 Arabic language experts to match them with the selected ages of the sample. After that the items were reviewed by a number of psychologists and psychometry experts and psychiatrists to assert their relevance.

Some modifications and omissions were done and 50 items of the original 57 were selected, and validity and reliability tests were performed.

The results revealed:

- 1- presence of A low levels of Neurotic Symptoms among the users of electronic games statistical analysis revealed a lower sample-mean than hypothetical mean.
- 2- Statistically significant differences in neurotic symptoms among users and non-users in favor of users.
- 3-No statistically significant differences among users according to the nature of the games ( aggressive or non-aggressive).

The results were interpreted according to the theory of learning by observation adopted by the researcher.

