
Effect of Computer Games on Some Behaviors of Children

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ABSTRACT

Computer technology and the use of computer games have spread widely in the community and have been integrated into all aspects of life. Today, computer games have a huge impact on children's lives, and this influence is increasing rapidly. As the number of children use computers and computer games at home is growing by the day. But this technology can improve children's life?. Despite its positive aspects, such as communication services, and educational aspects of computer and computer games, there are negative aspects as well. Uncontrolled use of computers, especially when it is combined with other technologies such as television children at risk for adverse effects on physical development, social and emotional development. They can be the vision, skeletal injuries, obesity, and effect on social skills, family relationship problems and electronic addiction. Herpes if computer and video games used correctly, it has positive effects. Since computers are present everywhere in life, it is important to understand how this can be achieved through computer games have an effect on child growth and development and can enhance or distort it.

Keywords: Computer games, and children's behavior.

Introduction

One of the fun of computer games for children, teens, young adults and even adults in the new era. The game is full of dramatic tension for hours in front of our children have riveted screen, he took down the world of imagination to the world of facts and the process, he was or something thing teaches him is, or that he would abandon the endless imagination. The game useful, sometimes physical and psychological impact on children and young adults leave behind when they

make up their minds due to the subtlety of thought and probably always will be impossible. Nowadays, people live in a world that has achieved amazing academic, industrial, technical and especially the turntable communications technology it is very small. So called global village have placed on it (actually, 1382). In today's information age, communication has always been a popular figure in the community is changing. Increasing advances in science and technology and

human sensitivity and attention to the fate of hundreds of children every day a new problem in the area of development of children face the researchers favors (Ahadi and Banijamali, 1378). Today, collective goods, especially electronic communications as an amazing phenomenon in the information age the greatest impact on the expression of a variety of methods and techniques have been influencing human behavior (Abdolrahmani, 1385). Today, the electronic computer as a friend for many children, adolescents and young adults in the influence and spread of small computers in the set are toys all over the place stresses the need of computers as a teaching tool was accurate (Aminvarzali, 1382).

Types of Computer Games

Every day we see more welcoming and educational games as a platform for criticism, especially by artists and inventors are young. Given a sign of "serious games" computer, donating \$ 8 million to the USC School of Cinema and Television graduate school for design and production of narrative and storytelling is using games. The allocation of such significant credibility to suggest that any day of the extent and validity of intellectual prestige - University of games will be added. The most important of these features is the interactive nature of computer games. Because of this feature is to get people (usually children) exposed to computer games than to worry about getting them exposed to television shows and movies. Because many of these games, such as the Essence concept learning (modeling), training, reward and reinforce Repeat to apply. (Jung Sung, 1384).

Play computer games in cyberspace or computer games that are made is referred.

The computer games in different genres we can.

1 - Action

2 - War

3 - Role Playing Games.

This division of the actor as a person that wants to control. The division is also available on this topic can be found in the Wikipedia encyclopedia.

Purpose of making computer games

Goals those are conceivable for computer games, such as economic, cultural, and commercial advertising, and other socially destructive effects, in fact, all part of a huge cultural politics - political. Continuing with the study of the origins of the cultural politics of computer games as a propaganda tool for new media at the service of its main audience is young people review. In fact, the impact on the young generation, it is important that in future they will be the leaders and active class. So thinking that today they will shape future update. Therefore, video games, tools, culture is.

Computer games effect on children's behavior

Computer Games devastating effects it can have on children's behavior. These effects can be noted in these cases:

Strengthen the sense of aggression

The most important attribute of most computer games is the state of war and the need to reach the next level forces to fight the so-called enemy. "Violence" is the most important drive of the newest and most attractive design of computer games can be used in the extreme.

Create a spirit of isolationism in children

computer games, so that people associated with the passage of time and when they do not understand in any way to a great deal of the time of their time to take the game's. On the other hand, computers are not willing to give up these games, and follow social activities and more exhilarating walk. Therefore, children who are constantly involved with the games, being introverted society, are isolated and powerless in communication with others. Spirit of isolationism cause the child to be separated from that of its peer group of other misfits is beginning to occur.

Idle minds of children and adolescents

Recent research has shown that computer games can cause long-term brain damage. The game is only part of the brain is devoted to visual motion stimulation, and does not contribute to the development of other brain regions. Children who have devoted many hours to the game, the frontal lobes of their brains did not evolve. Important role in the evolution of the frontal lobes of the brain, memory, emotion and learning. Those with frontal lobe brain did not evolve to do more prone to violence than the ability to blend and control their behaviors.

Negative impact on family relationships

Family members due to being busy being busy to watch television or a computer and the Internet and computer games, the less time they sit together and talk. This is causing a cooling of relations between parents and children, so that they have less patience with each other.

Academic failure

Traits that computer games enumerated No doubt they are one of the factors contributing to academic failure. Why

occupy much time the student and his mind is none involved.

Addiction to computer games

The threat is so serious that may lead to death. In this area Solbi (1388) had a review of research on the impact of computer games on practical intelligence and coordination, visual motor preschoolers, have stated that the practical intelligence of computer games on children's preschool positive effect it has been approved. Ghorbani (1380) in examining various aspects of children's use of computers and has stated that in today's world of computers from the very beginning has been associated with infant's life, from early childhood, the computer can do if, however, provided that: "This plan is combined with awareness. It can also provide information to the nerve centers of emotions to be affected, but future work will surely stimulate the intelligence of children. Such old children before entering school were familiar with the tools of painting and teaching, and that game should now be with computer to draw.

Rasekhi(1378) Survey drawings by hand and computer impact on the level of creativity in preschool children in West Tehran in 1378, which reached these conclusions: how creative children freehand drawing and computer trained than children who the paintings are untrained. Also, the creativity of children who have been trained with hand painted painting with children who have been trained with the computer, there is no significant difference.

Conclusion

Intentionally or not, we must accept that computer games like many other phenomena of the era of information technology has transformed the way our

lives and our children. If we ignore it, we deprive our children from these games, their greed is greater access to these games and you can not play at home, are friends. If not there, the cafes and places where they can play with computer, head turns. On the other hand, if we want to put our children in this area are unbridled, risks mental and physical threat to them. Therefore, parents and staff with proper planning the cultural and educational needs of children and adolescents for the proper use of these games smoothly and to accomplish this. We need to market ourselves with domestic products and games products in line with Islamic and Iranian culture in our hands and we even other countries to export these programs. Furthermore, the possible illegal and destructive logging into the game, and will be followed by competent authorities to prevent serious oversight working parents of children computer at home, particularly utilizing the play of the computer, applied culture should be taught the proper use of computer games to children.

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