

LEVELS OF SELF-CONCEPT AND ITS RELATIONS WITH THE USE OF VIDEO GAMES IN THIRD GRADE PRIMARY SCHOOL STUDENTS

ABSTRACT

During the last years, new technologies have become a part of the lives of children, both in and out school. The main objective of this research is to describe the levels of self-concept, gender and new technologies in third grade primary school students. It also aims to relate the psychosocial levels with the rest of parameters. A hundred and seventy students aged between 10 and 12 participated in the research. These students have also answered 3 tests carried out in several Andalusian schools: AF-5, CERV and an auto registration form. The data of the research have been analyzed with the software SPSS 22.0. The research concluded that most part of the students do not have any problems related to the new technologies. Nevertheless, a small minority presents severe problems and it was also found that boys play more video games than girls. It was also concluded that children present a lower emotional self-concept in comparison with the other levels. Students with the lowest levels of self-concept are those who suffer severe problems related to video games.

KEY WORDS

Self-Concept, Video Games, School, New Technologies.

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