

Na Chanok Ngaosumarng 2006: Factors Related to Behavior of Computer Games Playing of Lower Secondary School Students in Bangkok Metropolis. Master of Arts (Home Economics Education), Major Field: Home Economics Education, Department of Vocational Education. Thesis Advisor: Associate Professor Kulkanit Rashainbunyawat, Ph.D. 130 pages. ISBN 974-16-2540-5

The purposes of this study were to investigate: 1) basic information of lower secondary school students in Bangkok metropolis; 2) reasons for computer games playing; 3) behavior of computer games playing; and 4) the relationship between basic information of students and behavior of computer games playing. A multi-stage random sampling technique was used to draw a sample of 392 students from lower secondary school students in Bangkok metropolis. A questionnaire was used for data collection. A computer program was used for data analysis to obtain frequency, percentage, mean and Chi-square.

The results of the study revealed the following: The students were 52.6 percent of male and 47.4 percent of female. The average age was 13.6 years old. Average allowance was 2,000 baht or lower per month. Most fathers had graduated upper secondary school, and their occupation was government official/state enterprise. Most mothers had graduated secondary school, and their occupation was trader/business owner. Most families had 1–2 siblings in the family and family members lived together. The main reason of students for computer games playing was amusement. The main reason related to surroundings that the games were challenging for problem solving. They had different target goals and motivation to follow. Concerning behavior of computer games playing of lower secondary school students, it was found that simulation game was the most popular computer game, they played mostly at home, 1–3 times per week, between 12.01–18.00, played 1–2 hours per day on average, average expense was 431.31 baht per month and they played alone.

The analysis of results showed a statistical significance at .05 level that sex of lower secondary school students was related to behavior of computer games playing with all studied issues.

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