

Suwanan Suwanliwongk 2009: The Effects of a Cognitive Behavior Modification Program on Risk Behavior of Online Computer Game Addiction of Mathayomsuksa 2 Students at Watyairome School in Krung Thep Maha Nakhon. Master of Arts (Educational Psychology and Guidance), Major Field: Educational Psychology and Guidance, Department of Educational Psychology and Guidance. Thesis Advisor: Associate Professor Rungsang Arunphirojana, Ph.D. 165 pages.

The purposes of this study were: 1) to develop a Cognitive Behavior Modification Program to decrease risk behaviors of online computer game addiction. 2) to compare online computer game addiction behaviors of the experimental group before and after the experiment. 3) to study the experimental group's opinions on the program.

The research was a quasi-experimental design. The sample consisted of 24 Mathayomsuksa 2 students, in second semester, the academic year 2008, in Watyairome School, Bangkok who were classified as possessing risk behaviors of online computer game addiction. They were randomly assigned to form the experimental and control groups, 12 students in each group. The experimental group participated in a Cognitive Behavior Modification Program for 12, fifty-five minutes sessions. The instruments used in this research were: 1) a Cognitive Behavior Modification Program, 2) a risk behaviors of online computer game addiction questionnaire, 3) a decision making and problem solving test, and 4) a students' opinions towards the program questionnaire. The Wilcoxon Matched Pairs Signed - Rank Test and The Mann - Whitney U Test were used for data analysis.

The results indicated that: 1) there were significant differences at the 0.05 level between the pre- and post-test scores of risk behaviors of online computer game addiction of the experimental group. 2) there were significant differences at the 0.05 level of risk behaviors of online computer game addiction after the experiment between the experimental and control groups. 3) there was no difference between the pre- and post-test scores of risk behaviors of online computer game addiction of the control group. 4) the experimental group was in favor of the program.

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Student's signature

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Thesis Advisor's signature