

Jarawee Yungyuen 2006: Family and Friend Relationship, Online Game Exposure toward the Online Game Behaviors of High School Students in Amphoe Mueang, Changwat Samut Prakan. Master of Arts (Development Social Sciences), Department of Development Social Sciences, Interdisciplinary Graduate Program. Thesis Advisor: Assistance Professor Jumrong Ngerndee, M.Ed. 120 pages.  
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The purposes of this research were 1) To study the online game behaviors of high school students 2) To study the level of media exposure, friend and family relationship on the online game behaviors of high school students 3) To study correlation between the high school students' media exposure, friend and family relationship on the online game behaviors 4) To study the forecasting factors between personal data, media exposure, friend and family relationship on the online game behaviors of high school students. Data were collected by using questionnaires from a sampling group of 360 high school students. Statistics employed for data analysis were percentage, mean, standard deviation, t-test, F-test, Scheffe's test and stepwise.

The results of this research indicated that high school students had a high level of the online game behaviors and family relationship while a medium level of friend relationship and media exposure. It was also found that statistically significant differences in high school students' online game behaviors existed when grouped according to the differences in gender, income, GPA., and media exposure at .05 level while family and friend relationship were correlated to the online game behaviors at .05 level of significance. Furthermore, gender, GPA., grade of computer, friend relationship, and media exposure could together forecast the online game behaviors at statistically significant level of .05 and predicted the online game behaviors 38.7%.

Jarawee Yungyuen

Student's signature

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