

## C345434 : MAJOR MENTAL HEALTH

KEY WORD : VIDEO GAME PLAYING/SOCIAL BEHAVIOR/PRATHOM SUKSA FOUR SCHOOL BOYS  
SIRILAK SRIWANASON : VIDEO GAME PLAYING AND SOCIAL BEHAVIOR OF  
PRATHOM SUKSA FOUR SCHOOL BOYS IN BANGKOK METROPOLIS. THESIS  
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This research was to study about the relationship between video game playing and social behavior of prathom suksa four school boys in Bangkok Metropolis. There were 355 cases from the multi-stage sampling. The questionnaire was designed by the researcher for evaluated the students by their teachers and parents. This questionnaire was content validity and used test-retest method to test the reliability. The data was analysed by SPSS PC Program

The results of this research showed that the students who bought video game, playing video game alone and playing video game for a long time on holiday were statistically significant at .05 level related to the low social behavior score (73-109) but the students who started to play video game for many years continue playing video game, playing video game for a long time on Monday-Friday and playing video game outside were not statistically related to the social behavior score. The second result about the supportive of the parents on video game playing were found that most of parents permitted their students to play video game on condition (50.7%) , most of parents expected that their students should get the benefit from playing video game were having fun (82.4%) and most of parents found that their students' behavior after playing video game were not pay attention to their family (35.5%) The third result showed that the difference between pre-playing social behavior score was statistically significant at .001 level and the post-playing social behavior score was decreased and the final result found that the relationship between the social behavior score that evaluated by their teacher and parents was statistically significant at .001 level ( $r=.854$ )