

Sonthaya Seadang 2008: Relationship Between Computer Games Play Behaviors and Learning Achievement of Mathayomsuksa Students. Master of Education (Educational Technology), Major Field: Educational Technology, Department of Educational Technology. Thesis Advisor: Assistant Professor Kobkul Sunphakitjumnong, Ph.D. 95 pages.

The objectives of this research were 1) to survey state of computer games play behaviors of mathayomsuksa students 2) To compare state of computer games play behaviors between Primary mathayomsuksa 1-3 students with Secondary mathayomsuksa 4-6 students. 3) To study relationship between state of computer games play behaviors with learning achievement mathayomsuksa 1-3 students with Secondary mathayomsuksa 4-6 students. And 4) to study opinions about computer games of Mathayomsuksa students.

The sample was 360 Mathayomsuksa 1-6 students of Mathayom Prachaniwet School, studying in second semester of 2007 academic year. Samples were selected using accidental sampling technique. Questionnaires were used for data collection. Statistical analysis used in this study were mean, standard deviation, and Chi-square test.

The results showed that:

1) Most of students used computer for typing and producing report, played computer games every other day, played on Saturday-Sunday, and the longest period of playing computer games was 6.77 hours.

2) The state and play behaviors of computer games between mathayomsuksa 1-3 students and mathayomsuksa 4-6 students was not different.

3) The state and play behaviors of mathayomsuksa 1-3 students were statistically significant related to learning achievement at .05 level.

And 4) most of students (63.0%) were agreed that they gained benefits from playing computer games.

Student's signature

Thesis Advisor's signature

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