

ABSTRACT

Videogame addiction among the youth has become one of the most worrying problems for parents and our community these days. The findings from this study will help those who are concerned with understanding kids' gaming habits in order to keep them away from future problems.

This research aims to study the videogame playing behavior of teenagers in Bangkok. The objectives of this study are to find out the characteristics of Mathayom 3 students playing videogames from a private school and those of a government school, to identify the reasons that cause them to love to play videogames, and to explore the attitudes of youths toward videogames.

A cross-sectional design was used for conducting the research and the samples of this study were the students studying in Mathayom 3 at a private boy's school located on Pramuan Road and a government boy's school located on Charoenkrung Road. The questionnaires were distributed arbitrarily to 75 students from each school.

The study concludes that 90% of the students were gamers and most of them loved to play an online game for relaxation. Their gaming behaviors did not affect their academic performance. However, some of them had the likelihood of heavier consumption on videogame. The study also found that gaming students from a government school played more videogames than those from the private school. Almost half of young gamers also admitted that they had ever felt that they had a videogame addiction. Moreover, MMORPG, reported by many sources as a harmful game, was named by over half of the gaming kids as their favorite game. This has signaled parents should do something to prevent their children from getting in trouble. Therefore, to follow the guidance from non-gaming kids who prefer doing other activities to playing videogames was a good idea for guardians to prevent their gaming kids from having a videogame addiction. Consequently, other than playing videogames with the kids, parents should introduce their children to other family activities. Not only can this solution keep the gaming kids away from videogames but the relationship among family members also becomes closer.