

## **ABSTRACT**

The purpose of this research was to find out the rating of opinions about violent online games from both elementary pupils and high-school students in Bangkok. To make the research more effective, it also explored the online game playing behaviors of elementary pupils and high-school students in Bangkok.

The subjects in this study were 90 elementary pupils and 90 high-school students. The tool for this study was a questionnaire. It consisted of closed-ended and open-ended questions using a 4-point Likert Scale. The Statistical Package for the Social Sciences program was used to analyze the collected data, and determine the frequency and percentage.

The results of the study revealed that the majority of elementary pupils and high-school students had similar opinions about online games regarding the pictures and contents. However, the high-school students perceived them as being less violent than the elementary pupils did. On the other hand, both groups had the same online game behavior in terms of the frequency of online game playing per week, the number of online game playing hours per week and the amount of money spent per week on online games.