

CONTENTS

	PAGE
ABSTRACT.....	ii
ACKNOWLEDGMENTS	iii
CONTENTS.....	iv
CHAPTER	
1. INTRODUCTION.....	1
1.1 Background.....	1
1.2 Statement of the Problem.....	3
1.3 Objectives of the Study.....	3
1.4 Definition of Terms.....	3
1.5 Scope of the Study.....	5
1.6 Significance of the Study.....	5
1.7 Organization of the Study.....	5
2. REVIEW OF LITERATURE.....	6
2.1 Theory of Observational Learning or Modeling.....	6
2.2 Transmission of Novel Responses.....	7
2.3 Desensitization.....	8
2.4 Piaget's Theory of Moral Development.....	8
2.5 Cognitive-Developmental Theory.....	8
2.6 Related Research.....	9
3. METHODOLOGY.....	11
3.1 Subjects.....	11
3.2 Materials.....	11
3.3 Procedures.....	12
3.4 Data Analysis.....	12

4.	RESULTS.....	13
4.1	Demographics Information of the respondents.....	13
4.2	Online Game Playing Behavior.....	15
4.3	Opinions about Violent Online Games.....	17
5.	CONCLUSIONS, DISCUSSION AND RECOMMENDATIONS.....	23
5.1	Summary of the Study.....	23
5.2	Summary of the Findings.....	23
5.3	Discussion.....	25
5.4	Conclusion.....	27
5.5	Recommendations for Further Research.....	27
	REFERENCES.....	29
	APPENDIXES.....	31
A.	Questionnaire in English.....	31
B.	Questionnaire in Thai.....	37