

Abstract

This thesis, "Thai Youth' Behavior on Game- on-line" has its objective to study circumstances of the problems in on-line game playing among Thai children and youths, motivation and behavior of on-line game playing, including motivation to perpetration in on-line game playing and to find the way of prevention and correction for misbehavior of children's and youths' on-line game playing. This study is survey research from document and field study with 20 children and youths and other 10 concerned parties; for example, judges, policemen, guardians, and teachers. The study is a qualitative study with case study with in-depth interview individually whereas to assume the result below:

The child and youth samplings with and without perpetration are different in the factors influence to put than to perpetrate in in-line games found that children and youths with perpetration were motivated into on-line game playing by family problems in which there are violence of both verbal and active behavior, ignorance, lack of knowledge and understanding to take care of children appropriately, so that the children and youths leave home to play the on-line game in internet service shop that their behavior is to find benefit from the games, exchange of content in the game with real money, date with another out of games because they want money to play games, motivated by internet-mate met on internet as well as wanted to be accepted by the group members, so they were led into perpetration coming with many risks in perpetration. Most of the motivation into perpetration is only need of money to play games, while secondly, is persuaded by friends, the family lacks of knowledge, understanding to deal with children's behavior problems.

Upon the study, we can assume that resolution on the perpetration caused by on-line games must be prevent firstly by the family whereas children must be brought up and implanted properly well with sufficient love and warmth to children to create good relationship in the family that family members can discuss and exchange ideas, experience or even join for resolution of the problems as well as any other activity useful and appropriate for children to lead them away from on-line games. All organizations concerning judicial process for children and youth should make legal enforcement more

effective and strict since the on-line game service shops actually consider only making their own benefit. The on-line game service shop who lacks of obligation to the public in leaving children and youths playing games inappropriately must be brought under official control. Legislation process or permission concerning should make them stop violence or in appropriate content in giving service to children, as well as, the state sector should have collaboration with family institute in providing useful activities for another way of expression to the children to present their other competent and better options to the children more than playing on-line games, including with the schools should also follow up and observe, keep the eyes on children's and youths' behavior and perpetration in playing on-line game further.