

## The Impact of Computer Games on Children's Personality Characteristics

Mahmood Shahsavari

Department of Educational Sciences, Payame Noor University, PO BOX 19395-3697, Tehran, Iran  
[mahmoudshahsavary@yahoo.com](mailto:mahmoudshahsavary@yahoo.com)

**Abstract:** The computer games have opened their place among children rapidly due to the attractiveness of varied images, high graphics, much excitement and ease of use. Many children around the world have turned to computer games, and parents without worried about the destructive effects of this product "commercial-thriller" are accustomed to behavior of their children, and passively meet this condition. Although the computer games can have positive effects such as: development of personality and behavior, nurturing talent, creativity, focus and precision, increasing IQ, expanding worldviews, enhanced artistry, learning complex concepts, transmission of culture, but it is much more the harmful effects such as weakening the spirit of collectivism, loosening of family ties, impatience, irritability and aggression in children and adolescents. Computer games can increase aggressive behavior in children; also these games can be effective in causing anti-social behavior and conflict. In addition computer games have effects on anxiety, depression, and academic failure. A child that the long hours of your day sits on the computer lags behind from the other activities necessary for the growth, such as academic activities, and social communication.

[Shahsavari M. **The impact of computer games on children's personality characteristics.** *J Am Sci* 2012;8(10):11-14]. (ISSN: 1545-1003). <http://www.jofamericanscience.org>. 3

**Keywords:** Children, computer games, personality, creativity

### 1. Introduction

Computer games are an interactive entertainment. With the development of technology and entry computer games to our land, these games have opened their place among children and adolescents rapidly due to the attractiveness of varied and compelling images, high graphics, much excitement and ease of use. Scope and extent of this phenomenon is to the extent that less children and adolescents can be found who is deprived of computer games. Also in the most city and villages streets clubs of computer games are popular, and with expanding the possibilities of using the internet, the game nets have been more welcomed by the users. Manufacturers and distributors of these games are marketed new games every day to get more profits, and add more attractions and new emotions in each new game to attract customers. Most parents also without worried about the destructive effects of this product "commercial-thriller" are accustomed to behavior of their children, and passively meet this condition. Computer games can have positive effects such as: development of personality and behavior, nurturing talent, creativity, focus and precision, increasing IQ, expanding worldviews, enhanced artistry, learning complex concepts, transmission of culture, etc. But for reasons such as: lack of proper education to children and adolescents, the introduction of video games and forms to be incorrect, users are not familiar with computer languages, etc. Computer games are not well understood goals and kids have been leading in the

game has had a detrimental effect. (Golrokhi, 1997). Many adverse effects are recognized experts in computer games. For example, it has been observed that the replacement of electrical and computer games, the spirit of collectivism quickly depleted and has led the loosening of family ties, impatience, irritability and aggression in children and adolescents. Computer games can increase aggressive behavior in children, also these games can be effective in causing anti-social behavior and conflict. In addition computer games have effects on anxiety. Overall computer games have influences on the compulsive addictive behaviors, the game's sheer growth of anti-social behavior, emotional and health problems empty (Mehri, 2009). Study shows that kids computer games are often action type games. This new phenomenon in almost all aspects of human knowledge, human life has made of human-like, has two coin That a proper and beneficial use of its speed and accuracy for work and contributed to the growth and prosperity of human and on the other it is usually wrong, except for scientific and professional, it can be used. In the computer world, what most intrigued and fascinated the young children, which is what say computer games. Bound due to the attraction of computer games for kids, they spend a lot of time to play it. The nervous and mental energy they use their eyes and mentally tired from playing the game imply and give. Even some of the kids usually wake up early in the morning before going to school to be a bit of play, thus the loss and offset times. The appeal is

obvious that these games create interest in their academic failure is effective.

## 2. The importance of computer games

**Influencing:** Influencing of this game (computer games) on the player, make the game to a very high potential for education, advertising, promotion religions, and fun. Many governments has been limited the computer games due to stimulation and violence in children and adolescents. **Profitability:** Today, the gaming industry has become a lucrative field and games manufacturing companies obtained huge profits each year. So that in 2004 the annual net income from the gaming industry to reach to \$ 10 billion, and left behind revenue from the Hollywood films (\$ 9.5 billion). **Entertaining:** Unlike most other entertainment games, computer games are interactive therefore are more attractive. **Addiction:** Some researchers considered the computer games as addictive and dangerous. Although it has not been established, but evidence suggests that a number of people interested in computer games depends on how abnormal to have fun. This occurs when someone outside the intellect, the game looks (Golrokhi, 1997).

## 3. Definition of game

Game is any targeted physical or mental activities that are done individuals or groups, and make enjoyment and satisfaction the needs of the child. Children their strengths and weaknesses including tend to command or to the command, aggression or submission, being isolation or social and feelings friendly or hostile, depressed, or joys, desires and wishes show through the games. Computer games as children and adolescents, this period has been dubbed the most popular games can be a serious threat to the health of their body and soul. However, this effect cannot be played on creativity and mental development of children ignored as long as they are presented in their appropriate age group. Computer game is a fun interactive that is carried out by electronic device powered a processor or micro-controller (Micro Controller). Many of the games due to the production of animated feature on TV screens or computer monitors are also considered as video games. Gaming audience has dramatically increased in recent years and this game is one of the most popular hobbies have become available. Computer games are designed so that compel the player to end the game and ultimately superior in every way to achieve. The point is starting of attacking to the mind and soul of a child or a teenager. Computer games, but they can be harmful to children, can also be effective in their health. I lost this game for children or escape enemies

or find hidden treasure and in fact they are forced to make decisions quickly and decisively. This is a great game to teach children new experiences. Some children learn to do a lot of violence, but we must remember that with all the violence, they are forced to try to win all possible ways. In fact, the game is much more violent launches children's thinking (Mehri, 2009). Psychologist knows childhood as a playing period. Children of age 3 and 4 years come to social and group games gradually. Children treat others the way they would exercise and the principles of collective life and gradually learned how to treat others, and he helps the social and moral development. Games raise curiosity, initiative and creativity of the child and helped to mental development. Also make games physically fit and muscular body, and the body language of the child the best possible shape. Full strength and growth of the games is physically correct. The child's other senses like touch, vision, balance, and skills necessary for the child is to be enabled through games. Therefore children Job particularly from 4 to 7 years old are game (Manteghi, 2002).

## 4. Children's game types

**Physical games:** Physical games are the oldest types of games, children devote some time to physical play to remove the excess power (energy) or get rid of body and fatigue. The profile of the game is required for games area and the child physical possible to run the games. Physical games can be in groups or individually and be done combination of both. **Imitation games:** Children doing imitative games at any time during. The child begin to imitate the reliable friends, parents, sisters, brothers and the whole family and the role they play, enjoy and experience the largest gains. Most trainers and teachers involved in school plays and when approaching the teen years, his behavior changed. The ages of the children (teenagers) deals to mimic the behavior of their peers. In fact, from this point onwards as the game does not imitate other children, it is beginning of how to match the real-life social groups and roles. **Demo game:** The most important games in which feelings, needs and emotions, children can rise to be exhibition games. Demo games can help a child to come out of Central and found out the baby and also gives the opportunity to reveal their inner character. Although imitation and demo games share together, in fact, his demo games is a form of imitative games; but the imitation games, children try to imitate role, while the children demo copied games, role expectations, is as well as its role. **Symbolic games:** A symbolic games childish game is culmination of nearly a year and a half or two starts and five and six years to reach its perfection, and

continues for eight or nine years old. In fact, the game begins when the child is gradually symbolic language and the ability to use signs and symbols of the language are opening. Symbolic game, is imitation and demo different games, Imitative, and demo play, children use the equipment external to the breaking up or breaking up their desires and demands, and by the way, to achieve pleasure and free from internal and external tensions will drop. Imitative, and demo play, the child is trying to objects and real objects in their environment to find and play equipment but in many cases, restrictions to prevent child access to tools that match their needs. At this stage is child to solve her problems, to take on the iconic games and new games elements are children. Fantasy games: Fantasy games are rooted in the child's creativity. Consistent with the mental development of the child's imagination through his stories and sayings of the games out and the children brought to the scene. Theorists believe that the growth of a child's imagination through play during childhood and in adult life can cause children to become great artists, writers, painters, and inventors Educational games: Educational games, is to strengthen and grow of sensory and mental faculties of children. What is the intended educational games, how to use games and activities to develop motor powers through the practice of forcing children to play instruments. Including educational games, handheld games, such as puzzles can be named. Supervising teachers and parents in the educational games are very important and sensitive, but this observation must be somewhat limited. With the aim of educational games, teaching is more to the game, but games aspect of it should be preserved. The main control should be tried for the child and the child will determine its direction; the art teacher or parent guidance and direction for the game and forced indirectly by training. (Zamani, 1992).

### 5. Children, media and computer

Life in this world is not possible without knowledge of computer and internet. Today is the world of television, satellites, computers and internet; also we cannot be passed with indifference of these communication tools. It should be dealing with it the right way to obtain maximum benefit and use of them. It is noteworthy that, as the benefits of new technology in our lives cannot be denied; however, if not properly managed maybe harmful effects on children and adolescents is irrecoverable. Always computer has been considered as an accurate and reliable source for children and adults, but it seems there are issues that parents are concerned about the use of computers. To determine the effects of important positive or negative is the amount of time

children spend on the computer using the computers and other types of activities that he is involved by them. A child that the long hours of your day sits on the computer lags behind from the other activities necessary for the growth, such as academic activities, and social communication. But if used the right training program to create and explore the opportunities available to children. Use the software to suit the developmental level of the child with an opportunity for reflection, exploration, and the child will get the answer and his thinking and creativity will flourish. Containing things that kids can use the computer to be content with meaningful experiences in the home, school and community, Should choose activities that allow the child to control. (Biabangard, 1997). Consider the following to use of the computer:

1. Use of the computer is not recommended for children under 3 years.
2. The computer activities should be in order to increase creativity and motivation of the child, and give him the opportunity to explore and experience.
3. If possible, work with the computer was as a group, especially in schools; in this case, participation, collaboration, and group problem solving will be more.
4. Limit the use of computer time for your child. If a child is spending all his time to the electronic equipment else have not time to face to face or team games.
5. Do not place the computer in a child's room, because you cannot have control over when to use it.

### 6. The effect of computer games on children and adolescents

Computer games can be a serious threat to the health of soul and body in children and adolescents; however, it cannot be ignored impact of this game on creativity and mental development of children and adolescents. Computer game addiction leads to depression, social problems and educational failure in children. Some studies suggest that computer games than they are helpful, are harmful. Psychologically, it seems that computer games have a negative relationship with mental health and have direct impact on the level of aggressive behavior, anxiety, depression and isolation teens that pay into the game. Addiction to computer games at school, leading to loss of mental problems including depression, anxiety and social phobia in children. In fact, it has become a global problem. These games cause an increase in the population is addicted children. The use of computer games is the culture of dependency depression resulting from these games is different in different communities. For example

Singaporean children use the computer games more than American children, thus are more prone to depression and pathological problems (Biabangard, 1997).

## 6. Conclusions

Computer games moreover the negative result can have many positive effects. Among which can be mentioned the following: Excessive and uncontrolled use of the computer for long periods can lead to: Increased attention and focus, decreased reaction time, coordination between hand and eye movements, the spread of information, access to non-ordinary reality, things become more concrete abstractions, increase strength motivation and planning Obesity, impaired communication and social functioning, and increased feelings of loneliness and depression. The use of violent computer games on children especially prone to aggression is associated with increased aggression. A child that the long hours of your day sits on the computer lags behind from the other activities necessary for the growth, such as academic activities, and social communication.

8/20/2012

## Corresponding Author:

Mahmood Shahsavari

Department of Educational Sciences

Payame Noor University

E-mail: [mahmoudshahsavary@yahoo.com](mailto:mahmoudshahsavary@yahoo.com)

## References

1. Biabangard E. Assessment the value of the game for children and adolescents. Paivand. 1997; 161.
2. Golrokhi S. The role of toys in the transmission of culture to the children. Cultural Consequences Toys Conference. Tehran, Iran. 1997.
3. Manteghi M. Study the consequences computer and video games. Publisher: contemporary culture. Tehran, Iran. 2002.
4. Mehri M. Violent computer games effects on behavior of primary and secondary school students in Tehran. Tehran Education Organization. Tehran, Iran. 2009.
5. Zamani M. The game and its impact on physical development, social and ethical of children. Teacher Development. 1992; 9-11.