

Digital game Addiction- Influence on Behavioural Outcomes of Children

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ABSTRACT

The study aimed to assess the digital game addiction – influence on behavioural outcomes of children aged 9-11 years. The research was conducted in Visakhapatnam district of Andhra Pradesh. The sample consists of 180 children selected from three schools. 60 children from each school who are in the age group of 9-11 years were selected.. Out of 180 samples selected, 90 children were boys and 90 were girls. Digital game Addiction Scale (Altun, M. and Atasoy, M. 2018) was employed to measure the extent of digital game addiction in children, The Revised Children’s Anxiety and Depression Scale (RCADS) (chorpit, et. al 2000) was used to measure the children anxiety and depression level. The findings revealed that the majority of the children regardless of their age had high levels of digital game addiction. However, boys scored higher than girls. The children with low levels of digital game addiction had low levels of anxiety and depression symptoms in both boys and girls. The low addicted children scored low on social phobia, panic disorder, major depression, separation anxiety, generalized anxiety, and obsessive-compulsive disorders. Children with medium levels of digital game addiction had medium levels of anxiety and depression symptoms in boys and girls. Children with a high level of digital game addiction had high levels of anxiety and depression symptoms in both genders and scored high on social phobia, major depression, separation anxiety, and generalized anxiety.

Keywords: *Anxiety, Depression, Digital games and School children.*