P-45 - COMPARING THE SOCIAL SKILLS OF STUDENTS ADDICTED TO COMPUTER GAMES WITH NORMAL STUDENTS

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Introduction: This study aimed to investigate and compare the social skills of students addicted to computer games with normal students. The dependent variable in the present study is the social skills.

Methods: The study population included all the students in the second grade of public secondary school in the city of Isfahan at the educational year of 2009-2010. The sample size included 564 students selected using the cluster random sampling methods. Data collection was conducted using Questionnaire of Addiction to Computer Games and Social Skills Questionnaire (The Teenage Inventory of Social Skill or TISS).

Results: There was a significant difference between the social skills of students addicted to computer games and normal students. In addition, the results indicated that normal students had a higher level of social skills in comparison with students addicted to computer games.

Conclusion: Addiction to computer games may affect the quality and quantity of social skills. In other words, the higher the addiction to computer games, the less the social skills. The individuals addicted to computer games have less social skills.