

VIDEO GAME ADDICTION AMONG ROMANIAN ADOLESCENTS: A PROFILE OF CHARACTERISTICS

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Abstract

Nowadays, video games exert an increasing attraction on children, adolescents and adults. The phenomenon is explained by the progress of computer technology that made possible the diversification of design and forms in which various video games can be played (e.g. World of Warcraft, Guild Wars, Runes of Magic, Counter Strike, Starcraft 2, Crisis, Halo, Grand Theft Auto etc.). Several studies have shown the beneficial effects of video games on the two-and three-dimensional perception, the mental images operating, and the transfer learning ability improvement, as well as the cooperation within teams. Also, a consistent body of research has focused on the negative consequences of video game abuse or addiction. This paper focuses on the personal characteristics of excessive video game players pointing out a number of measures parents can take to control the time children or adolescents spend at the computer playing video games.

Keywords: adolescents; video games; addiction; prevalence; personal characteristics

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