



## Parents Versus Games and Videos

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### Introduction

Technological tools become cheaper with technological development have surrounded our environment and technology use age has dropped rapidly. Especially with the development of the game industry, children have begun to use technology in their daily life, and this has posed new risks that involve physical, mental and social risks to impact children' life in the near future. Parents are of undoubtedly people who protect children from these risks in the kindergarten. Children aged 0-6 years spend most of the time with their parents. In this term, parents are responsible for many issues such as children' personality development, social maturity, and physical structure. At this point, parents competency about proper use of technology become crucial to train children and protect them against harms of technology, so determine of parents. First, Parents must know more about their children technology use behaviour and take precaution accordingly. Starting from this point, in this study, it is investigated parents' awareness regarding their children technology use and categorized parents' awareness based on different variables.

### Method

The research was conducted with 50 parents who have child/ren at age 0-6. Data were obtained from the survey developed within this research. The survey was structured by four domain expert. The survey consists of 21 multiple choice question and 6 open-ended questions. While open-ended questions were analyzed, it was benefited from Invivo coding and structure coding. During coding, it was studied with four expert and inter-coder reliability was calculated. Finally, multiple choice questions on survey and themes obtained after coding were subjected to cluster analysis by gathering. At the cluster analysis, children



age to start technology use, technology use period, and technology use purposes have been determined as primary themes.

### **Findings and Results**

As a result of research, it is determined that parents establish some rules concerning their child/ren technology use. The rules repeated most are the time limitation, permission not to watch some content, and safety measure. Parents, also, stated that they impose impactions to their child/ren when they do not follow the rules parents establish. Impactions mentioned most by parents are deprivation from technology, turn of the internet, and limitation of technology use time. Some of the parents keep videos and games played and watched by child/ren under control. For instances, some of the parents take cognizance of suitable videos and games played and watched by child/ren for age, some of the parents pay attention not to contain violence. The rules shared by all parents are suitability for age and educational content. Besides, parents expressed that their child/ren get excited, are detached from real life, show tendency to violence, get angry while watching a video or playing games. The large part of parents expressed that their child/ren are impressed by games they play and imitate the character/avatar on games. Most of the parents keep children company while their child/ren use technology.

As a result of cluster analysis were reached different classifications. For instance, children who meet the technology under 2 years merged into the first cluster. According to the first cluster, Children under 2 use technology daily to watch the video, also their parents keep them company while they use technology. Also, Cluster 2 applies to children of 2-3 age. According to cluster 2, children of 2-3 age use technology every day only 0-30 minute to play the game, and their parents keep them company while they use technology. In addition to these two cluster, in this research, five different cluster were also produced.

### **Suggestions**

In the future research, parents technology awareness profile would be determined and training programme to correct their incorrect behaviour concerning technology use and public service announcements to raise awareness of parents would be planned. Besides,



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research about parents roles in their child/ren risky/problematic internet use behaviour could gain acceleration.

**Keyword:** Early Childhood, Parents, Game Addiction, cluster



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