عنوان مقاله:

Predicting self-efficacy, Creativity and Social Skills based on the Components of Online Games Addiction

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خلاصه مقاله:

The aim of this study was to investigate the relationship between online game addiction and self-efficacy, creativity and social skills. The statistical population included all female high school students in Rudsar who were studying in ۲۰۲۰-۲۰۲۱. From this community, ۱۵۰ people were selected by convenience sampling method. Data collection tools included the Online Game Addiction Questionnaire, Self-Efficacy Questionnaire, the Creativity Questionnaire, and the Social Skills Questionnaire. In this study, Pearson correlation coefficient and multiple regression and SPSS-۲۲ software were used for data analysis. The results of the analysis showed that the components of online game addiction (academic and occupational performance problems and social and mood problems) were able to achieve ۴۸.۸% of the variance of self-efficacy, ۴۳.۳% of the variance of creativity and ۲۷.۴% of the variance of skills Predict students' social (p ۰.۰۵). Therefore, the results of this study show the importance of paying attention to online game addiction in students and its prevention can be associated with positive psychological variables.

کلمات کلیدی:

Addiction to online games, creativity, self-efficacy, social skills

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