



Examine the Relationship between Computer Games and Students' Academic Failure

Mahmood Shahsavari

Department of Educational Sciences, Payame Noor University, PO BOX 19395-3697, Tehran, Iran

Abstract

Undoubtedly, these technologies using facilities and programs, can operate user mind. In addition to learning skills and acquaintance with the intricacies of computer users, they led to competition and cooperation. Statistical population includes all real or imagined members who we are interested in extending research findings to them. Or in other words, the community is a group of people, objects or events that are common at least one trait or characteristic. Using statistical methods is done in two forms of descriptive and inferential. Descriptive statistics mainly consist of concepts such as frequency distribution table and distribution ratios, display and visual geometric distribution, circulation sizes of center, distribution size, and so on. Descriptive statistics is being used to explain status of a phenomenon or studied problem or issue. Or actually, characteristics of the study subjects are described results from a small group called sample be generalized to a larger group named society. Of the results obtained in this study, is the significant relationship between mental health and the impact of computer games that was found in this research. In other words, mental health and the impact of computer games, have a significant positive correlation.

Keywords: Computer games, students, academic failure, competition

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