

INVESTIGATION OF RELATIONSHIP INTERNET UND COMPUTER GAMES ADDICTION WITH SPORTS PARTICIPATION LEVEL UND SOME VARIABLES IN HIGH SCHOOL STUDENTS

Kürşat HAZAR¹

Hüdaverdi MAMAK²

Vedat ÇINAR³

ABSTRACT

The aim of this study is to investigate and interact the relationship of computer addiction and internet addiction level with sports in a participation level, sports license statues and years, daily sports hours, weekly sports day, academic success level, sex, family income and parents' education level. In these study participated as volunteers Anadolu High school students at 9th, 10th, 11th and 12th class.

Totally 582 students that 256 male and 326 female participated in the study. Study was based survey model. As a data collection tool 13 item information form was used socio - demographic characteristics. Computer game addiction and internet addiction level was determined "Computer Addiction Scale For Adolescents" developed by Ayaş. Data was analyzed by using Mann-Whitney U test non-parametric statistics to compare differences between two independent variables in terms of frequency, percentage, means and standard deviation of descriptive statistics. In order to determine the relationship among the data Pearson correlation test was used. Significance level was set at 0,05.

In conclusion, many factors were identified affecting the addiction level while participants in this study had lower addiction levels. In this research, participants actively in sports academically succeeded less but got higher internet and total addiction levels than the participants who were not active in sports. These levels were affected mostly by sports licence year which also increased addiction levels. Weekly day numbers and daily hour numbers of the sports did not have effect on the addiction level. It was found out that the difference in the addiction levels were resulted from males not females.

As a result of individuals on the internet and computer game addiction, they should get away through physical education and sport from a programmatic way and it's time for a more meaningful way of life their to grasp and evaluate the different areas and ensure the socialization with people.

Key words: Visually impaired, Stress, Sport.

LİSE ÖĞRENCİLERİNDE İNTERNET VE BİLGİSAYAR OYUN BAĞIMLILIĞININ SPORA KATILIM DÜZEYİ VE BAZI DEĞİŞKENLERLE İLİŞKİSİNİN ARAŞTIRILMASI

Yapılan çalışmada lise öğrencilerinde bilgisayar oyun bağımlılığı ve internet bağımlılığı düzeylerinin günlük spora katılım düzeyi, sporcu lisansı olma durumu ve yılı, haftalık spora katılım günü, akademik başarı, cinsiyet, aile gelir düzeyi, anne-baba eğitim düzeyi gibi değişkenler açısından incelenerek değişkenler arasındaki ilişkilerin ve etkileşimin araştırılması amaçlanmıştır.

Araştırmaya Anadolu Lisesinde okuyan 9.10.11.12. sınıf öğrencileri alınmıştır. 256 erkek, 326 bayan olmak üzere toplam 582 öğrenci gönüllü olarak katılmışlardır. Araştırma, tarama modeline uygun olarak planlanmıştır. Araştırmada veri toplama aracı olarak sosyo-demografik özellikleri belirlemek için 13 maddelik bilgi formu ile Ayaş ve arkadaşları (2011) tarafından geliştirilen "Ergenler İçin Bilgisayar Bağımlılığı Ölçeği" kullanılmıştır. Verilerin istatistiksel değerlendirmesinde tanımlayıcı istatistiklerden frekans, yüzde, aritmetik ortalama ve standart sapma verileri kullanılırken bağımsız iki değişken arasındaki farka ilişkin karşılaştırmada non-parametrik istatistiklerden Mann-whitney U test kullanılmıştır. Veriler arasındaki ilişkiyi belirlemek amacıyla korelasyon testi yapılmıştır. Anlamlılık düzeyi 0,05 olarak kabul edilmiştir.

Sonuç olarak bağımlılık puanını birçok faktörün etkilediği, bununla birlikte araştırmaya alınan katılımcıların bağımlılık puanlarının düşük olduğu tespit edilmiştir. Araştırmada spora katılan bireylerin katılmayanlara oranla akademik başarılarının daha düşük, internet ve toplam bağımlılık puanlarının ise daha yüksek olduğu görüldü. Bu puanları ise ağırlıklı olarak spor lisans yılının etkilediği, haftalık yapılan spor gün ve günlük yapılan spor saatinin etkilemediği bağımlılık puanlarındaki artışın lisans yılından kaynaklandığı anlaşılmıştır. Ayrıca spor lisansı olma durumu bayanlarda bağımlılık puanlarını etkilemezken farkın erkeklerden kaynaklandığı tespit edilmiştir.

Anahtar Kelimeler: Beden Eğitimi, Spor, Bilgisayar Oyunları, İnternet, Bağımlılık.

¹ Muğla Üniversitesi Spor Bilimleri Fakültesi

² Niğde Üniversitesi Beden Eğitimi ve Spor Yüksekokulu

³ Fırat Üniversitesi Beden Eğitimi ve Spor Yüksekokulu

INTRODUCTION

Today, computers and the internet has a very important place in human life. Science and technology of their culture, which is the last point revealing that these systems are mankind's way of influencing their life deeply and continues to influence, too. In addition to simplifying the work in many areas, computers with games is also used as an object of fun. When looking at the computer and the Internet as a tool in the game, people have become increasingly more global in the sense of level of pathological dependency, (Dreier, M, 2013).

It is possible to define an abnormal behaviour as a dependency or an individual's physical, biological and mental functions by creating problems on individual behavior that disrupts the layout of the balance and it is possible to define, in the form of the whole (Karaman and Kurtoğlu, 2009).

Due to the widespread use of computers among young people became more preferred quickly with computer games for kids and teens every day. addition to this, computer game playing and go down to getting down alive has also become more preferred. (Çankaya and Karamete, 2006).

Computer games can be played via the internet in a very large audience that can be described as a popular media tool. Each age group of people relax, leisure and entertain, with the goal of playing computer games, virtual environment, interact into thousands of people at the same time and reveals this phenomenon, (Doğusoy ve İnal, 2013).

Games are to increase virtual environments interaction but they are increasingly distracting people from real life in order to correspond to each other. Face to face, warm, intimate relationship

regardless of the place of social identity is created by the relationship the media formats. The people at the games, especially in online computer creations, each player characters are known through each other's game character but not the age, gender, occupation, and so does not know the properties. The games success provides power to individuals that their reputations lays on. (Kıran, 2013).

Internet or computer addiction long off limits to enter the intensive NET brings out results such as dating online request and curiosity, nervousness, restlessness, depression, anxiety disorder, such as emotional problems, social relationships these are described as social distortion, in the form of the reduction or discontinuation to internet. (Kuşçu, 2012). In addition to these social disruptions of the computers and internet gaming it is also reported as a negative physiological problem. (Young, 1996).

According to the statistics, about 7 billion in 2013, the world's population uses the internet, it is reported as in our country of 2. 8 billion population use the internet of approximately 28. 8%. (www.internetworldstats.com,2013).

Sports, in a way both biological and social psychological is a need of individuals to make positive contributions to the development of many provided by working with. Sport, is helpful in the manner of socially; self esteem, self-confidence, and the ability to communicate the positive effect of such factors as reported, and it is also emphasized that biologically cardiovascular, bone-muscle, and also such as the development of the endocrine and immune effects are emphasized. (Yazarer vd., 2009).

This is an investigation based on the grounds of a high school student in computer addiction study, computer game addiction and internet addiction levels of sport participation, academic achievement, gender, family income, parents' education level in terms of variables such as the relations between the variables and interaction.

METHOD

Participants

Anatolian High school is volunteered to investigate and it is recited by 9.10.11.12. grade students. A total of 256 men to investigate, as Mrs. 582 student at 326.

Measure

In the Research data collection a tool is used to determine the socio-demographic characteristics as 13-point data sheet with Ayas and his friends (2011) developed by "Computer

addiction Scale For Adolescents". Scale 54 has a 2-factor structure and scale which contained 5 opinions about the items' li Likert type rating. This grading "always (5), often (4), Sometimes (3), Rarely (2) and (1)", (Ayas vd. 2011).

Data Analysis

Given in the statistical analysis SPSS 12.4 (Statistical Package for Social Sciences) it has been analyzed in the package program. In order to support the Descriptive statistics, statistical data evaluation of frequency, percentage, arithmetic mean and standard deviation, the difference between two independent variables when data is used for comparison in the non-parametric Mann-whitney U test was used from stats. The data is made in order to determine the relationship between the correlation test. Significance level $p < 0,05$ and $p < 0.01$.

RESULTS

Table 1.A. Demographic Characteristics Of Participants Received In The Study

	Variables	F	%
Age(Year)	14	24	4,1
	15	125	21,5
	16	115	19,6
	17	194	33,3
	18	105	18,0
	19	15	2,6
	20	4	,7
	Total	582	100,0
Sex	Male	256	44,0
	Female	326	56,0
	Total	582	100,0
Class	9	129	22,2
	10	139	23,9
	11	143	24,6
	12	171	29,4
	Total	582	100,0
The times of weekly sports	Never	136	23,4
	1-2 days	350	60,1
	3-4 days	75	12,9
	5-6 days	21	3,6
	Total	582	100,0

Table 1. B. Demographic Characteristics Of Participants Received Study

	Never	153	26,3
The times of sports Daily (hours)	1	330	56,7
	2	89	15,3
	3	10	1,7
	Total	582	100,0
The Status Of Team Take Part In The School Sports	Yes	195	33,5
	No	388	66,5
	Total	582	100,0
Personal Computers	Yes	296	50,8
	No	286	49,2
	Total	582	100,0
Mother Education level	Literate	50	8,5
	Elementary	394	67,7
	High school	115	19,8
	College	23	4,0
	Total	582	100,0
Father education level	Literate	25	4,3
	Elementary	281	48,3
	High school	181	31,1
	Yüksek Öğretim	95	16,3
	Total	582	100,0

Table 2. The participants Athletes, depending on the license comparison of academic achievement scores

Variables	Sports licanse	N	AO±SS	Z	P
Academic Success	Yes	232	67,590±10,249	-3,171	,001**
	No	903	71,435±10,684		

* p<0,05, ** p<0,01

Participating in the work of the volunteers made by sportsman license, depending on a comparison of academic achievement scores when we take a look at the license holder it

is less prone to pick up scores of participants and this has been found to be statistically significant difference ($p < 0.01$).

Table 3. Participants Athletes, depending on the license comparison of Internet Addiction score

Variables	Sportsman License	N	AO±SS	Z	P
Internet addiction score	Yes	126	44,406±17,234	-2,776	,006**
	No	456	40,575±14,796		

* p<0,05, ** p<0,01

Participating in the work of the volunteers made by sportsman license, depends on when we look at the comparison between a licenser of internet addiction score which is higher than the scores of participants and this has been found to be statistically significant difference ($p < 0.01$).

Table 4. Participants Athletes, depending on game addiction Scores license comparison

Variables	Sportsman License	N	AO±SS	Z	P
Game addiction score	Yes	126	38,761±17,676	-3,779	,000**
	No	456	33,271±12,657		

* p<0,05, ** p<0,01

Participating in the work of the volunteers made by sportsman license, depends on when we look at the comparison between a licensor of

game addiction, it points the participants scores are higher, and this difference was found to be statistically significant (p < 0.01).

Table 5. Participants Athletes, Depending On The License Comparison Of Total Dependency Scores.

Variables	Sportsman License	N	AO±SS	Z	P
Total Addiction Score	Yes	126	83,166±31,908	-3,461	,001**
	No	456	73,844±25,267		

* p<0,05, ** p<0,01

Participating in the work of the volunteers made by sportsman license, depending on when we look at the comparison of total dependency points

licenses were higher than the scores of participants and this has been found to be statistically significant difference (p < 0.01).

Table 6. Academic Achievement and Dependency Relationship With The State Doing Sports Scores

Variables		License year	Weekly sport on the day	Daily time of the sports
Academic success	r	-,123(**)	-,060	-,052
	p	,003	,151	,214
	N	582	582	582
Internet addiction score	r	,096(*)	,030	,030
	P	,021	,474	,473
	N	582	582	582
Game addiction score	r	,143(**)	,086(*)	,089(*)
	P	,001	,039	,032
	N	582	582	582
Total addiction value	r	,131(**)	,062	,064
	P	,002	,134	,123
	N	582	582	582

* p<0,05, ** p<0,01

Academic achievement and dependency relationship with sporting status of points examined, the number of years the license for academic

success with negative is associated with the license year increases academic achievement has been found in the fall. On the other hand, internet

addiction score were found to be a positive correlation between the license year. As the number of internet addiction score increases the license year. The game has an addictive score with license number of the day and the year, weekly sports daily sport, there is a positive correlation between the number of hours that have been made

and that have been identified. As you increase the time spend to sport the game, it becomes addictive as the score increases. Total dependency points in internet and game addiction is similar to the relationship with the license year total dependency has been found to be a positive correlation between the score.

Table 7. Academic Achievement and Parental Educational Level Of Dependency And Dependency Relationship With Points.

Variables		Internet addiction score	Game addiction score	Total addiction score	Mother education level	Father education level
Academic success	r	-,175(**)	-,125(**)	-,169(**)	,011	,084(*)
	P	,000	,002	,000	,790	,049
	N	582	582	582	582	582
Internet addiction score	R	1	,606(**)	,911(**)	,096(*)	,165(**)
	P		,000	,000	,020	,000
	N	582	582	582	582	582
Game addiction score	r	,606(**)	1	,880(**)	,166(**)	,135(**)
	P	,000		,000	,000	,001
	N	582	582	582	582	582
Total additional score	r	,911(**)	,880(**)	1	,144(**)	,169(**)
	P	,000	,000		,001	,000
	N	582	582	582	582	582

* p<0,05, ** p<0,01

In academic achievement and we when look at the relationship of dependency score internet, game and total dependency is associated with negative scores, and also academic achievement has been found to have fallen of dependency score increases. Mother's level of education is not being detected in the relationship with the level of education and academic

success of the father have been found to be a positive relationship. On the other hand, Internet addiction, game addiction and the level of education of the mother and father at the end of the total dependency score is associated with positive, parental education level increases, the dependency has been found to increase the score.

Table 8. Academic Achievement and Dependency İn Terms Of Sports and Gender Comparison Points

Sex		Sports License	N	AO±SS	Z	P
Male	Academic success	Yes	84	67,266±10,622	1,528	0,126
		No	172	69,591±11,154		
	Game addiction score	Yes	84	43,714±19,612	-2,844	0,004**
		No	172	37,226±14,965		
	Internet addiction score	Yes	84	46,583±17,512	-2,423	0,015*
		No	172	41,447±14,968		
Total addiction score	Yes	84	90,297±34,890	-2,887	0,004**	
	No	172	78,674±28,072			
Women	Academic success	Yes	42	69,447±10,837	-1,853	0,063
		No	284	72,600±10,170		
	Game addiction score	Yes	42	28,857±4,811	-0,778	0,486
		No	284	30,876±10,631		
	Internet addiction score	Yes	42	40,045±16,215	-0,263	0,793
		No	284	40,876±16,215		
Total addiction score	Yes	42	68,900±18,115	-0,006	0,995	
	No	284	70,920±22,967			

* p<0,05, ** p<0,01

Academic achievement and in terms of sports and gender comparison of dependency score when we look at male non-academic success in athletes with the difference between the license doesn't make any sense when they are not with the licensed athletes in dependency score, there is found to be significant differences. Male students who are athletes in license

games, their internet and total dependency scores are significantly higher than those without a license. It has been identified that the status of academic success in women, being the sportsman license game addiction, internet addiction and total dependency is not meaningful in the points to change that has been identified.

DISCUSSION

Table 2 participated in voluntary, depending on the sportsman license academic achievement scores for comparison when we look at the license holder it is less prone to pick up scores of participants, and this difference was found to be statistically significant, (p<0,01). The research literature on the subject, although any resource in the sport psychological and biological and social need of individuals is to make positive contributions to the development of many studies with that it provides. Sport, has socially; self esteem, self-confidence, the ability to communicate the positive effect of such factors as reported (Akandere vd. 2009,

Sezer 2011, Akandere 1997, Filiz 2010, Korkmaz, 2007), biological aspects of cardiovascular, bone-muscle, such as the development of the endocrine and immune effects is emphasized, (Yazarer vd., 2009). Observations of the Anatolian High schools depending on secondary school students studying General Directorate of National Education curriculum students is 8 hours of daily lessons, full-day starts in the morning 8/00 16/00 ends, those wishing to join the students in the gym in the evening, join the gym is mandatory and possible fatigue after sports, as well as a system that is installed in the student's academic success is thought to be effective in the low.

Table 3 volunteers participated in sportsman license, depending on when looking at the comparison between a licenser of internet addiction score which is higher than the scores of participants, and this difference was found to be statistically significant, ($p < 0,01$). This study, made in Sport participation are less academic success of students with high levels of internet addiction score were found to be high. Academic achievement of high school students who are interested in tutoring or special hours a number of preparatory courses with low academic achievement with the attendance of the students participate in the extracurricular sports activities in addition to internet time and spent more time with computer games. In this case, the students of the school, family and student participation in sports by providing collaboration, use of the internet and a common plan to do the course work.

According to table 4, participated in voluntary, depending on game addiction of sportsman license points when looking at the comparison between a licenser of the participants ' scores is higher, and this difference was found to be statistically significant, ($p < 0,01$). The Internet, in General, is used for two purposes, including communication and information source, (Akkoyunlu, 2002).

Computer and information technology is becoming a growing format and the kids are growing up with technology. The effectiveness of educational technology research has shown that, in the right conditions, educational technology students of all ages, can provide benefits in all matters, ,(Kim, S., 2002). ($p > 0,05$).

According to Table 5 volunteers participating in the study made to sportsman license, depends on looking at the comparison of total dependency points licensees were higher than the scores of participants, and this

difference was found to be statistically significant, ($p < 0,01$). It is given the result that athletes need internet and computer games, also students licensed dependency levels are higher scores than non-athletes license of an even higher total dependency provides scores.

According to Table 6 academic achievement and dependency relationship with sporting status of points examined, the number of years the license for academic success, the number of days and daily sports weekly sports made clock is associated with negative ($p > 0.05$, the license number of the day and the year, weekly sports daily sport detract from academic success as you increase the number of hours that have been made have been identified ($P > 0,05$). On the other hand, internet addiction score were found to be a positive correlation between the license year. ($p < 0,05$). It has been identified that as the number of internet addiction score increases the game becomes more addictive score with license number of the day and the year, weekly sports daily sport there is a positive correlation between the number of hours that has been identified. Sportsman license increases year by year with the increasing of dependency in score game. ($p < 0,05$).

Total dependency points in internet and game addiction is similar to the relationship, the license year, the weekly number of hours made the day and daily sports with a total of dependency have been found to be a positive correlation between the score. ($p < 0,05$).

People, excited, don't fight, the winner coming from live sport, their sense of community from the perspective of the benefits of economic, social, and cultural. (Türkel, 2010)

It has been identified that in Table 7 study in academic achievement is looking at the relationship of dependency score in internet, game and

total dependency is associated with negative scores ($p > 0.05$), the greater academic success has been found to have fallen of dependency score ($p > 0.05$). Mother's level of education is not being detected in the level of education but the academic success of the father have been found to make positive effect in relationship ($p < 0,05$). Sports has the ability to make people feel, excitement, fear, success, their sense of community from the perspective of the benefits of economic, social, and cultural, (Türkel, 2010)

In Table 7, academic achievement is looking at the relationship of dependency score internet, game and total dependency is associated with negative scores ($p > 0.05$), academic achievement increases dependency has been found to have fallen of points ($p > 0.05$). On the otherhand Mother's level of education is not being detected in the relationship but the level of education and academic success of the father have been found to be a positive relationship ($p < 0,05$). On the other hand, Internet addiction, game addiction and the level of education of the mother and the father is associated with positive ($p < 0,05$), parental education level increases, as the dependency has been found to increase the score ($p < 0,05$). Adolescents' abilities, learning and thinking styles, of interests and academic motivation levels are different from each other. Learning level in a large number of parallel with academic achievement factor relationship.

Academic success is positively associated with intelligence. Some of the intelligence of academic achievement of adolescents participated in works, skills, personal, familial and personality qualities, the father and mother's educational background, the family's average monthly income, mother's work, the mother and father of a living with each other, with the success of the student subjects related

to your family, understanding, confidence, Emerson often teenager family relations between adolescents with status are affected by a number of factors reveals. (Keskin, 2009).

In Table 8 academic success and in terms of sports, gender comparison of dependency score is the key to success when we look at men in both academic non-licensed athletes with addictive points between identified as there were no significant ($p > 0.05$). Male students who are athletes have license games, internet and total dependency scores and without a license it would be significantly higher than ($p < 0,05$).

As a result, the computer game and internet addiction, relationship with the sport you're investigated in has levels of participation, in this study we identified many factors affect dependency score. However, the study was low dependency of participants received scores have been identified. The study compared individuals who participated in sport stakes will be lower than their academic achievement, higher dependency on the internet and total scores. This score mainly affects on sports licensing, weekly sports day and daily sports does not affect the dependency and this has been understood since the increase in license points are originated. In addition, sports license status of being female does not affect men in the difference when there is a dependency in points there have been found that it is originated. In the study of sports the data is obtained for many years joined male students academic achievements, which have lower scores indicate the higher dependency. In this context, the Anatolian High school is participating in the sport, with a certain level of individuals by providing school-parent-student collaboration, with this raising the academic achievement of students in a number of measures that should be taken.

REFERENCES

1. AKANDERE, M. (1997), Üniversite Gençliğinde Görülen Kaygının Giderilmesinde Sporun Etkisi. Selçuk Üniversitesi Tıp Fakültesi Dergisi, 13(3), 198. [In Turkish]
2. AKANDERE, M., BAŞTUĞ, G., GÜLER, E. (2009).Orta Öğretim Kurumlarında Spora Katılımın Çocuğun Ahlaki Gelişimine Etkisi. Niğde Üniversitesi Beden Eğitimi Ve Spor Bilimleri Dergisi, 3(1), 59. [In Turkish]
3. AKKOYUNLU, B. (2002). Öğretmen ve Öğretmen Adayları İçin Eğitimde İnternet Kullanımı. İstanbul: Ceren ve Bitav Yayınları. [In Turkish]
4. AYAŞ, T., ÇAKIR, Ö., HORZUM, M., (2011).Ergenler İçin Bilgisayar Bağımlılığı Ölçeği, Cilt:19, No: 2, Kastamonu Eğitim Dergisi 439 - 448. [In Turkish]
5. ÇANKAYA, S., KARAMETE A, (2008). Eğitsel Bilgisayar Oyunlarının Öğrencilerin Matematik Dersine Ve Eğitsel Bilgisayar Oyunlarına Yönelik Tutumlarına Etkisi. Mersin Üniversitesi Eğitim Fakültesi Dergisi, Cilt 4, Sayı 2, Ss. 115-127. [In Turkish]
6. DOĞUSOY, B., İNAL, Y. (2006), Çok Kullanıcı Bilgisayar Oyunları İle Öğrenme, [Http://Simge.Metu.Edu.Tr/Conferences/Cok_Kullanicili_Oyunlarla_Ogrenme.Pdf](http://Simge.Metu.Edu.Tr/Conferences/Cok_Kullanicili_Oyunlarla_Ogrenme.Pdf). (2015) [In Turkish]
7. DREIER, M., M.,GIRALT, S. S., MÜLLER, K. W., BEUTEL, M. E., WÖFLING, K. J. (2012). P-19–Computer game addiction in a Highly professional user-Group. European psychiatry, Vol 27, No 1
8. FİLİZ Z. (2010). Üniversite Öğrencilerinin Sosyalleşmesinde Spora Katılımın Değerlendirilmesi. Niğde Üniversitesi Beden Eğitimi ve Spor Bilimleri Dergisi, 4 (3), 192. [In Turkish]
9. KARAMAN K., KURTOĞLU M., (2009). Öğretmen Adaylarının İnternet Bağımlılığı Hakkındaki Görüşleri Akademik Bilişim' 09-XI. Akademik Bilişim Konferansı Bildirileri, Harran Üniversitesi, Şanlıurfa. [In Turkish]
10. KESKİN G., SEZGİN B., (2009). "Bir Grup Ergende Akademik Başarı Durumuna Etki Eden Etmenlerin Belirlenmesi "Fırat Sağlık Hizmetleri Dergisi, Cilt 4, Sayı:10 Ss 4-18. [In Turkish]
11. KUŞÇU, T., YAVUZ, S., ÖZTÜRK , R., YALVAÇ, B, (2015). Oyun Ve İnternet Bağımlılığı, <http://internetbagimligi9.blogspot.com.tr/> [In Turkish]
12. KIRAN, Ö., (2013). Ortaöğretim Öğrencilerinin Şiddet İçeren Bilgisayar Oyunlarına İlgileri Üzerine Bir Araştırma Uluslararası Katılımlı VII. Ulusal Sosyoloji Kongresi, Bildiri Kitabı I, ss 55. [In Turkish]
13. KİM, S., VE KİM, R. (2002). A Study Of Internet Addiction: Status, Causes, And Remedies. Journal Of Korean Home Economics Association English Edition, 3(1), 1-19.
14. KORKMAZ, H. N., (2007). Yaz Spor Okulları İle Çocukların Benlik Saygısı Arasındaki İlişki. Uludağ Üniversitesi Eğitim Fakültesi Dergisi, 20(1), 49. [In Turkish]
15. TÜRKEL, C. (2010). İlköğretim Öğrencilerinin Sportif Faaliyete Katılım Düzeyi İle Sosyal Uyum Veiletim Beceri Düzeyleri Arasındaki İlişkilerin İncelenmesi. Yayımlanmamış Yüksek İlisans Tezi, Kayseri: Erciyes Üniversitesi Sosyal Bilimler Enstitüsü. [In Turkish]
16. SEZER, F. (2011). Ortaöğretim Öğrencilerinin Öznel İyi Oluş Durumlarının Bazı Değişkenler Açısından İncelenmesi. Milli Eğitim, (192), 74. [In Turkish]
17. YAZARER,İ.,TAŞMEKTEPLİGİL, M., AĞAOĞLU, Y., AĞAOĞLU, S., ALBAY, F., &EKER, H. (2004). Yaz Spor Okullarında Basketbol Çalışmalarına Katılan Grupların İki Aylık Gelişmelerinin Fiziksel Yönden Değerlendirilmesi. Spormetre / Beden Eğitimi ve Spor Bilimleri Dergisi, 2(4), 163. [In Turkish]
18. YOUNG, K. (1996). Psychology Of Computer Use: XI. Addictive Use Of The İnternet: A Case That Breaks The Stereotype. Psychological Reports, 79, 899-902
19. <http://www.internetworldstats.com/europa2.htm#tr> (2015)