THE IMPACT OF ELECTRONIC GAMES ON THE SOCIAL DEVELOPMENT OF CHILDREN UNDER THE AGE OF FOURTEEN IN THE STATE OF QATAR

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ABSTRACT

This study will analysis the phenomenon of electronic games addiction on the social development of children under the age of fourteen, Where the study problem is represented in the addiction of a large percentage of children under the age of fourteen to electronic games, Which led to a decline in the social role of this group of children, This study aims to analysis the social effects of electronic games on children under the age of fourteen, and the study also aims to describe the role that parents play in helping their children get rid of the habit of addiction to electronic games. The study will use a qualitative and quantitative approach to obtain data from the research community, by conducting a direct interview with three parents and two children who are under the influence of the addiction habit to electronic games. This study finds out that addiction to electronic games will have a negative impact on the formation of the student's social personality, and the study also find out that parents are able to help their children to get rid of this habit.

Key words: Electronic games addiction, social development, children under the age of fourteen.

INTRODUCTION

The world today is witnessing a huge technological boom, which has its pros and cons. And from this technology, electronic games, like Sony, PlayStation, mobile games, etc…These modern technological tools began to spread widely among primary and secondary school students. This study will analyse the psychological and social effects of the addiction phenomenon to the use of modern technological tools, such as social media and electronic games.

This study noticed that parents 'complaints about the extent of their children's attachment and addiction to electronic games have increased in a way that affects their lives socially, psychologically, behaviorally, academically and healthily, so this study went to investigate this phenomenon as a field study, so it relied on studying one aspect of parents' complaints, which is the study of the negative impact of electronic games addiction on Social development for children under fourteen.

To approve the problem of the study, the researcher conducted an interview with three parents who have children under the age of fourteen and who are addicted to electronic games, The study asked few parents this question: (What are the negative effects that the addiction to electronic games has on your son (socially)? And the first parent said: (I did not see my children anywhere except in the electronic games

room sitting on it, until I started to address one of them and he answered me without looking at me, preoccupied with his game) and the second parent said: (There are no longer intimate family sessions in our house; Electronic games and smartphones have separated us. My children no longer sit with me. I talk to them and listen, and they tell about their adventures and I hear. Indeed, they do not eat except in front of electronic games and do not sit with us), And the third parent said: (My son does not like to go out of the house and is reluctant to meet our guests, relatives; Due to his intense attachment to electronic games, and if we decide to go out on a social outing with relatives, he gets angry and cries and screams refusing to go out and leave the games, and we are forced to leave a maid with him in the house to take care of him and we go out we are sorry and mourned what our son has achieved) These answers obtained by this study through an interview with three parents, clearly show that the problem of addiction of school students under the age of fourteen to electronic games has become a serious social problem, which needs researchers to study and analyze and try to find realistic solutions to overcome these the problem.

The study concerned children under the age of fourteen; Because this age stage is (childhood), which is the basis of the formation of social relationships, and it is possible to control the child, direct his interests and refine his social development in the (childhood) stage more than it is possible to control it upon reaching (adolescence). To a large extent, the family has an effective role in directing his attention and the pattern of his life, in contrast to the adolescent stage, in which the adolescent's interest shifts to dependence on himself and his independence appears, which makes it difficult for the family to control it.

Likewise, (childhood) the child's morals are formed in light of the prevailing standards in the family and social environment, other than the stage of adolescence The teenager does not accept any moral or social principle without discussion, and he does not accept anything that is consistent with his logic. (Adapted from - Dr. Haider Al-Attar 2020).

This study concluded that if parents succeeded in legalizing children's play with electronic games in (childhood under fourteen), and children grew up on these laws and adhered to them from a young age, then it would be easier for them to adhere to later stages, and thus they would not fall prey to addiction to electronic games. , And the son creates normal socialization, and avoids the potential social risks of addiction to these games. Therefore, this study seeks to identify the social negatives of electronic gaming addiction in childhood, and then seeks to develop precautionary predictions for these negatives.

From the data obtained in this study on the problem of children under the age of fourteen on electronic games, the researcher believes that this study is very important because it will provide valuable information about the reality of children's addiction to electronic games, and analyse the psychological and social state that these children have reached, and this is considered The study is important in the view of the researcher because it addresses a socio-educational problem,

among which many parents' complaints, namely, children's addiction to electronic games, which affects their social development, and leads to disintegration, disengagement and family interaction, not only at the family level. Rather, society also disintegrates, as the family is the first cell in society, and the family disintegrates the society. Hence, an urgent need arose to address this socio-educational problem, in order to work for the social development of children and their sound educational social upbringing.

In order to reach a solution to the problem of this study, the researcher decided to achieve the following objectives: First, to study the negative social effects of electronic games on children under the age of fourteen, and secondly to describe the role that parents play in helping their children get rid of electronic games addiction. And to explain the negative social effects of electronic games addiction on children under the age of fourteen, and also to describe the role of parents in helping children get rid of electronic games addiction.

ELECTRONIC GAMES:

In a study published on the Arab Electronic Encyclopedia network by Moaz Al-Homsi, he stated that electronic games "in the information concept, are software that simulates a real or virtual reality by relying on the capabilities of the computer in dealing with various means, displaying images, moving them, and producing sound, but in the social concept It is an interaction between man and machine to benefit from its potential in education, entertainment and entertainment .. The emergence of electronic games dates back to 1953 .. and in 1960 the space war game designed by three students from MIT met with success .. and designed by Ralf Baer Baer, the first home device for video games, Magnavox Odyssey .. And 1972 witnessed a landmark event in the history of electronic games. An electronic games company was established in the United States and launched the game Bong, which was unparalleled success .. Then the game of breaking the wall was introduced .. And the development of various devices and games accelerated, and in 1982 it reached its peak in sales .. And in 1995 a giant Japanese company launched the Play Station device with a wide library of games. "With high capabilities, electronic games appeared independent of or connected to the computer, controlled by the learner, and the robot .. which made these devices and games attached to them a wide variety of technologies."

“In conjunction with the competition taking place among major companies to develop their games, the Xbox consoles for Microsoft Xbox, Sony Play Station, Nintendo Game Cube, Game Boy Advance, portable or home computers ... etc. have appeared." . (Muhammad Al-Mansoori 2005).

This study believes in what (Fatima Hamal 2012) said in her study on electronic games: “The existence of a scientific orientation that considers games to be a true medium that enjoys academic legitimacy. This is what this study considers a recommendation from its recommendations, through good directing and development of electronic games, and the creation of genius, useful educational games that contribute to refining the social aspect (and others) of children under the age of fourteen.

CHILDHOOD:

In a study by Dr. (Bin Sassi Suleiman 2016) on childhood, he divided childhood into four stages:

1- Pre-birth stage.

2- The stage of breastfeeding: (from birth to the end of the second year).

3- Early childhood stage: (from the beginning of the third year until the end of the fifth year)

4- Middle and late childhood stage: (It begins with the beginning of the child's enrollment in primary school and ends with its end, as the child oversees entry into adolescence) (Bensassi Suleiman 2016).

Based on this division, the study considers the importance of beware of child addiction to electronic games starting from infancy, as many families - especially mothers - resort to occupying the infant by watching mobile phones or cartoons to silence him or occupy him for long periods until the completion of their work. This is a point that the study considers the beginning of the child's attachment to technological means, which will later turn into an attachment to electronic games with age. Among the important points that the study takes into account is what Abdel-Wahab Boukhanoufa said in his study: “The concept of entertainment, entertainment and amusement is presented in the imagination prevalent in Arab societies in a negative light, as it is associated with wasting time or (killing time), and in it entertainment is deprived as an activity that the child performs Any positive aspects. But a child at a certain age does not differentiate between an act of entertainment and an act of learning, and that when the child engages in a recreational activity, he does not see this activity as adults see it as a fun or a pure recreational activity; rather, he sees it as a pleasure in learning. (Abdel-Wahab Boukhanoufa 2008).

Hence, this study considers that entertainment is a factor for learning and the proper upbringing of children, provided that moderation and moderation in playing electronic games. Where “we cannot deny the fact that new scientific media technology - especially electronic games - has become an important and powerful social component that is indispensable and there is no way to exclude it” (Fatima Hamal 2012), “Also, conversations about electronic games have become a constitutive part of life. Social for Children "(Abdel-Wahab Boukhanoufa 2007).

CHALLENGES IN CHILDREN EDUCATION:

(Muhammad Amin al-Haq 2007) conducted a study on contemporary challenges in raising Muslim children, and mentioned the (cartoon) challenges, and said: “The dangerous point in it is that it is produced and manufactured by non-Islamic countries, such as China, Japan, India, America ... etc. Cartoons leave imprints of their faith, culture and civilization, which clash with the Islamic religion in most cases. " The study starts from this angle, That electronic games mostly originate from non-Islamic countries, and these countries leave the imprint of their social, behavioral and cultural culture in their products, and they may contain social, contractual or behavioral violations, and this represents a major challenge that threatens the social entity of Muslim youth.

In an article translated by (Abbas Sebti 2015) on the Aluka network from the Raise Smart Kid website, about the positive and negative effects of video games, in which he mentioned among the negatives of electronic games that "many games make children more socially isolated and spend less time doing housework, reading On the other hand, researchers from North Carolina State University, New York University and Ontario Institute of Technology conducted a study indicating that the game does not replace social life .. A study conducted by the Minneapolis Institute indicates The National for Media and Family Affairs said that a child's addiction to playing these games makes him develop depression, anxiety and social phobias, and the addicted child suffers from academic problems at school.

RESEARCH METHODOLOGY

The study will take the qualitative and quantitative approach in this research, where the study conducts a direct interview with three parents whose children (under the age of fourteen) suffer from addiction to electronic games, as well as an interview with two children who show symptoms of addiction to electronic games, then the study will analyze the interview items in order to arrive to an educational description of two issues:

One of them: the social negatives of children's addiction to electronic games.

The second: the role that parents have to help their children get rid of their children's addiction to these games.

The research assumes that addiction to electronic games will have a negative social impact on the formation of the children's social personality, and it is also assumed that parents can help their children get rid of it.

SEARCH TOOLS:

The study conducted two types of interviews with two samples from the Qatari community: the first includes three interviews with parents of children under the age of fourteen who suffer from electronic games addiction, and the second: with two children who suffer from electronic games addiction. The following is Table (1-1), which shows the questions that were asked to parents in the interviews, and the answers of each of them to each question. Each of them is based on the questions, and based on these interviews, we will analyze what each of them said to arrive at two things:

First: the social negatives that electronic games addiction leaves on children under the age of fourteen.

Second: the role of parents in helping children to get rid of electronic games addiction.

INTERVIEW DATA ANALYSIS:

Based on the data obtained by the study through the interview, the researcher has reached the following results:

The analysis of the interviews in the previous two tables (1-1) and (1-2) confirms that we are facing a societal educational phenomenon that should be studied and solutions should be sought. If we look at the answers to Question No. (2), which is (Do your children suffer from addiction to electronic games?), We find confirmation from parents that

their children suffer from addiction to electronic games. This is also what we can deduce from the children's answers to questions No. (3 and 6). In question No. (3), child No. 1 (HAM) answered that he plays electronic games from 6 to 8 hours a day, while he answered question No. (6) That the number of hours that a person could play could describe as an addiction to electronic games is only (5 hours). This child has crossed the barrier of electronic games addiction that he himself put in answering question (6), and this proves his addiction to electronic games. Child No. 2 (MRA) also answered that he practices it (almost all day long), while he answered question No. (6) by saying (7 hours).

The existence of this educational phenomenon is confirmed by parents' answers to question (6), where the question was (What negative effects does electronic games cause addiction to children socially?), As well as the answers of the two children to the same question. And we will dwell on these negatives in detail in a later point; However, this proves the existence of the phenomenon of addiction and emphasizes the importance of studying and solving it.

From Table (1-1), we can deduce the upper limit of the number of hours that if the child plays these games, we can call him the term (addicted to electronic games), and we measure this by carefully analyzing the answers of the two children to the two questions (4,5). The number of hours of the day was 24 hours, so it can be divided based on the answers of the two children in the two questions (4,5), as in the following table No. (1-1):

Table 1. Time distribution of the student's daily work

Average number of sleeping hours	7.5hours a day
The average number of school hours	7hours daily
Average eating times	1.5 hours a day
Total	16 hours a day
And the rest of the (24 hours)	8 hours a day

It can be seen from Table (1-1) that the average time spent in the daily routines of a child under the age of fourteen in the State of Qatar is 16 hours / day, and that the average remaining time of the day is 8 hours / day.

Addiction (linguistically: it is said to be addicted to something / addicted to something, as long as it did and did not quit it, stick to it and persevere) (Ahmed Mukhtar Omar 2008).

Table 2

Questions	**Parent no1**	**Parent no 2**	**Parent no 3**
1-How many children you have under the age of fourteen?	3 children	4 children	2 children

Questions	Parent no1	Parent no 2	Parent no 3
Did anyone of your children suffer from electronic games addiction?	clearly yes	yes	yes
How many hours does your child play electronic games?	5 hours	6 – 7 hours	7-6 hours, sometimes 8 hours, playing the Sony game, and he doesn't even want to get up for lunch and we bring them food in front of the game.
What are the justifications for your child's attachment to electronic games to an extent that can be described as addictive?	Parting and a lot of disagreement between spouses - and the lack of an alternative	No alternative available	Interesting games that simulate reality and make the child as if he is in the real world.
How many hours do you think is appropriate for playing electronic games without being addictive to it?	One hour only	1 -2 Hours	1 -2 Hours
What are the negative effects caused by addiction to electronic games on children socially?	There are no more close family sessions in our house; Electronic games and smart phones separated us, my children no longer sit with me talking and listening, and they talk about their adventures and I hear; Rather, they only eat in front of electronic games and do not sit with us - as well as the poor academic level and the lack of interest in worldly and religious matters.	I don't see my sons anywhere except in the electronic games room, until I talk to someone and he answers me not looking at me, engaged in his game - and this causes them to isolate as well.	Introverted - hate gatherings - my son does not like to go out and is reluctant to meet our close guests; Because of his strong attachment to electronic games, and if we decide to go out for a social outing with relatives, he gets angry, cries and screams, refusing to go out and leave the games, and we have to leave a maid with him at home to take care of him, and we go out and we are sorry and grieving for what our son has reached.

Questions	Parent no1	Parent no 2	Parent no 3
	Practicing team sports such as soccer	Availability of clubs near the residence	Sports - Developmental Games
	Paying attention to them and reminding them of duties other than playing - and activating reward and punishment	Occupy free time and set a program for the day with determining hours of play	Reducing playing hours - finding alternative developmental games for electronic games - doing sports
		Instilling a love for useful things instead of entering games such as memorizing the Quran	Not to give them electronic games more than the specified time and to set laws towards those games

Table 3

No.	Question	Child no 1	Child no 1
1-	How old are you?	12	14
2-	Do you play electronic games (such as Sony, PlayStation or mobile games) every day?	Yes	Yes
3-	How many hours do you play electronic games?	From 6 to 8 hours, and on Thursday and Friday it is could reach 10 hours	Almost all day after school.
4-	Do you eat your daily meals with your family or alone?	Lunch and dinner with the family, and breakfast on my own before I go to school.	Yes I eat all meals with the family
5-	How many hours do you devote to sleep?	8 hours	7 hours
6-	How many hours do you spend in school?	7 hours	7 hours
7-	How much time do you spend eating?	An hour and a half	An hour and a half
8-	What are the negative effects that appear on you due to addiction to electronic games?	It makes the family disintegrate - and leads to isolation from people - and makes me not	Addiction to electronic games leads to a lack of communication with family or friends, as it

No.	Question	Child no 1	Child no 1
		like to get up in front of the Sony game if someone comes to visit us.	encourages isolation and lack of communication with the outside environment
9-	Do you think you should reduce the time you spend playing electronic games?	Yes sure	Yes I do believe that I should reduce the time that I spend playing electronic games.

Accordingly, the child who continues to play electronic games for the time that is left of him in the day after sleeping, eating and compulsory school attendance, he undoubtedly can be described as an addict to electronic games, which is what this study notes on the sample's answer to question (6), where he sees Child No. 1 (H.A.M.), that addiction is described by those who practice these games 5 hours a day, and Child No. 2 (MRA) saw that it is described by those who practiced it 7 hours a day. The rule can be scaled by looking at the parents' answers to question (5), and the two children's answers to question (7). The question was (How many hours do you think is appropriate for playing electronic games in a way that does not constitute an addiction to them?), And everyone's answers ranged between (one hour) Up to 3 hours), and no one exceeded 3 hours a day, so it becomes clear to us from that that whoever plays electronic games for more than 3 hours a day is addicted to it, and what confirms what the study went to, is that if the child plays these games 4 hours a day He spent 50% of his remaining time in the day after counting his sleep, school and food hours, as the study explained in Table (1-3). Not to mention the various aspects that make up the child's personality, which should be devoid of time daily for its development in the child, such as the social, mental, emotional, psychological, physical and health aspects ... etc. And we can say - also - that the highest number of hours a child should not exceed in electronic games is 3 hours per day, as a maximum.

Among the findings of this study is that by analyzing the reality of practical life, the child has many other aspects that should be built and developed for him, and from these aspects, the (social aspect) that this research studies the impact of electronic games on him, such as interaction with family, peers and relatives. Looking at table (1-1), we find that the remainder of the day for the child after sleeping, school and food is only 8 hours. If the child practiced these electronic games for 8 hours a day, he spent the whole day playing the game, and this will negatively affect the development of the social aspect and other things. he have. This is what applies to the study sample in the two children's answer to question (3). Child No. 1 (H.M.) stated that he practices electronic games between 6-8 hours per day, and student No. 2 (M.R.) stated that as well. P); Because he mentioned that all day after

school he plays electronic games, as stated by the guardian No. 2 (AHR) and No. 3 (AHR) in Schedule (1-1). Hence, it is confirmed for us that addiction to electronic games negatively affects the development and growth of the social aspect of children under the age of fourteen.

This study reached an important conclusion, which is that there are multiple reasons and justifications that contribute to children's addiction to electronic games, so looking at the parents' answers to question (4) of Table (1-1), which is (What justifications for your kid's attachment to electronic games to the extent can be) Describing it as addiction?), We find that separation and constant disagreement between the spouses is one of the most important reasons for not following up the children in legalizing the practice of electronic games, and thus their attachment to electronic games, and among the reasons - also - the lack of alternatives that attract the son to her and make him practice movement games, and from the reasons as well, The quality of electronic games and their simulation of the reality that attracts the child to them and increases his interaction with them and then his attachment to them.

And among the important results reached by this study is that if useful and attractive alternatives are available for children to practice, then this alternative activities could be a very good reason to reduce the addiction to electronic games, so the study raised in the interviews the following question: (What are the attractive, beneficial alternatives that you suggest and consider that they reduce the severity of electronic games addiction?), Which is Question No. (7) from Table (1-1), and Question No. (9) in Table (1-2). The answers of parents and the answers of the two children to this question are almost identical. Foot, developmental games, and they looked forward to creating other attractive games, as well as the presence of sports clubs near children's homes, and from here the study concludes the importance of urging parents for their children to practice sports and involve them in appropriate sports courses and clubs, and the study also concludes the importance of the state's encouragement of sport through the media.

The study found some negatives that electronic games addiction leaves on the development of the child's social aspect. Looking at parents 'answers to question (6) in Table (1-1), where the question was (What are the negative effects that electronic games addiction causes on children socially? As well as the children's answers to the same question, see (8) in Table (1-2) some social negatives are identified for us, namely:

A- Family disintegration and disengagement.
B- The child's social isolation due to his dependence on her.
T - introversion and closure
D- Hate social gatherings such as guests, peers, and others.
C- Lack of interaction with others, and this reduces his social intelligence, and thus the lack of social skills that qualify him for his life and make him successful and tactful in his social dealings.
H- Encouragement to violate the parents 'instructions, the child who refused to go out with his family to the park and violated his father's order, and the father was forced to leave him at home to play with a maid to take care of

him. This is a training for the child on the lack of social esteem and makes him vulnerable to colliding with others socially.

Through the data obtained by the study through interviews with parents and students who have become addicted to electronic games, there are several solutions that can be tried on children to help them get rid of the habit of addiction to electronic games, and these solutions should be carried out by parents, and these solutions Suggested solutions are as follows:

A- Occupy the children's spare time with benefit, and establish a daily program that takes into account other aspects.

B- The parents should set a specific time for their children to play electronic games.

C- Urging children to practice sports and involve them in attractive movement games.

W - Activating the principle of reward and punishment to accustom children to adhere to the specified hours for practicing them.

C- To participate - as much as possible - with children in practicing movement games to motivate and encourage them to play it. Because the father's participation in sports with his children dyes it with enthusiasm for the children and encourages them to practice it.

RECOMMENDATIONS

1- The study proved that there is a negative effect of electronic games addiction on the social development of children under fourteen, and calls for studying the effect of electronic games addiction on other aspects of the child, such as the psychological, health, physical and mental aspects ... etc.

2- The number of hours in which the child plays electronic games should not exceed 3 hours per day, that is, no more than 37.5% of his daily free time (each according to his daily routine). The study does not recommend that the child be completely excluded from it. To get its benefits; But the less time he practiced it, the better, in order to ensure the development of his social skills and social intelligence, especially other aspects. The child spends 16 hours of his day (sleeping, school hours, and eating meals) and has only 8 hours left of his day, and if he exceeds 3 hours (i.e. more than 37.5% of his free time) in her practice, he enters the cycle of addiction.

3- The study found that there are negative social effects that occur to the child if he becomes addicted to electronic games, including family disintegration, isolationism and introversion that result from the child's hatred and reluctance of social gatherings. Because it hinders him from playing electronic games. As well as poor social intelligence due to the child's lack of interaction with others and the acquisition of social skills and how to deal with different social situations. It also encourages the child and pushes him to violate his parents' orders, and thus poor social education due to the lack of appreciation and respect for others, because he is forced to violate his parents if he is directed to leave games and go to study or go out for walks or do some other daily or academic duties.

4- The study also recommends, based on the data analysis, the following:

A- Allocating specific times for children to use electronic games, no more than (37.5% of their daily free time).

B - Involving children in movement games according to their abilities and preferences. To compensate them for electronic games.

T - Work to provide alternatives to useful and attractive games that reduce children's attachment to technological games.

D- Filling the children's space by engaging them in social and religious activities, through religious and entertainment institutions.
C- Educating parents, through the media and mosques, of the seriousness of electronic games addiction and methods of treatment.
5- This study also found that electronic games industry companies can create educational, genius, attractive and useful games that contribute to refining the social aspect of children under the age of fourteen, develop their personal aspects, and raise virtue in them, instead of inculcating vice, violence, perversion and ethnic intolerance And religious, which is seen in many electronic games.
6- The study advice parents - especially mothers - to take precautionary measures against their children's addiction to electronic games, starting from infancy, so that they do not allow infants to watch videos and cartoons for long periods of time. Because this is a training for them to relate to the technological means, which will later turn into a concern for electronic games as they age.

CONCLUSION

Raising children is a great responsibility, and they should be brought up together, and their abilities and capabilities should be developed in various social, cultural, religious, physical and mental fields ... etc. And preparing them in this way ensures that they are promising youth useful for his religion and his nation. The study demonstrated the danger of electronic games addiction to children under fourteen in terms of their social development, and its risk does not stop there Rather, it goes beyond the negative impact on other aspects of the child's personality, so the study calls for its discovery and study to reach recommendations.

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