

Computer addiction assignment



**ASSIGN
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An examination of the literature reveals that those who study video game addiction moieties disagree on the proportion of children and teenagers addicted to computer games. However, the majority of studies suggest that approximately 5 to 10% of youth who play computer games become addicted. Compared to other psychological difficulties (such as depression and anxiety), teenage computer game addiction is obviously a relatively new problem faced by families.

As such, parents may lack accurate and/or helpful information on the signs of computer game addiction, the risk factors for video game addiction, and strategies for helping teenagers addicted to computer games after the problem develops. Computer game addiction is the main problem for the parents and the big question mark for the parents such as why my children can be addicted to the games, and what should we do to stop their addiction, nowadays, the children spend their times in the computer for them. It's the games and technology era, not the bicycle era again.

The truth is the parents have a big effect for this problem because they are the one who buy the children computer and the one who buy the children computer games, it is too bad to play computer games, but if too much, it is not good also, the children need to socialize with their friends, they need friends in the real life, not friends in the games world. There are many solutions for the parents to prevent their children's computer usage.

Parents' contributions are very important to help the children who are addicted to games, children must know the negative effect because of their addiction, such as: have no friends in the real life, school grades become bad, and the

games will effect their health, specially their eyes. Parents can help their children with many way such as SE the technology, automatic shut down, use the scheduled task, parents can also Indirectly stop the children use the computer too much, use the computer usage as the present if they done their assignment, for the example.