

Abstract

Theme of qualifying paper: "The study of psychological factors of dependent behavior of adolescents in computer-gaming activities."

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The urgency of the research: The urgency of our work is due to the existing contradiction in psychological science between the need to study the psychological factors that influence the formation of dependent behavior of adolescents in computer-gaming activities as a result of the continuous growth in the number of adolescents who have addiction to computer games, and the lack of studies of this problem in terms of a holistic, systematic approach.

Objective of the research: To determine the psychological factors that influence the formation of dependent behavior of adolescents in computer-gaming activities.

Objectives:

1. To examine different approaches to the problem of computer game addiction in psychological science.
2. To conduct a theoretical analysis of the factors of dependent behavior of adolescents in computer-gaming activities.
3. To identify the peculiarities of development of integral individuality structures of adolescents with dependent behavior and adolescents with independent behavior in computer-gaming activities.
4. To develop practical recommendations for effective and adequate development of integral individuality structures of adolescents with dependent behavior in computer-gaming activities.

Theoretical and practical significance of the research. The range of factors that influence the development of addictive behavior of adolescents in computer-gaming activities, is expanded; the results of the research can be used in organizing and conducting psycho-correctional and psycho-diagnostic work with adolescents in the study group, the findings obtained in the study can be used by school psychological service in the prevention, remedial work, psychological counseling and the development of integrated development programs for adolescents with dependent behavior in computer-game activities.

The results of the research. In this qualification paper we have identified psychological factors of dependent behavior of adolescents in computer-gaming activities. Taking into account the results of the experiment we have worked out the remedial developmental program of the individuality structure of adolescents with dependent behavior in computer-gaming activities.

Recommendations. The formation of dependent behavior of adolescents in computer-gaming activities is affected both by psychodynamic, and personal and social-psychological level of development of their integrated individuality. The harmonization of the structures of individuality of adolescents provides prevention and overcoming addictive behavior in computer-gaming activities. This material can be recommended to psychologists, educators, social workers and parents as well as students who are interested in this issue.