



PANEL 11 DİJİTAL OYUN BAĞIMLILIĞI

Panel başkanı: Doç. Dr. Mehmet Barış Horzum

“Review of the Methodological Trends of Theses on Game Addiction in Turkey “

Panel Sunumu – I

Tuğra Karademir (*Okul Öncesi Öğretmen Adayları Penceresinden Dijital Oyun Bağımlılığı*)

Panel sunumu – II

Türkan Karakuş Yılmaz (*Bir Bağımlılık Faktörü olarak Kaptırma Hissinin Farklı Oyun Oynama Durumlarına göre İncelenmesi*)

Panel sunumu – III



Panel Başkanının Sunumu

Review of the Methodological Trends of Theses on Game Addiction in Turkey

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Abstract

Game addiction is the subject of research and is addressed in master's and doctoral studies in Turkey as well as all over the world. The purpose of this research is to uncover the existing methodological trends in thesis on game addiction published in Turkey. A total of 18 theses, which are open to access in the national thesis database of the Higher Education Council (YÖK), have been examined in line with this purpose. The theses were analyzed with descriptive content analysis technique. In the analysis procedure, an instrument, which is developed by the researcher by adapting the “Distance Learning Theses Review Form” to game addiction, was employed. As a result of this research, it has been observed that master theses on game addiction outnumber doctoral theses and an increase has occurred since 2013 and reached its highest in terms of number in 2015-2016. Although the number of the theses on game addiction is found to be relatively higher in the social sciences institutes, the theses conducted in institutes of educational sciences are forefront.

In terms of the methodological design, the quantitative method has been found to be used more frequently in thesis studies. Survey research has been identified as the most used method in the 15 theses based on quantitative research methodology, and 1 thesis has been found to follow a mixed-method research design. The majority of the theses on which the quantitative research methodology is based have been determined that the sampling method is not expressed. Yet, in those theses, convenience sampling and purposive sampling have been found to be widely conducted. When the sample size of the theses was examined, the most studied sample size in the research methodologies was high school and undergraduate students. It has been determined that the most used data collection tools are scales. With regard to statistical methods, it has been determined that basic statistical methods are generally used. As a result of the study, the necessity of writing more theses on game addiction and carrying out preventive researches has been concluded.

Keywords

Game addiction, Theses on game addiction, Methodological Trends, Thematic review.