

Electronic Addiction among Kindergarten Children: A Psychological Study

Shahad Abbas Obaid Al-Shiblawi

University of Baghdad - College of Education for Girls/Iraq

Email: shahad.abbas2108m@coeduw.uobaghdad.edu.iq

Asst. Prof. Dr. Kalthoom Abd Aon Raddam

University of Baghdad - College of Education for Girls/Iraq

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Abstract

This research aims to investigate electronic addiction among kindergarten children, and the significance of the differences in addiction levels based on gender, kindergarten type, and mother's profession. The researcher developed an electronic addiction scale based on Young's theory and administered it to a random sample of mothers of children attending government and private kindergartens in Baghdad's six districts. The study employed statistical analysis tools to analyze the data, including analysis of variance, t-tests, standard deviation, arithmetic mean and Cronbach's alpha equation. The findings reveal that the sample had low levels of electronic addiction. However, there were significant differences in addiction levels based on gender, with females having higher addiction levels, kindergarten type, with private kindergarten showing higher addiction levels, and mother's profession, with working mothers exhibiting more addiction than housewives.

Keyword: investigate, exhibiting, addiction, deviation, equation

Research problem:

The world has developed astoundingly in various fields of life and has reached a high degree of technical and scientific progress in the means of communication, making the world a small village. This is in addition to preparing them to carry the responsibility of the nation and the state in the future, and finally trying to control the factors that affect the behavior of young people so that they enjoy good psychological health characterized by the least amount of diseases and problems. The first cultural and social seeds, in the general sense of the word, are planted in it, which is the family through which the child is exposed to the various cultural and social influences prevailing in society (Qenawy, 1992:30).

The conditions that our society went through, such as security events, social fluctuations, and the spread of negative phenomena, led to the presence of family members in the home for a longer period than it was in the past (Khader and Ibtisam, 127, 2011).

Children, in their daily interactions inside and outside the family, face many problems, some of which are due to psychological, cultural, social, educational, or other reasons. In all cases, adults become responsible for helping them to face these problems (Al-Ithawi and Wafaa 2017, 2).

Most children also love electronic games, where they spend a lot of time in them that did not provide them with elements of challenge and excitement, but some children prefer them to a degree that may reach satisfactory limits, so that studies have found that children's long-term playing of electronic games leads to various mental and physical complications, as well as Negative effects on the health of the body, playing with it for long periods creates anxiety, tension and insomnia in children and stimulates the nervous system as it makes it more sensitive and ready to be stimulated to some activities, which leads to functional and structural changes in the nervous system (Zamai et.A1, 2009, p:2)

The Importance of The Research:

The kindergarten stage is one of the important stages for every child because it is the basis for shaping and shaping his personality (Jawad et al., 272, 2022).

Childhood is considered one of the important basic stages in the life of the individual because of its importance in the formation of the child's personality and in the emergence of his latent readiness and abilities. The child can also grow and flourish or obliterate these aptitudes and abilities in the light of the care and abilities provided by the environment. (Sharette & Bashir, 2008: 16). The childhood stage is of great importance in the formation of the personality of the individual because it is the first seed of his personality. In light of the experiences that the individual receives in the early childhood stage, the framework of his personality is determined (Majeed, 22, 2011) and that the child learns different types of behavior through the process of socialization (Hussein and Raghad, 2022, 6334).

Electronic games began to spread widely and grow remarkably, as the markets became teeming with various types of games, and some studies indicate that electronic games spread at a tremendous speed in Arab societies, and hardly a house in the Gulf is devoid of them, as they became part of the child's room, but rather became mothers and Parents take it with them wherever they go in order to increase the children's addiction to its practice, as it has become a preoccupation for today's children until it has captured their interests and minds, and it can be said that this guest entered into a sharp competition with the family in the task of the process of socialization. (Bargosh, 2021: p. 226).

Theoretical importance:

Studying the phenomenon of electronic addiction and its impact on the child from the social point of view makes us more in control of the study of the phenomenon, which helps in alleviating its severity or expanding its spread, and thus we avoid these devices and ignore their attractiveness, temptation and addiction to them.

Applied importance:

1. Studying the phenomenon of electronic addiction and its impact on the child from the social point of view, which makes us more in control of the study of the phenomenon, which helps to mitigate its severity or expand its spread, and thus we avoid these devices and ignore their attractiveness, temptation, and addiction to them.
2. The addiction of children to electronic devices made it very difficult for them to interact with each other, and thus their social skills deteriorated and made them perform antisocial and bad behaviors, and some of them even resorted to the method of force and violence in dealing, and thus came the importance of research in educating parents and specialists about the seriousness of the matter.

Research Objectives:

The research aims to identify:

- 1- Kindergarten child's electronic addiction
- 2- The significance of the difference in electronic addiction according to the gender variable (male, female)
- 3- The significance of the difference in electronic addiction according to the variable of kindergarten type (government, family)
- 4- The significance of the difference in addiction according to the variable of the mother's profession (housewife, work)

Search Limits:

The current research is determined by:

- 1- Human limits: Kindergarten children
- 2- Spatial borders: The General Directorate of Education in Baghdad with its six directorates on its two sides (Al-Karkh - Al-Rusafa)
- 3- Time limits: For the academic year (2022-2023)

Define terms:

Electronic addiction: It was defined by:
(Moroccan, 2009)

A habit that has lost control over it to the extent that it affects the nature of the individual's normal life and his relationship with the surrounding society (Maghrabi, 2009: p. 49)
(Jalal 2005)

An urgent desire to spend as much time as possible in front of electronic devices, and it is considered a kind of sensory search for the many stimuli and activities with the aim of achieving gratification. This results in mental preoccupation with these stimuli or activities, even if the Internet is not available to a person. The individual's behavioral, social, psychological and academic condition is affected (Jalal, 2005: p.42)

Young (1996)

An impulse-control disorder of Internet use without an intended purpose that does not involve loss of consciousness. (Young, 1996)

Procedural Definition: The score obtained by the child in the electronic addiction scale used in this message

Theoretical definition: The researcher: A daily practice that the child is familiar with and practiced at different times and in different places, which affects the social and psychological side of the child.

Kindergarten child:

Defined by the Ministry of Education (2005): a pre-school child who completes four years of age or will complete it at the end of the Gregorian year and does not exceed the sixth year of age and enrolls in kindergarten (Ministry of Education, 2005: p. 5)

The Theory That Explained Electronic Addiction:

Kimberly Young's theory (1996):

Kimberly Young is a psychologist who first introduced the concept of "internet addiction" in the mid-1990s. According to Jung's theory, Internet addiction is a behavioral disorder characterized by excessive use of the Internet, to the point that it interferes with daily life and activities. Young's theory also states that Internet addiction is similar to other forms of addiction, such as drug abuse and gambling, in that it is characterized by compulsive behavior, tolerance, withdrawal symptoms, and negative consequences (Young, 1996, 1998).

A key component of Jung's theory is that Internet addiction is not limited to a specific type of online activity, but can manifest in a variety of ways. For example, someone may be addicted to online games, social media, shopping, or even online gambling (Young, 1999). According to Young, Internet addiction is a multidimensional construct that can manifest itself in different ways for different individuals (Young, 1999).

Young's theory also suggests that Internet addiction can be caused by a variety of factors, including genetic predisposition, personality traits, and environmental factors (Young, 1996). For example, individuals with a family history of addiction or who possess certain personality traits, such as impulsivity, may be more susceptible to Internet addiction (Young, 1996). In addition, environmental factors such as stress, loneliness, and social isolation may also contribute to the development of Internet addiction (Young, 1996).

Jung's theory of Internet addiction has been widely recognized and used as a basis for research and treatment in the field of psychology (Shaw, Black, & Li, 2018). While some experts discuss the existence of Internet addiction disorder as a separate disorder and its diagnostic criteria, it is widely accepted that excessive Internet use can have a negative impact on an individual's life and can be treated with behavioral and cognitive therapies (Shaw, Black, & Li, 2018).

Previous Studies:

- 1- Al-Mahdawi and Ansam's study (2019) entitled:

(Detecting the level of addiction of Riyadh children to electronic games in Diyala Governorate)

Objective: - To identify the level of addiction of Riyadh children to electronic games, to balance the level of addiction of Riyadh children to electronic games, according to the residential area in the cities of "Baquba and Al-Khalis", the level of addiction of Riyadh children to electronic games according to the gender variable (male - female).

The sample: The sample amounted to (160) male and female children, and they were chosen randomly

Tool: A scale was prepared according to Young's definition

Statistical means: spss statistical bag, Pearson's correlation coefficient, t-test for one sample, t-test for two independent samples.

Results: - There are no statistically significant differences between playing electronic games and addiction. There are no statistically significant differences between playing electronic games and depending on the residential area, "Al-Khalis, Baquba" district. There are statistically significant differences between playing electronic games and gender in favor of males.

2- A study by Hassoun and Bushra Muhammad (2018) entitled:

Addiction to electronic games and its relationship to distraction
primary school students)

Objective: - Knowing addiction to electronic games among primary school students, the significance of differences in addiction to electronic games among primary school students according to the gender variable (male - female), distraction among primary school students, the significance of differences in attention distraction among primary school students according to the variable Gender (male-female)

The correlation between electronic games addiction and distraction among primary school students

The sample: (400) male and female students of the sixth grade of primary school in the Baghdad Education Directorate (the first, the second, and the third Karkh).

Results: The results of the research showed that the research sample individuals do not suffer from addiction to electronic games, and they do not have an addiction phenomenon, and that there are differences between the two samples in the gaming addiction variable in favor of males, and that the research sample individuals do not have distraction, and that there are differences between The two samples were also in favor of males. The results showed that there is a direct positive relationship between the two variables, the greater the addiction to electronic games, the greater the distraction among the respondents, and vice versa.

Statistical means: - In which the two researchers used the t-test for two independent samples and Pearson correlation coefficients to identify the nature of the relationship between the two variables. And the t-test for one sample to find out the addiction to electronic games and distraction among the respondents.

Research Methodology:

Research methodology: The methodology is defined as the method adopted by the researcher to reach his desired goal, and that his function in the social sciences is to explore the principles that regulate social, national and human phenomena in general and lead to their occurrence so that he can interpret them and adjust the results and control them (Hassan and Amal, 2022, 2000).

The research sample:

Research sample: - The sample means a sample that forms part of the units of the community concerned with the research or study and represents it in a real way, so that it bears all the common characteristics (Mahmoud et al., 2021, 521).

The sample was chosen by a simple random method in the province of Baghdad in its six districts, and the number of the sample was (350) mothers of children enrolled in governmental and private kindergartens. The alpha coefficient of Cronbach, which was derived by the scientist Cronbach, was used as a general form for the stability coefficient equation (Ali and Sajla, 1838, 2022).

Research Results:

- 1- The research sample has electronic addiction at a low level
- 2- There is a difference in electronic addiction according to the gender variable (male, female) and in favor of females
- 3- There is a difference in electronic addiction according to the variable of kindergarten type (government, family) and in favor of Al-Ahly.

- 4- There is a difference in electronic addiction depending on the variable of the mother's profession (housewife, working) and in favor of the mother working

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