

## **A Qualitative Research on the Effect of Internet Games and TV Series on Primary School Students' Perceptions of Violence**

By

<sup>1</sup>*Sinan Yörük and* <sup>2</sup>*İbrahim Çankaya*

<sup>1</sup>Afyon Kocatepe University, Turkey

<sup>2</sup>Uşak University, Turkey

### **Abstract**

*The aim of this research is to analyze the effect of internet games and tv series on the primary school students' perceptions of violence. Within this framework, student's remark will be obtained via making them draw pictures and watch tv series. This research is designed within the framework of descriptive analysis which is a type of qualitative research based on analyzing and understanding the social facts within their environment. The study group is composed of 72 eighth-grade students from two primary schools located in Afyonkarahisar. 37 of these students are male, 35 of them are female. The research has benefited from totally 55 students from two primary schools as sample. Initially, some of the students were asked to draw a picture regarding the internet games and Tv series they watched and then watch a short video prepared by the researcher in order to understand students' perceptions of domestic violence. As a consequence of this study, it has been observed that totally 16 pictures contain violence including the violent tv series from 6 students, one emotional tv series from one student and violent computer games from 10 students. It has been seen that the remaining 14 pictures don't include violence. As a result of the research conducted qualitatively in order to analyze the effect of internet games and tv series on primary school students, 31 students were asked to draw pictures related to internet or Tv series they watched or followed.*

**Keywords:** *Internet games, tv series, primary school students, violence.*