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The effect of playing computer games on cognitive functions (mathematics, problem solving) and internal and external motivation for academic achievement in sixth grade male students

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Abstreact

The aim of this study was to investigate the effect of the duration of computer games on the cognitive functions of mathematics and problem solving and internal and external motivation of academic achievement in sixth grade male students in Golestan province. The present study is a causal-comparative study that is retrospective. This research is a basic research with correlation method. The statistical population of the study included all male students in the sixth grade of primary school in Golestan province. 153 people were selected through group random sampling and tested according to the purpose of the study. The instruments used in this study included the Mathtest Test, the Tower of London Computer Test, and the Harter Academic Motivation Questionnaire. Independent t-test was used to analyze the data. The data of this study showed that the duration of playing computer games with the cognitive function of the problem solving and motivation for academic achievement of sixth grade male students in Golestan province has a statistically significant relationship and the duration of playing computer games on the level of primary school students, It is meaningful. And the duration of playing computer games on the mathematics of male students in the sixth grade of primary school in Golestan province has no significant relationship.

Keywords: Computer games, Mathematics, Problem solving, Academic achievement
