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Familial factors in the use of technology among children

Ayşe Cevirme¹, Özge Kaynak¹, Nezihe Ugurlu², Mehtap Tan³ and Gulcan Bahcecioglu Turan³

¹Sakarya University, Turkey

²Mugla Sıtkı Kocman University, Turkey

³Ataturk University, Turkey

Statement of the Problem: Familial factors and the role of parents have great importance on children's age-appropriate behaviors when playing with technological tools and toys. Parents should get their children's opinions on choosing the technological tools or toys that children like while being determinative on the type of games and entertainment that would be beneficial for their children. The purpose of this study is to determine the familial factors that have an effect on the use of technological tools like computers, tablets, mobiles and game consoles among the children between 8-13.

Methodology & Theoretical Orientation: The sample of the study consists of 196 parents who have primary school children at three state schools in the province of Sakarya during the second semester of 2016-2017 school year. A structured interview form was used in the study. For the analysis of data, percentage and chi square tests were used.

Findings: A total of 71.9 % of participant mothers and 69.4 % of the fathers were between 32-37 years old. There was a statistically significant correlation between the educational status of the mother and the time children spend with a technological tool at weekends (1-2 hours); who decides the tool and the time to spend with that tool and when the children are supposed to spend time with a technological tool ($\chi^2=12.909$, $p=.012$; $\chi^2=18.572$, $p=.005$; $\chi^2=23.811$, $p=.001$; $\chi^2=15.753$, $p=.015$). There was also a statistically significant correlation between the father's educational status and who decides on the technological tool to use ($\chi^2=17.475$, $p=.008$). There was also a correlation between the mother's age ($\chi^2=6.842$, $p=.033$) and educational status ($\chi^2=8.224$, $p=.016$) and the fact that children share their opinions with their parents on the technological tools or the applications they use. There was a correlation between the number of children and their preference of adventure, puzzle or war games ($\chi^2=7.843$, $p=.049$, $\chi^2=11.195$, $p=.011$, $\chi^2=15.318$, $p=.002$).

Conclusion & Significance: It is found out that factors such as the educational status of the parents and the number of children in the family are determinative on children's spending time on the internet or playing computer games or for similar reasons.

Biography

Ayşe Cevirme has worked in Atatürk University between 1992-2001 and has been working as an academic staff in Sakarya University Department of Public Health Nursing since 2001. She has researched on the risk groups in the society (women, children, elderly and fragile groups). She currently works as an academic, head of Department of Public Health Nursing and associate dean in The Faculty of Health Sciences in Sakarya University.

acevirme@sakarya.edu.tr

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