Study of the Role of Computer’s Games in Social Skills of Fifth Degree Girl Students in Shoushtar City
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ABSTRACT
The aim of this study is consider the role of computer games in social skills of fifth degree girl students in Shoushtar city in education 1392 – 93. The research method in this study is measurement method and the statistical society is including of all girl’s students in fifth degree in Shoushtar city, in which they are at education in 92 – 93. In this study we use from simple randomly sampling's method by use of kokeran formula of 199 people as sample's volume. So, the rate of error in this formula is 0/05. We use from questioner include of questions by liker five locution's spectrum for collected the information.  The rate of questioner's validity achieve by kronbakh alpha as 0/966. We use from descriptive statistics and perceptive tests such as meaning test of chi square and cramer and phi coefficient for analyze the information.  The conclusion of this study show that there is a relationship between computer’s games and acrimony and reduces the temper.

KEY WORDS: Game, computer games, social skills

INTRODUCTION
This study is paid to consider the role of computer games in student's social skills. Though the useful games are the main troubles of child's parent and it is one of the separation part of child's life on the other hand, the games have been more changed in during the time and the computer game in recent years has been more advanced and they have more benefits and defects and they cause to more pay attention of scientists and researchers of education field to themselves. But professor Grift say that "nowadays all theories that demonstrated about computer games are negative but shouldn't all negative effects of mention's social for these games acts on persons also we could expect the positive effects, too. (Sakhaee, 2014)

2 – I. Explain the problem:
Nowadays, computer's games are main part of child's games and they spend much time for doing these games the interest of children and teenagers to computer games is partly that they don’t attention to the time when they playing. The dimension and extent of this phenomena is partly that all child or teenagers doing these games. The distributors and providers of these games every day inter many games by new emotions and attraction for more benefit and absurd many customers. (Pour Mohseni and et al, 1993)

Now, for students in school ages, having effective communication and acceptance from coeval is relates to social operation and having successful social communication is relates to social ability of person by according to good predictor factor, on the other hand, the other hand, the primary reject by coeval is predictor of inability in social adaption. (Boin Vebgin, 1989, Veis and Donken, 1992, related to Keshmiri, 1998: P24)

This question has been posed that in a according to development of computer games and more attract of student to use of these games, how much of these games are done by girl students? And do the computer's games could help the girl students to achieve the better social skills?

3 – I. The importance and necessity of study:
Because of child are achieve a complete personality, we should be help him/her to established real relationship between own and environmental stress and he/she should be achieve to own cognition that it should be enough to inner stress and reconciliation to environment. If parent didn’t have any thought about games and they didn’t pay attention to analyze the games, then they couldn't direct their children. (Ghasem Nezhad, 2010)
Computer games are hobbies of teenagers and children and more use of this games are cause to anxiety of parent and education associates because they provide many effects of biologic and psychological defects. On the other hand, the positive effects of this games on learning and familiar to technology is a matter in which we couldn’t excuse it and by providing sufficient field of useful games we could help them to association in social regularity by confidence and felling ability.

4 – 1. The aims of this study.
1 – 4 – 1. General aim of this study:
General aim of this study is consider the role of computer's games in social skills of fifth degree girl's students in Shoushtar city in years 92 – 93.

2 – 4 – 1. Special aim:
1- determination of the rate of relationship between computer games and reduce acrimony, fifth degree girl students in Shoushtar city.
2- Determination the relationship between computer games and reduce the temper, fifth degree girl students in Shoushtar city.

5 – 1. The questions of study:
1 – 5 – 1. Main question of this study:
Is there any relationship between computer's games and social skills in fifth degree girl's students?

2 – 5 – 1. The alternative questions:
1- Is there relationship between computer games and reduce acrimony in girl's students in five degree in Shoshtar city?
2- Is there relationship between computer games and reduce the temper of fifth degree girl's students in Shoushtar city?

6 – 1. The theory frame of this study:
Socialized process is one of the main advance factors and it is one of the important elements of personality growth. Social growth is a balance set of social skills and adaption manners in which they enable person to creates the relationship to other people – (Pour shakur sharsmie and et al, 2010, P148).

A person who has social skills could be select the sufficient manner in definite time. (Cartlage and Milbren, Translated by Nazari Nezhad, 1979, P15).

The importance of game's culture is more significance and it has importance effects. The result of these games is advance the part of brain observant for communication to tools and discharges the excitement (Bagheri, 2010, P 248).

There are many theories about games. One of this theories is purification the emotions. In this theory, the emotion is base of this belief that human has set of desire, ideal and personal specifications such as aggression, incompatible, contumacy, kind, emotion and … in which games allowed him/his far away all desire, ideas as unless or evolves (Mahjour, 1980)

Ideologues of grow cognitive method are confirmed on game as a instrument for grow and appearance of brain. For example Jrome Brunner (1972) Vebrayan Satun – Smitt (1967), both explained that the games are provide the calm and comfortable environment in which children could learn many solutions for their problems. When children in fronted in real world by complicated problems, learning's will useful for them. (Piter Hiuz, Translation by Gangi, 1997: P51).

7 – 1. The hypothesizes of study:
1 – 7 – 1. The main hypothesis of study:
There is a relationship between computer games and social skills of girl students in five degree in Shoushtar city.

2 – 7 – 2. The alternative hypothesis of study:
1- there is a relationship between computer games and reduce the acrimony of fifth degree girl's students.
2- there is a relationship between computer games and reduce in fifth degree girl's students.

8 – 1. Study variables:
1 – 8 – 1. Abstract definition of study variables:
Game:
Fраст (1970) wrote that “game is action of set of human existence and it's try to cooperation to body and social activities by own. (Naderian Jahromi, 1999: P51)
Computer's games:
Every kind graphic game or text in which done by computer call the computer game. (Shaverdi, 1991)

Social skills:
This skill is an ability to explain the manners in which they are reinforced as negative or positive no manners in which caused to punish. Social skill are include of skills in distinction the group specifications, communication to group, listening, compassion, un verbal communication, distinction own feelings and own control. (Cartlege and Milbren; Translation by Nazari Nezhad, 1979: P15)

Student:
Our aim is all girls student's elementary students in Shoushtar city in 1392 – 93 year at education.

2 – 8 – 1. Operational’s definition of study variables:
Socialized skill:
In according to assets the meaning of the rate of socialized skills, we use from researcher questioner in which it's measure the socialized dimensions in two dimension of reduce the acrimony and reduce the temper.

Computer’s games:
The aim is the rate of done games that students use of them.

Second unit (record or history of study):

1 – 2. Study history:
Sirous Ahmadi (1987) in study by subject of "consider the effects of computer's games on boy students in guidance school third degree in Esfahan city" found that there is a meaning full relationship between doing computer games and aggression and violence by assurance 95 percent. So, he found that there is a kind of correlation between doing computer games and culture – social strangeness on base of four indexes to fashion, music, measure the culture place of Iran in the world and view to society norms and rates. These conclusion show that the students who doing the computer's games have more culture – social strangeness in comparison to students who don’t play these games. He found that the indexes of the rate of association in sport activities, the association in art activities and the number of close friends don’t confirms the meaningful relationship between computer's games and low social association but companied in extracurricular activities and indexes of association in literature activities and races, the rate of companied in cultural activities of Quran and Nahjolbalagh, the association in crowd pray and walks and the rate of association in jubilee rites in special days are confirms the correlation between dong the computer games and reduce the social association social skill of students who doing the computer's games is very low that students who don’t play this games.

Tahmineh Shaverdi (1384) – She doing a study by subject of "consider the mother, teenager and children's ideas on social effects of computer's games". The statistical society in this study is include of students and their mothers that they include of students in five to three high school degree in nineteen fold region of education in Tehran city. The conclusions are including of these cases: 1 – doing computer's games couldn’t block of reduce watching T.V among students of dependence group or this group of children have of socialized T.V effects. 2- The computer's games couldn’t create the negative effect on social relations of children or teenagers or we can say the activity of both group to single doing computer's games already is the same. 3- Though, the activities and hobbies of two group is different but we cannot say that dependence group has more narrow social relations. In both group, the compound activities are the same. 4- The conclusion don’t confirmed the reduce relationship of players in dependent group by their families. 5- The comparison of two group's manner doesn’t show the different range of violent and anxiety manner and the difference is kind and quality of manner.

Amin Vazli (1991), has been done the study by title of "consider the effects of computer's games on aggressor manner, correlation and education's of children and teenagers in Tehran city. The conclusion of this study is include of:
a) Boys spend more time for playing computer's games against girls.
b) In field of correlation and dependency to computer's games, there isn’t any meaningful different between girls and boys.
c) There is a meaningful relationship between use of abrasive computer's games and aggressor manner.
d) There is a meaningful relationship between the rate of using the abrasive computer's games and enemy's feeling.

2 – 2. New dimension of study:
This study has been done among fifth degree girl's students in Shoshtar city that it can be have different conclusions than another studies in which they done before in according to different societies.
Third unite (methodology of study):
1 – 3. The method of research:
The method of this study is measurement method.

Statistical society:
The statistical society in this studies all girl’s students in five degree in Shoshtar city at education in 1392 – 93.

3 – 3. Statistical sample:
In this study, the sample volume was selected in base of kukeran formula by 199 people of fifth degree girl's students in Shoshtar city that they at education in 1392 – 93. So, the sampling's method in this study was a simple randomly sampling method.

4 -3. Research variables:
In this study, the independence variable is computer's games and dependence variable is reducing the acrimony and temper.

5 – 3. Research field:
In this study, the place field is girl's elementary schools in Shoushtar city and so, the time field of study in second term means spring 1392 – 93 in Islamic Azad University.

6 – 3. The instrument of collecting the information:
In according to collects the information we use of questioner. This questioner is taken to students as directly and presently and they collect after complete and consider the questions.
The questioner is measures the rate of assets the dependence and independence variables in the role of computer's games in social skills in fifth degree girl's students. The answers are determinates on five point Likert from 1(very low) to 5 (very high).

7-3.validity of questioner:
The criterion of validness in this questioner is achieved by appearance validness and in according to common agreements of most of teachers and masters.

8 – 3. The permanence of questioner:
In this study by according to kind of questions and locution is the most sufficient method for account the validity or belief of questioner of kronbakh alpha method. After doing the elementary test and inter information to system and by use of SPSS software, the validity of questioner has been accounted in which it’s rate is about %966 that it is acceptable. The coefficient's Kronbakh alpha is always assets the lowest rate of test validity coefficient and may be the real validity coefficient be more than this alpha coefficient. Thus, if the Kronbakh alpha coefficient be low, we couldn’t say decisively that the test is acceptable without validity. Then, the rate of alpha up to 0/7 is favorite.

9 – 3. The method of analyze the information:
For analyze the data, we use from SPSS software. In descriptive part of study, we use from descriptive statistical such as tables, percent and abundance. In perceptive part, we use from chi – square test and Cramer and phi coefficients.

1 – 4. The descriptive finding of study:
Table 4: Shows the dispersal of percent and abundance of respondent's computer.

<table>
<thead>
<tr>
<th>Use of computer</th>
<th>abundance</th>
<th>Percent</th>
<th>Valid percent</th>
<th>Assembly percent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use</td>
<td>156</td>
<td>78/0</td>
<td>78/4</td>
<td>78/4</td>
</tr>
<tr>
<td>Un use</td>
<td>43</td>
<td>21/5</td>
<td>21/6</td>
<td>100/0</td>
</tr>
<tr>
<td>Sum</td>
<td>199</td>
<td>99/5</td>
<td>100/0</td>
<td></td>
</tr>
</tbody>
</table>

Since we can see in table (1-4), 78 percent of subjects are used from computer among 199 persons.

2 – 4. The perceptive findings of study:
In this study, in according to assets the hypothesizes we use from meaningful chi – square test and we use from two variables of phi and crammers coefficients for measures the rate of correlation.
Hypothesis 1:
There is a relationship between computer's games and reduce the acrimony of girl's students in five degree.

Table 2-4: Show the conclusion of chi – square test.

<table>
<thead>
<tr>
<th>Test</th>
<th>Rate</th>
<th>Free degree</th>
<th>Significant level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chi – square</td>
<td>56/517</td>
<td>16</td>
<td>0/000</td>
</tr>
<tr>
<td>Probability percentage</td>
<td>54/193</td>
<td>16</td>
<td>0/000</td>
</tr>
<tr>
<td>Linear correlation</td>
<td>1/185</td>
<td>1</td>
<td>0/276</td>
</tr>
<tr>
<td>Numbers</td>
<td>199</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Since we observes in this table, for first hypothesis we use of meaning full chi – square test by according to significant level (0/5) because of the earned significant level (0/000) is lower that significant level (0/05). Thus the above hypothesis has been confirmed. On the other hand, there is a relationship between computer's games and reduce the acrimony girl's students in five degree. So, the rate of khi Du by free degree 16 is equals to 56/517.

Table 3-4: The conclusion of phi and Cramer coefficient.

<table>
<thead>
<tr>
<th>Coefficients</th>
<th>Rate</th>
<th>Significant level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phi coefficient</td>
<td>0/533</td>
<td>0/000</td>
</tr>
<tr>
<td>Cramer coefficient</td>
<td>0/533</td>
<td>0/000</td>
</tr>
</tbody>
</table>

In according to this table , we use from phi and Cramer coefficients for measurement the intensity of relationship by attention to confirmed the relationship between computers games and reduce the in girls students in five degree and the intensity of this relation is base of phi and Cramer coefficients is equal to 0/533.

Hypothesis 2:
There is a relationship between computers games and reduce temper of fifth girls students.

Table 4-4: Show the conclusion of chi-square Test.

<table>
<thead>
<tr>
<th>Test</th>
<th>Rate</th>
<th>Free degree</th>
<th>Significant level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chi – square</td>
<td>26.148</td>
<td>14</td>
<td>.025</td>
</tr>
<tr>
<td>Probability percentage</td>
<td>26.566</td>
<td>14</td>
<td>.025</td>
</tr>
<tr>
<td>Linear correlation</td>
<td>473</td>
<td>1</td>
<td>.492</td>
</tr>
<tr>
<td>Numbers</td>
<td>199</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

By according to table 4-4 we use from chi – square test for assets the second hypothesis and by according to significant level (0/5), the earned significant level (0/025) is lower than meaningful level (0/05) thus, the above hypothesis has been confirmed on the other hand, there is a relationship between computer's games and reduce the temper of girl's students in five degree. So, the rate of khi du by free degree 14 is equal to 26/148.

Table 5-4: Show the phi and Cramer coefficients.

<table>
<thead>
<tr>
<th>Coefficients</th>
<th>Rate</th>
<th>Significant level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phi coefficient</td>
<td>0/362</td>
<td>0/025</td>
</tr>
<tr>
<td>Cramer coefficient</td>
<td>0/362</td>
<td>0/025</td>
</tr>
<tr>
<td>Numbers</td>
<td>199</td>
<td></td>
</tr>
</tbody>
</table>

So, by confirm the relation between computer's game's and reduce the temper of girl's students in five degree, we use from phi and Cramer coefficients and the intensity of this relationship in base of phi and Cramer is equal to (0/362).

Unit Five: (conclusion and suggestions):
1 – 5. The findings of study:
The finding of this study after analyze are include of:
1- There is a relationship between computer's games and reduce acrimony of girl’s student's in five degree.
2- There is a relationship between computer's games and reduce temper in girl's students in five degree.

2 – 5. Discussion and conclusion:
First hypothesis:
There is a relation among computer's games and reduce acrimony in girl's students in five degree.
The first finding show that there is a relation between computer's games and reduce acrimony of girl's students in five degree. This finding is according to study of Sirus Shmadi (1987) by subject of "consider the effects of computer's games on boy students of three degree guidance school in Esfahan city in which show that there is a meaningful relationship between doing computer's games and aggression and violence. So, the study
of Tahmineh Shaverdi (1384) by subject "consider the mothers, teenagers and children's ideas on social effects of computer's games in which show that "comparison the manner of tow group doesn’t show the different rate of violence and aggressive manner and it's observes in kind and the quality of manner is not accordance. The study of Amin Vazly (1991) by subject of "consider the effects of computer's games on aggressive manner, correlation and teenagers and child's education acts" in which he conclude that "there is a meaningful relationship between use of violence computer's games and feeling enemy and violence is accordance.

Second hypothesis:
There is relationship between computer's games and reduce temper of girl's students of five degree.
Second finding show that there is a relationship between computer's games and reduce the temper on girl's students. This finding is accordance to study of Amin Vazli (1991) by subject "consider the effects of computer's games on violence manner, educational action and correlation of teenagers and children in “Tehran city”, in which we conclude that "there is meaningful relationship between using of violence computer's games and feeling enemy and violence.

3 – 5. Suggestion in according to study:
1- Familiar children to computer and computer's games and how they use of computer correctly.
2- This study suggest that, the family could help their children by provide useful games in which could cause to reduce the acrimony and temper of Childs.

4 – 5. Suggestion for future studies:
1- Researcher could consider the role of computer's games in social skills in another educational degree.
2- Researcher could consider the role of computer's games in according to other dimensions of social skills of students.

5 – 5. The limitations of study:
1- Increase the costs of study such as traffic's costs for going to schools and other alterative costs for doing the study.
2- Most of book about games of children confirmed on tradition games and elementary games.

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