Computer modelling of cognitive processes as preventing method of addictive behaviour

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preventing method of addictive behavior of the person.

Computer modelling pretend to fulfill the needs of addictive person and cope with his internal conflict which brings him to game addiction.

The phenomenon of computer addiction is a serious problem of modern society. The computer — is not only electronic device for processing of various information, but also the machine which can entertain the person and allow the person to communicate in distance, without making any special efforts by absorbing and involving in the boundless virtual world. Personal engagement of the people in this "virtual world" may cause computer dependence. The most affected by this process are children at the age of 15 — 17 years as in this transition period they are most vulnerable in the emotional plan, and are as a result more aggressive.

Methods

The following methods were conducted in the present study:
1. The questionnaire of identification of computer game addiction (the author - I.M. Balonov);
2. PTSD symptom scale Interview (pssi)

Results

As a result of made analysis we can conclude that the virtual reality of the addictive person recreates the stressful and traumatic situations, where the gamer can fulfill his needs and finish unfinished psychological issues. The collected data allow us to make recommendations to create special psychological game for addictive persons with the purpose of successful coping with traumatic events.

References

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