

## Chapter 12

# Communication Disorders That Tablet Usage Causes in Children in the Age Group 9 to 12 Years: An Examination in the Families With Children Using Tablets

Şebnem Gürsoy Ulusoy  
Istanbul Gelişim Üniversitesi, Turkey

### ABSTRACT

*Digital world and digitalization are seen as a recently growing phenomenon. In line with digitalization, people are more exposed to digital zones. The usage rates of digital media products of especially children are observed to increase every year and to go down to earlier age groups. The age group 9 to 12 years is regarded as the period in which tablet usage increases and children encounter many different games and applications. In the children of abovementioned age group, communication disorders with their peers and environment may arise due to overuse of tablets. It is observed that an increase of tablet usage and increase of communication disorders are directly proportional.*

### INFORMATION

The study aims to determine the tablet usage rates of the sample consisting of children of the parents who live and work in Istanbul, Turkey which is included due to being a metropolis. The study also aims to determine communication disorders from negative behaviors that develop in children due to tablet usage. Within the scope of the study, surveys were conducted and focus group application was performed with the families that live in Istanbul, Turkey. The families with which surveys had been conducted were aggregated afterwards and the study was supported by another deep research. Random families were chosen from three big regions of Istanbul as the sample. Totally, 10 families were reached. The com-DOI: 10.4018/978-1-5225-5733-3.ch012

mon features of the families are the facts that they have children in the age group 9 to 12 years and both parents work. The families belong to middle and high-income group. Firstly, survey method was utilized as a research method in order to determine the demographic characteristics of the families and to reach the digital data source. Within the scope of the survey application, questions were asked by using Likert Scale that aim to determine whether there is a connection between digitalization of the families and their communication disorders and to determine how much time they allocate to their children. Later on, a focus group study was performed in order to determine the reliability of the questions in the survey and the strength of the answers, two groups were formed including five families each, and a platform was created by asking the families questions that correspond to the survey questions. The types of answers that the families would give while they were in interaction with each other were tried to be determined. After the research part was completed, the survey application and focus group results were compared and the result was achieved. Finally, opinions and suggestions were included.

### **Limitations of the Research**

10 families were reached as part of the research. The study is limited with Istanbul. The determinations are based only on the answers of the families. Their communication with their children and the circumstance of the home environment could not be observed with participant observation. Such an in-depth observation can deepen the study. Participant observation could not be implemented due to time limitation.

### **BACKGROUND**

If no response is allocated to a child's heart or memory, that child cannot develop. The child who does not have this sense of responsibility starts to add new areas of responsibility to his/her life. The most frequently seen type of this case is the one in which the child makes room for himself/herself in the virtual world where he/she can comfortably express himself/herself. The child is an existence that creates his/her own feelings and thoughts. As the family forces the child not to do what the family does not want the child to do, the child will continue to do that more. These moves are more actively seen in especially 9 to 12 years period when the child tries to form his/her personality and self as an independent individual.

The autonomous sense of self of the child is suppressed or developed at an early age. The child who has an autonomous self is the child who can establish a connection with right and wrong, take over responsibility and who has the capacity to fulfill his/her responsibilities. The child is eager and hungry for knowing and learning. "Friends start to gain importance in the forming of behaviors and values of the children of this age. The consciousness of belonging to a group starts to take shape and the desire to be a preferred person in the group gains importance. The group norms are more important and strict then." (Dumlupınar, 2016). If not guided, the main area to satisfy this hunger and desire will be the Internet and search engines. The family and the school both have responsibilities in the growing up of the child as an information literate. The child should be taught that the Internet is not the only answer for information and the sought questions, and he/she should not neglect consulting books and his/her immediate environment. Childhood is the recording period of the memory. The needs of the children of the age group 9 to 12 years should be regarded. Wrong concepts and visuals will wear out and spoil the child's soul. These can make the child give up communicating and talking. Because of the increase of visual exposure with digitalization and the information age, the puberty entry period of children is gone

19 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage:

[www.igi-global.com/chapter/communication-disorders-that-tablet-usage-causes-in-children-in-the-age-group-9-to-12-years/207866](http://www.igi-global.com/chapter/communication-disorders-that-tablet-usage-causes-in-children-in-the-age-group-9-to-12-years/207866)

## Related Content

---

### Research on Visual Art Design Method Based on Virtual Reality

Peng Li (2021). *International Journal of Gaming and Computer-Mediated Simulations* (pp. 1-10).

[www.irma-international.org/article/research-on-visual-art-design-method-based-on-virtual-reality/279053](http://www.irma-international.org/article/research-on-visual-art-design-method-based-on-virtual-reality/279053)

### E-Simulations in the Wild: Interdisciplinary Research, Design and Implementation

Karen Barton and Paul Maharg (2007). *Games and Simulations in Online Learning: Research and Development Frameworks* (pp. 115-149).

[www.irma-international.org/chapter/simulations-wild-interdisciplinary-research-design/18772](http://www.irma-international.org/chapter/simulations-wild-interdisciplinary-research-design/18772)

### Influence of Avatar Choice on Teacher Expectations and Perceptions of Student Success

Dennis Beck (2012). *International Journal of Gaming and Computer-Mediated Simulations* (pp. 1-24).

[www.irma-international.org/article/influence-avatar-choice-teacher-expectations/66070](http://www.irma-international.org/article/influence-avatar-choice-teacher-expectations/66070)

### Co-Creating Games with Children: A Case Study

Karen Mouws and Lizzy Bleumers (2015). *International Journal of Gaming and Computer-Mediated Simulations* (pp. 22-43).

[www.irma-international.org/article/co-creating-games-with-children/136333](http://www.irma-international.org/article/co-creating-games-with-children/136333)

### Using an Agent-Based Behavior Modeling for Finding Humanitarian Relief Center Location in an Earthquake Zone

Numan Celebi (2012). *Handbook of Research on Serious Games as Educational, Business and Research Tools* (pp. 1080-1096).

[www.irma-international.org/chapter/using-agent-based-behavior-modeling/64301](http://www.irma-international.org/chapter/using-agent-based-behavior-modeling/64301)