

Abstract

The study aimed to understand video games impact on the formation of the child's culture. One main question guided the study: What is the impact of video games on the formation of a child's culture? Additional questions stemmed from the main question.

The study adopted the descriptive method and its theoretical and applied techniques as it is one of the best curricula that suit the nature of the study. The descriptive method was selected due to its role in extrapolating the literature of what was written in the field and in collecting data and information related to the subject of the study.

The study sample consisted of one hundred and fifty-one parents who work at Taibah University.

To collect the data, a questionnaire was prepared and distributed to parents, where its validity and stability were verified.

The most important results of the study were the parents' agreement that the child's leisure time was the main reason for the child's engage in video games. The parents also agreed on the video games positive effects such as, child's ability to deal with the new technologies. In addition, parents ranked passivity first as the most prominent effects of video games, followed by the child addiction to video games and concerns about neglecting worship duties. The study concluded with a number of suggestions and recommendations.