Metaphorical Perceptions of Middle School Students regarding Computer Games

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Abstract : The computer, among the most important inventions of the twentieth century, has become an increasingly important component in our everyday lives. Computer games also have become increasingly popular among people day-by-day, owing to their features based on realistic virtual environments, audio and visual features, and the roles they offer players. In the present study, the metaphors students have for computer games are investigated, as well as an effort to fill the gap in the literature. Students were asked to complete the sentence—'Computer game is like/similar to....because....'— to determine the middle school students' metaphorical images of the concept for 'computer game'. The metaphors created by the students were grouped in six categories, based on the source of the metaphor. These categories were ordered as 'computer game as a means of entertainment', 'computer game as a beneficial means', 'computer game as a basic need', 'computer game as a source of evil', 'computer game as a means of withdrawal', and 'computer game as a source of addiction', according to the number of metaphors they included.

Keywords : computer game, metaphor, middle school students, virtual environments
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