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## **COMPUTER GAMBLING: LEISURE OR DEPENDENCE?**

Indispensable components of modern life are a computer and the Internet. A computer, in the contemporary sense, is a necessary thing, because it helps not only in the work, but also in children's upbringing. Most parents accustom their children to a computer at an early age: cartoons, developing programs, games and more. However, this leads to unpredictable consequences, because children can addict to the computer.

The investigation of the problems of computer game addiction, carried with pupils of the 9th form in Polonskaya school, Khmelnytsky region, gave some results. It was found out that most children (69%) spend at the computer more than three hours a day. Almost half of them (45%) play computer games every day. And this fact testifies to the lack of interest of students in learning and communication with their peers in real world. They focus on their computers.

Most children (70%) play different games depending on their mood. But some children prefer games in which they can shoot or race a car, etc. In future this can be transferred into reality, as a killed hero of a computer game can be alive again or replaced. That's why life is not valued by a child. As for motivation, half of the children (51%) like to move to higher levels, 1/3 of them want to feel themselves leaders. It testifies about the formation of such a trait as purposefulness on the one hand and computer gambling on the other. Comforting fact is that almost all children (95%) still prefer a walk with friends rather than a computer game. You should also pay attention to the parents' reaction to this situation. Explaining the reaction of their parents to computer games or visiting social network, most teens (73%) replied that their parents did not like it and made comments. However, some parents are proud of that fact that their children are so developed. It proves that they are unconscious of the situation.

Therefore, in our opinion, despite the movement of the modern world forward, the transition to automation and using TMT, teachers should form cognitive interest of their pupils to learning. They need to conduct lessons in interesting ways, organize trips, themed evenings and so on. Parents in their turn should promote the development of their children. Most children play games because parents don't pay enough attention to them. So only in cooperation with teachers and their parents a child will be a healthy and harmonious personality, capable of having adequate attitude to the computer.

## LITERATURE

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