(The effect of using the electronic devices on the health of children under the age of five years in the province of diyala albatool teaching hospital )

Introduction

The use of multimedia in education has significantly changed people’s learning processes. Results from a number of research studies indicate that appropriately designed multimedia instruction enhances students’ learning performance in science, mathematics, and literacy (1).

Previous studies indicate that computer-assisted instruction (CAI) programs have important factors that can motivate, challenge, increase curiosity and control, and promote fantasy in children (2).

Despite the fact that computer and video games have the same multimedia capability as CAI programs, their potential learning impact is often discounted by parents and educators. Recently, computer-based video games’ presence and popularity have been ever-growing, and game developers and researchers have started to investigate video games’ impact on students’ cognitive learning (3).

For example, Pillay commenced a study investigating the influence of recreational computer games on children’s subsequent performance on instructional tasks, While game-playing is regarded somewhat negative in educational settings, particularly for young children, re-scrutinization of its influence in a teaching and learning context is crucial(4).

Research results from the Kaiser Family Foundation and the Children’s Digital Media Centers found that children in the United States are growing up with media and are spending hours a day watching television and videos, using computers, and playing video games. According to the findings, today’s children are starting to be exposed to technologies and media at a much younger age than previously thought. Therefore, educators’ investigations become critical concerning the impact of technologies and media on children’s development. This study investigates two main questions: (1) Can computer-based video games be instructional tools in early childhood education?

Most previous research studies related to computer-based video games focused on the discussions of psychological study and child behavior . In psychological study, research results indicated that video games can promote hand-eye coordination, visual scanning, auditory discrimination, and spatial skills, for child behavior, evidence showed that violent video games may raise children’s aggressive play and violent behaviors (5).

Surveys of parents suggest that they buy home computers and subscribe to Internet access to provide educational opportunities for their children, and to prepare them for the ``information-age'' ,Although they are increasingly concerned about the influence of the Web on their children and express disappointment over their children using the computer for activities such as playing games and browsing the Internet to download lyrics of popular songs and pictures of rock stars, they generally consider time wasted on the computer preferable to time wasted on TV, and even consider children without computers to be at a disadvantage (6).

Parents in the Annenberg survey report that children (between 2 and 17 years) in homes with computers spend approximately 1 h and 37 min a day on computers, including video games (7).

Another potential problem of too much screen time (from computers, e-readers, video games and smartphones) for children's eyes is overexposure to harmful blue light. All digital devices with viewing screens emit significant amounts of blue light (also called "high-energy visible light" or "HEV light") which might increase a child's risk of macular degeneration later in life(8).