A STUDY ON THE EQUALITY AND FREQUENCY OF COMMUNICATION BETWEEN A MOTHER AND A GAMER SON

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Abstract

This study focused on the equality and frequency of communication between a mother and her son who is a gaming enthusiast. This research studied how communication is affected by video games. Each mother and son in this study showed some common traits as well as unique traits which further enlightened how communication is affected, whether it is positive or negative. The theoretical framework that was used is the Interactional View by Paul Watzlawick. The main method used for this research is a Focused Group Discussion in which the researchers had two (2) sets-one group of mothers and another group of sons who were interviewed at different times. The first set of focused group discussion consisted of eight mothers who have gamer sons and the second set was discussed with the eight gamer sons with the ages ranging from 13 to 19. They were then interviewed to further understand and analyze the data. The study revealed that there is no criteria for the frequency of communication but there must be an open communication with each other. The mothers tend to misunderstand answering backs and explanations of the sons. The complementary and symmetrical style of communication depends on situations.

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