

Diploma thesis “Video game playing as a risk factor in adolescence?” deals with actuality of risks for children and youth linked to video games. This topic is currently intensively discussed because of cases of high school shootings. There are concerns that violence in video games is connected to rising of children and youth violence. Another risks referred to video games are addiction and obesity. This diploma thesis deals with these risk too. Goal of this thesis is find out if these risks are real and how great is influence of video games on addiction and obesity. Important topic in this thesis are parents. Parents are important participants who can oversee content of video games played by children and influence amount of time, which children and youth spend by playing of video games.