



A STUDY TO ASSESS THE LEVEL OF AGGRESSIVE THOUGHTS AMONG ADOLESCENTS PLAYING VIOLENT VIDEOGAMES

Nursing

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ABSTRACT

A study was conducted to assess effect of violent videogames on aggressive thoughts among adolescents in selected pre university college of Moodbidri, Karnataka, India. The study design was descriptive survey design. The sample consists of 100 adolescents in the selected pre university colleges. The selection of sampling units from the population was by non- probability purposive sampling technique. Modified Buss-Perry aggression scale was used. As per the results, most of subjects (52%) had moderate aggression, 32% had severe aggression, 16% had mild aggression and no one was found with profound aggression. The mean percentage of aggression scoring in adolescents playing violent video games is (67.50%). The findings of the study showed high level of aggression and significant association with some demographic variables.

KEYWORDS

Aggressive Thoughts, Violent Videogames, Adolescents

INTRODUCTION:

Video gaming (playing video games) has become a popular activity for people of all ages. Many children and adolescents spend large amounts of time playing them. Video gaming is a multibillion-dollar industry – bringing in more money than movies and DVDs. Video games have become very sophisticated and realistic. Some games connect to the Internet, which can allow children and adolescents to play online with unknown adults and peers. While some games have educational content, and the most popular games emphasize negative themes and promote the killing of people. Studies of children exposed to violence have shown that they can become: “immune” or numb to the horror of violence, imitate the violence they see, and show more aggressive behaviour with greater exposure to violence. Some children accept violence as a way to handle problems. Studies have also shown that the more realistic and repeated the exposure to violence, the greater the impact on children. In addition, children with emotional, behavioral and learning problems may be more influenced by violent images.¹

Children and adolescents can become overly involved and even obsessed with videogames. Spending large amounts of time playing these games can create problems and lead to poor social skills, time away from family time, school-work, and other hobbies lower grades and reading less, exercising less, and becoming overweight, aggressive thoughts and behaviors. Violent video games are marketed to youth in ways that violate the video game industry's own standards, and are easily obtained regardless of age.²

Although video games are designed to be entertaining, challenging, and sometimes educational, most include violent content. Recent content analyses of video games show that as many as 89% of games contain some violent content and that about half of the games include serious violent content towards other game characters³. Therefore, among the games being purchased and played by youth, a majority contain violence. The popularity of video game violence has spurred much research on the possible harmful effects on children and adolescents.³

The recent survey by Assocham, India reveals that over 82 percent of teenagers spend an average of 14-16 hours per week playing games on computer, web portal or consoles and about 7 % of children surveyed qualified as being pathological video gamers (over 20 hours per week).⁴

METHODOLOGY:

The research design used for this study was Descriptive survey. Adolescents (n=100) from selected Preuniversity college in Moodbidri, Karnataka. Modified Buss-Perry aggression scale was used to assess the aggressive thoughts among adolescents. The data was collected from 100 adolescents who were students. Subjects were asked to participate in the study after self introduction by the investigator. The adolescents were informed the purpose of the study and the consent was taken from them. Levels of aggression were assessed using the modified Buss- Perry questionnaire.

RESULTS:

The most of subjects (52%) had moderate aggression, 32% had severe aggression, 16% had mild aggression and no one was found with profound aggression. The mean percentage of aggression scoring in adolescents playing violent video games was 67.50%. The maximum score was in the area of anger scale was 52.6%, followed by verbal aggression was 51.4% and physical aggression was 51% the minimum score was in the area of Hostility scale was 47.2%. There was a significant association between aggression scores and demographic variables such as sex ($\chi^2_{(1)}=4.90$, table value $\chi^2_{(1)}=3.84$) birth order ($\chi^2_{(2)}=18.1$ value $\chi^2_{(2)}=5.99$), type of video game played ($\chi^2_{(3)}=10.6$ value $\chi^2_{(3)}=7.82$) Time since start of playing video games ($\chi^2_{(1)}=10.6$, table value $\chi^2_{(1)}=7.82$) and Type of technology used for video game play ($\chi^2_{(1)}=9.68$, table value $\chi^2_{(1)}=9.48$). Hence the null hypothesis was rejected and the research hypothesis was accepted for these variables.

There was no significant association between aggression scores and demographic variables such as age, type of diet, religion, qualification and occupation of father and mother and monthly income, number of days video games played in a week, number of hours spent playing video games in week and place of videogame play hence the null hypothesis was accepted and the research hypothesis was rejected for these variables.

Table 1: Table shows the mean percentage of aggression scoring in adolescents playing violent video games

n = 100						
Subjects	Maximum possible scores	Range	Mean	Median	Mean percent age (%)	S.D
Adolescents playing violent video game	160	55-112	81.48	74	67.50	16.99405

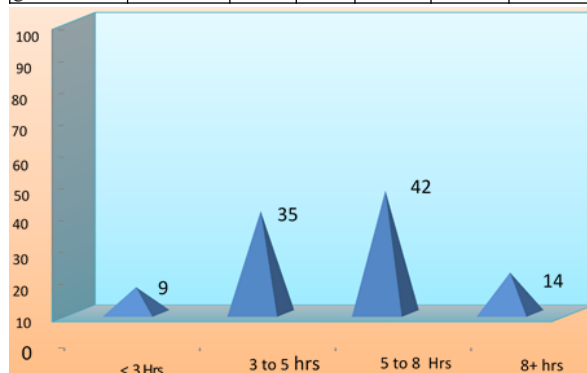


Figure 1: 3-D pyramid diagram showing the percentage distribution of subjects according to number of hours spent playing video games in week

CONCLUSION:

The findings of the study showed high level of aggression and significant association with some demographic variables.

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