

The Interrelationship between Aggression and Frustration Brought about by Computer Games with Incentives among LPU Male Students

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Abstract : The experimental study aims to measure the level of aggression and frustration brought about by computer games with incentives and the interrelationship of the said variables. With 50 participants for each four groups, a total of 200 males who are avid of playing computer games participated in the study. The results and analyses presented in the study concluded that incentives differentially affect the level of aggression and frustration of the players with $t_{obt} = 7.18$ and $6.521 > t_{crit} = 2.021$ using t-test for dependent groups and $F_{obt} = 4.527$ and $8.340 > F_{crit} = 3.89$ using ANOVA with alpha level of 0.05, two tailed. At the same time, computer game's level of difficulty also affects the level of aggression and frustration of the players with $t_{obt} = 7.53$ and $4.783 > t_{crit} = 2.021$ respectively and $F_{obt} = 6.524$ and $10.167 > F_{crit} = 3.89$. Moreover, there is also an interaction between incentive and the level of difficulty of computer game with $t_{obt} = 9.68$ for aggression and $t_{obt} = 7.356 > 2.021$ for frustration. Computer games and /with incentives has a large effect on the among male students of LPU.

Keywords : aggression, frustration, computer game, incentive

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