

Violent Videogame Playing and Its Relations to Antisocial Behaviors

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Abstract : The presented study focuses on relations between violent videogames playing and various types of antisocial behavior, namely bullying (verbal, indirect, and physical), physical aggression and delinquency. Relevant relationships were also examined with respect to gender. Violent videogames exposure (VGV) was measured by respondents' most favored games and self-evaluation of its level of violence and frequency of playing. Antisocial behaviors were assessed by self-report questionnaires. The research sample consisted of 333 (166 males, 167 females) primary and secondary school students at the age between 10 and 19 years ($m=14.98$, $sd=1.77$). It was found that violent videogames playing is associated with physical aggression ($\rho=0.288$, 95% CI [0.169;0.400]) and bullying ($\rho=0.369$, 95% CI [0.254;0.476]). By means of gender, these relations were slightly weaker in males (VGV - physical aggression: $\rho=0.104$, 95% CI [-0.061;0.264], VGV – bullying: $\rho=.200$, 95% CI [0.032;0.356]) than in females (VGV - physical aggression: $\rho=0.257$, 95% CI [0.089;0.411], VGV – bullying: $\rho=0.279$, 95% CI [0.110;0.432]).

Keywords : aggression, bullying, gender, violent video games

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