



Impact Of Violent Video Games On Aggression Among College Students

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ABSTRACT:

In today's technology filled world there are number of opportunities or ways which debilitates the futuristic development of youngsters and made them divert from their path. Playing video games is one such modern world addiction which pulls the youngsters from managing their time in a productive way, further it facilitates some negative attributes like aggressiveness among the youngsters which leads to chaos within and around them. This study attempts to study the impact of playing violent video games like PUBG on the Aggression level among the college students. In this study a simple random sampling was used to select 80 college students who were playing violent video games like PUBG. Aggression questionnaire developed and standardized by Buss A. H and Warren W.L (2000) was used for the study. The study reveals that students those who are playing violent video games have high level of aggressiveness.

Key words: Aggression, PUBG video game, violent video games

INTRODUCTION

The most powerful weapon of a nation is its young generation who were going to build the nation. It is very much essential to keep the young people in right path of growth and development which in turn contributes the nation. Sports are one such key which helps the youngsters to be fit both physically and mentally along with discipline. Participating in sports and games, help them in developing their personality by attaining many skills like sportsmanship which makes him to accept both win and loss. In this technology world even sports get digitalized and moved from the physical ground to their mobile phones and computers. This digitalized forms of games introducing many violent games filled with shooting and killing. Aggression will develop the negative emotions among youngsters which limits the progress of humanistic nature and leads to violence and conflict (Wessels & Joseph, 2013). In today's society the incident of expressing aggressive behaviour among the young people is increasing. This paper tries to find out whether playing violent video games have any role in the aggressive behaviour of a person.

NEED FOR THE STUDY:

The linkage between nation's development and its youth were obvious. For the nourishment of each other the nation and the youngsters were symbiotically connected with each other. The productiveness and creativeness of the youth population of a country upholds the nation's wheel of development. They are the engine which powers up the growth and development of a nation (Odoh & Innocent, 2014). Therefore it is very much important to provide positive environment for the youngsters, but in current scenario, aggression/violence has increased a lot in the society among the youth. Aggressive/violent behaviours like hitting, slapping, rape, recklessness and other high level aggressive behaviours were exhibiting by the youngster (Rao, 2016). The talks have been replaced with shouts, since many people were believing that being aggressive will aid them in

obtaining the purpose. Even in political scenes in parliamentary we are witnessing the aggressive behaviours accompanying their talks (Pikuła, 2012). Violence is created due to the many reasons, aggression is one among them. Aggression level increases due to the following factors like substance abuse, mood disturbance, family influence, peer influence, psychological problems, Physical and sexual abuse, TV and media (Rao, 2016) when the individual is exposed to violent contents in movies, tv shows, video games, etc., When speaking about video games one of the main concern is that most of the video games contains aggressive elements (Motte, 2013) In recent days video games are getting popularize among the youngsters of our nation especially violent video games. Many of our nation's most eminent newspaper and journals, show that these video game creates aggression which lead to violent activity among the youngsters. Among these violent video games, PUBG & Free fire video games were on trending during the year 2019. Most of the youths are addicted to this video game because of it is easily available on smart phone. In recent days we have come across some news that PUBG video game players are exhibiting violent activities like killing others, killing themselves. Therefore, the researcher assumes there is a relationship between violent video game and aggression. The present study attempts to measure the aggression level among college students who are playing violent video games like PUBG. Hence the present study.

TERMS AND DEFINITION:

Aggression – The term refers to the state of feeling anger and exhibiting violent behaviour.

College students - A student who are enrolled in a college or university or deemed to be university are commonly known as college students.

Violent Video games – The term refers to the PUBG - game, which is an acronym for player Unknown Battle Grounds, which is a popular violent based game in mobile.

DELIMITATION:

- The present study concentrating only on PUBG video game besides there are many violent video games.
- The present study concentrating only on college students who are playing PUBG game even though it is played by all age group persons.

3.2 OBJECTIVES:

- To find out the level of aggression among the college students who were playing violent video games.
- To find out whether there is any significant difference between aggression among the college students from rural and urban areas who were playing violent video games.
- To find out whether there is any significant difference between aggression among the college students who were playing violent video games less than 2 hours and more than 2 hours.
- To find out whether there is any significant difference between aggression among the violent video game playing college students who were studying arts and science subjects.

HYPOTHESIS:

- The college students who were playing violent video games have below average level of aggression.
- There is no significant difference between aggression among the college students from rural

and urban areas who were playing violent video games.

- There is no significant difference between aggression among the college students who were playing violent video games less than 2 hours and more than 2 hours.
- There is no significant difference between aggression among the violent video game playing college students who were studying arts and science subjects.

SAMPLE:

- The investigator used simple random sampling technique for selecting the samples from the population.
- The present study consists of 80 college students from various arts and Science College in Dindigul district who were playing violent video games like PUBG.

TOOL USED:

Aggression questionnaire scale standardized by Buss A. H and Warren W.L (2000) was used in this study. It consists of 34 questions in five dimensions.

They are

- Physical aggression
- Verbal aggression
- Anger
- Hostility
- Indirect aggression

ANALYSIS OF DATA

HYPOTHESIS 1

The college students who were playing violent video games have below average level of aggression.

The empirical average score of Aggression among college students who were playing violent video games is found to be 90.6875, while the theoretical average is 68 only. Thus, the Aggression level of college students who were playing violent video game is found to be above average.

Hence the Hypothesis 1 is rejected.

HYPOTHESIS 2

There is no significant difference between aggression among the college students from rural and urban areas who were playing violent video games.

Table 1 Statistical measures and result of test of significance of difference between the mean score of aggression among college students playing violent video games: LOCALITY-WISE

Variable	Locality	N	Mean	Standard deviation	't' value	Significance at 0.05 level
Aggression	Rural	45	91.0667	18.21139	0.252	Not significant

	Urban	35	90.2000	12.48246		
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The obtained 't' value 0.252 is lesser than the table value 1.96 at 0.05 level of significance. This shows that there is no significant difference between aggression among the college students from rural and urban areas who were playing violent video games.

Hence the Hypothesis 2 is accepted

HYPOTHESIS 3

There is no significant difference between aggression among the college students who were playing violent video games less than 2 hours and more than 2 hours.

Table 2 Statistical measures and result of test of significance of difference between the mean score of aggression among college students playing violent video game: HOURS PLAYING PER DAY-WISE

Variable	Hours playing per day	N	Mean	Standard deviation	't' value	Significance at 0.05 level
Aggression	Below 2 hours	43	92.6744	16.24913	1.216	Not significant
	Above 2 hours	37	88.3784	15.31947		

The obtained 't' value 1.216 is lesser than the table value 1.96 at 0.05 level of significance. This shows that there is no significant difference between aggression among the college students who were playing violent video games less than 2 hours and more than 2 hours.

Hence hypothesis 3 is accepted.

HYPOTHESIS 4

There is no significant difference between aggression among the violent video game playing college students who were studying arts and science subjects.

Table 3 Statistical measures and result of test of significance of difference between the mean score of aggression among college students playing violent video game: COURSE OF STUDY-WISE

Variable	Course of study	N	Mean	Standard deviation	't' value	Significance at 0.05 level
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Aggression	Arts	36	90.8056	12.59664	0.062	Not significant
	Science	44	90.5909	18.26844		

The obtained 't' value 0.062 is lesser than the table value 1.96 at 0.05 level of significance. This shows that there is no significant difference between aggression among the violent video game playing college students who were studying arts and science subjects.

Hence hypothesis 4 is accepted.

FINDINGS AND RECOMMENDATION

In this study, the investigator has attempted to study the impact of violent video games on aggression among the college students.

The result revealed that, the level of aggression among the college students who were playing violent video games is above average and it is further noted that there is no significant difference among the players irrespective of their locality, hours playing and subject studying.

From this we can conclude that playing violent video game increases the level of aggression among the college students. This increased level of aggression in turn may exhibit as violent behaviour in the society which is deleterious for the development of a nation. Therefore, we are recommending the adolescents to stay away from such violent video game which increases the aggression level and paved the path for violence in the society.

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