Bilgisayar Oyunlarının Çocukların Saldırganlık Düzeylerine Etkisinin İncelenmesi

Engl. transl.: Study of Effects of Computer Games On Aggression Level of Children

# Keywords

* Aggression
* Violence
* Computer Games
* Parents
* Education

# Details

## Year

2015

## DOI

10.7827/turkishstudies.8430

## Issued

2015

## Language

Turkish

## Volume

10

## Issue

11

## Start Page

## End Page

## Authors

Burak Y.;Ahmetoğlu E.

## Type

Journal article

## Journal

Journal of Turkish Studies

## Publisher

International Balkan University

## Topics

Wellbeing

## Sample

484 students with different socio-economic level from 4th and 5th grade of nine primary and secondary schools in Edirne. 231 of the students are girls (52,3 %) while 253 are boys (47,7 %). 50,2 % are 4th grades and 49,85 % are 5th grades.

## Implications For Parents About

## Implications For Stakeholders About

Researchers

# Abstract

This study aims to examine the effects of computer games on aggression level of primary and secondary school students. Relational scanning model was used and study sample comprised 484 students with different socio-economic level from 4th and 5th grade of nine primary and secondary schools in Edirne. 231 of the students are girls (52,3 %) while 253 are boys (47,7 %). 50,2 % are 4th grades and 49,85 % are 5th grades. The study involved “General Information Form” designed by researchers in order to obtain general information about children, families and students’ playing status and “Aggression Scale” designed by Buss and Perry (2000) in order to detect aggression level of students and adapted to Turkish by Can (2002). Data obtained from General Information Form and Aggression Scale were analyzed on SPSS 16.0 statistic program and tested on 0.05 significance level. Besides, sub-dimension scores were formed by taking average of total and sub-dimension scores instead of taking them as a whole. Data from General Information Form were assessed according to their frequency and distribution percentage. Independent group t-test was used while comparing students’ “Aggression Scale” scores with variables in “General Information Form”. One of the important findings of the study is that 301 students (62,20 %) reported that they did not play computer games with violent content and 183 students (37,80 %) reported that they did. However, when students were given the names of computer games with/without violent content and asked to mark the ones that they played, it was found that 173 students (35,75 %) did not play computer games with violent content and 311 students (64,25 %) students played. Thus, it was detected that children did not realize that their games involved violent content. Here, the family has the important role. 90,1 % of the students in this study stated that their parents set rules on their plays while 9,9 % reported that their parents set no rules on computer games. However, the reason of this remarkable conflict may be the fact that these rules are rather related to duration and parents do not bring limitation on the type and content of the games.According to independent t-test results, aggression level of students was found to be high in total and sub-dimensions according to playing status reported by students. Besides, it was found that aggression level of students was high in sum and sub-dimensions according to whether they played computer games with and without content while there was not a significant difference only in verbal aggression dimension.

# Outcome

"According to independent t-test results, aggression level of students was found to be high in total and sub-dimensions according to playing status reported by students. Besides, it was found that aggression level of students was high in sum and sub-dimensions according to whether they played computer games with and without content while there was not a significant difference only in verbal aggression dimension. Rising level of violence may stem from continuous exposure of the child to scenes of violence. The child who is continuously exposed to scenes of violence in computer games may be affected and begin to display this type of behaviors (aggressive behavior)." (Burak Ahmetoğlu, 2015, p.366)