Povezanost igranja nasilnih video-igrica i vršnjačkog nasilja kod adolescenata u Srbiji

Engl. transl.: The correlation between playing violent video games and bullying among adolescents in Serbia

# Keywords

* bullying
* aggressive behaviour
* video games
* content violence
* parental control

# Details

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## Sample

The study involved children and youth (N = 578) from four age groups (12, 14, 16, 18 years), boys (N=59.3%) and girls (40.7%), from Belgrade and Kragujevac (two cities in Serbia).

## Implications For Parents About

# Abstract

The aim of this study was to determine the frequency of playing video games among Serbian adolescents, the video game violence and the quality of parental control. We wanted to relate the frequency of playing, the video game violence, the bullying behaviour in schools, and GPA. The study involved boys and girls (N = 578) from four age groups (12, 14, 16, 18 years). Research results have shown that most participants play video games (75.1%). There are significantly more boys than girls among them, as well as more older than younger participants. Parental control is weak; a very small percentage of the sample (4.4%) reported that their parents had forbidden them to play a game because of its content. The parents mostly never check which games their children play (50.2 %), and the majority (40.6 %) do not even talk with the children about the games they play. GPA is negatively correlated with the frequency of playing (r = –0.228, p