The Effect of Digital Games and Game Strategies on Young Adolescents' Aggression

# Details

## Year

Not reported

## Scope

Local

## Countries

Israel

## Type

Empirical research – Quantitative

## Methodologies

Survey

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

10-13 years old

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## Data Set Availability

Not mentioned

# Goals

The current study examined the combined effect of collaborative/competitive game strategy and the presence or absence of violence in the game on the aggression of young adolescents.