

## Negative effect of violent video game across gender

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### ABSTRACT

*Violent video games have become one of the favorite activities of adolescent. Children who play more violent video game likely to have increased aggressive thoughts, feeling, and behavior. The main objective of the study was to see the negative effect of violent video game on adolescent. The present study was conducted in Lucknow Uttar Pradesh in the academic year 2014-2015. The study was conducted on 120 adolescents. Purposive random sampling technique was used to select the sample. Self-constructed interview schedule was used to collect the data. The data analysis was done using 'F' test for independent groups, and following result was achieved at the 0.05 level. The main result from the present study that the negative effect of violent video game was not influenced by the gender, the effect varied.*

*Keywords:* - Adolescent; violent; video games.

**1.INTRODUCTION:-** A video game is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device. Video games allow the player to interact with the objects and characters they see, and in some of today's video games, the level of realism creates a very immersing environment. While many games are violent, there are also many that are not. Children who play more violent video games are more likely to have increased prosocial helping, according to the scientific study (Anderson & Bushman, 2001). Too much video game playing makes your socially isolated. Also, he may spend less time in other activities. Some video games teach the wrong values. Academic achievement

may be negative related to over-all time spent playing video games. The more time a kid spends playing video game, the poorer is his performance in school, (Anderson & Dill, 2000, Gentile, Lynch & Walsh, 2004).

Another recent line of research has found evidence that exposure to electronic media, particularly in early childhood, is associated with attention disorder diagnosis or the symptoms of attention disorders such as attention deficit/hyperactivity disorder. Causal effect on attention problems, but the longitudinal findings have yet to be tested with video game exposure. At first glance, these findings appear to be inconsistent with the research findings of video

games related to visual-spatial attention. The research examining the effects of video game playing on visual-spatial attention focuses on ability to rapidly shift attention between targets and to orient attention to visual stimuli across a wide range of space. Not only are these attention processes distinct, in some cases they may be opposing processes. That is, every hour spent playing a video game is an hour that is not spent doing school work or other activities that might lead to better educational outcomes (e.g., reading for pleasure). More research is needed in this area to examine the possibility that mechanisms other than displacement (e.g., increased difficulty sustaining attention) might also be involved in the media exposure/school performance association. Furthermore, research should test the possibility that different forms of screen media exert different effects on school performance.

**2.Objective of this Study**

**4. Testing of Hypothesis**

Ho<sup>1</sup>: There exists no significant difference across gender on negative effect of violent video game.

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**3. Methods and Material**

**Sample** The sample for the study consisted of 120 respondents were boys and respondents were girls. The purposive random sampling technique was used to select the sample from the selected area of Lucknow city.

**Research design**

The research design followed in present study was cross sectional research design.

**Tool**

A self- constructed pretested interview schedule to collect general and specific information about the respondents was used to collect the relevant information.

Sn.	Statements	Boys Mean± std.	Girls Mean± std.	f- value	P- value
1.	Increase aggressive thoughts/feelings	2.19± .706	2.68±.580	.162	.688
2.	Increase aggressive behaviour.	2.33± .683	2.19±.616	1.092	.298
3.	Decrease pre-social helping attitude.	2.40± .661	2,86±.631	1.200	.160
4.	Use abusive words.	2.10± .865	2.03±.609	1.86	.186
5.	Making Socially isolated	2.45± .649	2.25±.484	2.46	.100
6.	Wastage of time and energy.	2.35± .671	2.46±.558	1.092	.278
7.	Spend less time in interacting with friends.	2.19± .594	2.68±.580	1.205	.160
8.	Spend less time in doing homework.	2.40± .661	2.86±.631	1.90	.155
9.	Spend less time in reading.	2.45± .649	2.35±.484	2.46	.105
10.	Spend less time in interacting with the family.	2.10± .895	2.03±.609	1.092	.298
11.	Feeling of pain in hand.	2.35± .671	2.51±.731	1.65	.212

12.	Feeling of pain in eye.	2.19± .594	1.46±.558	4.233	.042
13.	Feeling of pain in shoulders.	2.33± .683	2.19±.616	1.59	.283
14.	Not engaging in sport and exercise.	2.19± .594	2.46±.558	1.091	.257
15.	Poor performance in the school.	2.33± .683	2.33±.616	058	.820

The result depicts in table no. 1 discussed the difference between gender and effect of violent video game. Data showed that as the “p” value were more than 0.05 in all parameters. Thus the null hypothesis was accepted which means that the negative effect of violent video game is not influenced by gender. Most of the students had same effect about playing violent video game, though across gender, the effect varied.

### 5. Result and Discussion

**Table no.5.1.** Distribution of respondent according to gender.

S.no.	Gender	Frequency (f)	Percentage (%)
1.	Boys	83	69.17%
2.	Girls	37	30.83%

The data in the table no 5.1. Showed that 69.17 percent were boys and 30.83percent were girls.

**Table no. 5.2. Negative effect of violent video game frequency and percentage-**

Sn.	Statements	Always		Sometimes		Never	
		Boys F (%)	Girls F (%)	Boys F (%)	Girls F (%)	Boys F (%)	Girls F (%)
1.	Increase aggressive thoughts/feelings	24 (28.92)	15 (40.54)	48 (57.83)	10 (27.03)	11 (13.25)	12 (32.43)
2.	Increase aggressive behaviour.	16 (19.28)	13 (29.73)	49 (59.04)	15 (40.54)	18 (21.69)	9 (24.32)
3.	Decrease pre-social helping attitude.	17 (20.48)	11 (29.73)	36 (43.37)	18 (48.65)	30 (36.15)	8 (21.62)
4.	Use abusive words.	6 (7.23)	5 (13.51)	45 (54.22)	17 (45.94)	36 (43.37)	9 (24.32)
5.	Making Socially isolated	39 (43.71)	20 (24.09)	24 (28.92)	17 (45.90)	11 (29.73)	9 (24.32)
6.	Wastage of time and energy.	30 (36.15)	9 (24.32)	33 (29.76)	24 (64.86)	20 (24.09)	4 (10.81)

7.	Spend less time in interacting with friends.	27 (32.53)	16 (43.24)	40 (48.19)	12 (32.43)	16 (19.28)	9 (24.2)
8.	Spend less time in doing homework.	17 (20.48)	19 (51.35)	46 (55.42)	9 (24.32)	20 (24.06)	9 (24.32)
9.	Spend less time in reading.	13 (15.66)	11 (29.73)	50 (60.24)	13 (35.14)	20 (24.09)	13 (35.14)
10.	Spend less time in interacting with the family.	27 (32.53)	9 (24.32)	22 (26.51)	19 (51.35)	34 (40.97)	9 (24.32)
11.	Feeling of pain in hand.	27 (32.53)	8 (21.62)	28 (33.73)	21 (56.76)	28 (33.73)	8 (21.62)
12.	Feeling of pain in eye.	27 (32.53)	17 (45.94)	35 (42.17)	14 (37.84)	21 (25.30)	6 (16.22)
13.	Feeling of pain in shoulders.	26 (31.33)	6 (16.22)	19 (22.89)	16 (43.24)	38 (45.78)	15 (40.54)
14.	Not engaging in sport and exercise.	21 (25.30)	10 (27.03)	31 (37.35)	22 (59.46)	31 (37.35)	5 (13.51)
15.	Poor performance in the school.	24 (28.91)	5 (13.51)	35 (42.17)	20 (54.05)	21 (25.30)	12 (32.43)

Data in table 5.2 discuss the effect of violent video game on adolescents regarding boys and girls. Result depicts that more than half boys respondents (57.83%) sometimes agreed while (28.92%) boys always agreed with the statement that Increase aggressive thoughts/feelings whereas (40.54%) girls always agreed with the statements. Boys respondents (59.04%) sometimes agreed with the statement that Increase aggressive behaviour whereas (40.54%) girls also sometimes agreed with the statements. Boys respondents (43.37%) sometimes agreed and (48.65%) girls were sometimes also agreed with the statement that Decrease pre-social helping attitude. Boys respondents (54.22%) boys were sometimes agreed while (45.94%) girls were sometimes agreed with the statement Use abusive words. Boys respondents (43.71%) were always agreed with the statement that Making Socially isolated whereas (45.90%) girls sometimes agreed with the statements. Boys respondents (48.19%) sometimes agreed with the

statement that Spend less time in interacting with friends whereas (43.24%) girls always agreed with the statements. Boys respondents ((55.42%) sometimes agreed with the statement that Spend less time in doing homework whereas (51.35%) girls always agreed with the statements. Boys respondents (60.24%) sometimes agreed with the statement that Spend less time in reading whereas (35.14%) girls never agreed with the statement. Boys respondents (40.97%) were never agreed with the statement Spend less time in interacting with the family (51.35%) girls sometimes agreed with the statements. Boys respondents (33.73%) were sometimes and agreed while (33.73% boys also never agreed with the statement that Feeling of pain in hand were as (56.76%) girls sometimes agreed with the statement. Boys respondents (45.78%) never agreed while (45.94%) girls agreed with the statements Feeling of pain in eye. Boys respondents (54.22%) boys were sometimes agreed while (43.24%) girls were sometimes



agreed with the statement Feeling of pain in shoulders. Boys respondents (37.35%) sometimes agreed with the statement that Not engaging in sport and exercise whereas (59.46%) girls also sometimes agreed with the statements. Boy's respondents (42.17%) sometimes agreed with the statement that Poor performance in the school whereas (54.05%) girls also sometimes agreed with the statements.

**6. Conclusion** It can be concluded from the present study that the negative effect of violent video game was not influenced by the gender. Most of the adolescent had same answer about effect of violent video game, through across gender, the opinion varied.

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