

THE INFLUENCE OF VIDEO GAME ON AGGRESSION AND ANGER

Fahrul ROZI^{a*}, Nafisah MUHYIDDIN^a

^a Faculty of Psychology, Universitas Muhammadiyah Prof. Dr. HAMKA, Indonesia

*fahrul.uhamka@gmail.com

Abstract: Several studies have shown that playing violent video games can increase aggression and frustration and anger. This study uses an instrument that is used by Williams (2005) and the aggression questionnaire Buss-Perry Scale (1992) in order to determine whether violent video games, frustration and difficulty influential games simultaneously against aggression and anger. The participants of this research were 60 students (33 undergraduate student and 27 senior high school students). The results of this research indicated that the level of game difficulty, frustration and violent video game played simultaneously will effect to the aggression and anger. This study also showed relationship between respondents who play games on the warnet (game station) with a tendency to play violent video games and aggression.

Keywords: Level of game difficulty, violent video games, game station, frustration, aggression, anger

1. Introduction

Video game that contains of violence is increasing every day. Based on the annual report of selling games from NPD Group, it mentioned that 10 most wanted video game in 2012 showing violent content, such as "Call of Duty: Black Ops II," "Halo 4," "Assassin Creed III," "Borderlands 2" dan "Call of Duty: Modern Warfare 3" (Larsen, 2012). Brad Bushman (2010), a professor communication and psychology in Ohio, mentioned that violent video game is one of the factors that affect the aggressiveness (Larsen, 2012).

A metaanalytic review about video games revealed that violent video games can increase aggressiveness in children and young adults. Experimental and non-experimental studies, both with men and women in the lab and in the survey support this conclusion. The analysis also revealed that violent video game increase physiological passion and aggression related to thoughts and feelings. Playing violent video games also decreases pro-social behavior (Anderson & Bushman, 2001, 2010). Besides, frustration could reveal the aggression shown by Mc Clelland and Apicella (1945) who has conducted a laboratory studies that demonstrate a causal relationship between frustration and aggression (Saxena, 2005).

Violent video games and frustration can also affect the appearance of anger. It is seen from the studies that anger significantly mediate the effect of violence video games on aggression. Specifically, participants who were more affected to the video game violence, tend to get angry easily than participants who did not get angry (Giumetti & Markey, 2007).

When the violent video games and frustrating effect on the emergence of aggression and anger, the main attraction of the researcher to determine whether violent video games, the level of difficulty of the game and frustrate simultaneously affect the aggression and anger.

2. Preliminary Research

2.1 Method

This research uses descriptive analytical method; the technique used multiple linear regression analysis and correlation analysis. Subjects were 60 respondents (33 undergraduate student and 27

senior high school students) that consist of 28 women and 32 men. Instrument used was a research instrument developed by Williams (2005) and the aggression questionnaire Buss-Perry Scale (1992).

2.2 Result & Discussion

Results of this study indicated that the level of game difficulty, frustration and violence experienced by respondents for those played game regularly affect the aggression with SD = 18.999, Std Error of the Estimate = 17.532 and F = 4.429 ($P > 0,05$). Furthermore, the same variables simultaneously affect the anger with SD = 14.444, Std Error of the Estimate = 12.121 and F = 4.429 ($P > 0,05$).

Other results in this study signify that there was a significant relationship between frustration and anger with $r = 0.509$, frustration and aggression with $r = 0.482$ ($P > 0,05$), video games and aggression in the cafe with $r = 0.444$ ($P > 0,05$) and video game violence and blood that comes with $r = 0,864$. Respondents who play online video games in Internet cyber café tend to play violent video games with $r = 0.719$ ($P > 0,05$).

Table 1: Correlations difficult video game, frustration, violent video game

		Difficult Video Game	Frustration	Violent Video Game
Difficult Video Game	Pearson Correlation	1	.255(*)	.334(**)
	Sig. (2-tailed)		.049	.009
	N	60	60	60
Frustration	Pearson Correlation	.255(*)	1	.313(*)
	Sig. (2-tailed)	.049		.015
	N	60	60	60
Violent Video Game	Pearson Correlation	.334(**)	.313(*)	1
	Sig. (2-tailed)	.009	.015	
	N	60	60	60

* Correlation is significant at the 0.05 level (2-tailed).

** Correlation is significant at the 0.01 level (2-tailed).

The results also suggest a correlation between video game difficulty with frustration and video games containing violence. Games contain high levels of difficulty that can cause frustration. Frustration can escalate quickly intervening to anger. Threats feed the anger. Behavior can quickly intervening go from words of anger - yelling and swearing - to the action of words - pushing, property destruction and even personal attack (Barb Dorn, 2007). Individuals who play violent video games can lead to anger (Kumarasuriar, Pangiras, Sinnapan & Koran, 2011). Therefore, Results of this study Indicated that the level of game difficulty, frustration and violence experienced by respondents for those games played regularly affect the anger.

Difficult video games, frustration, violent video games can increase aggression. Aggression is caused by frustration appears to play a tough game. Williams (2005) has conducted research and results showed that violent neither the content nor frustration affected heart rate. Violent content did not affect frustration although blood pressure increased blood pressure. Individually, both violent content and frustration did increase of scores on a scale designed to measure feelings of anger and aggression will continue to increase (Giumetti & Markey, 2007). This study indicated whether violent video games, the level of difficulty of the game and Frustrate simultaneously affect the aggression and anger.

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