UCSanDiego

BACKGROUND

- THE POTENTIAL IMPACT OF VIOLENT VIDEOGAMES ON AGGRESSIVE BEHAVIOR HAS BEEN A SUBJECT OF PUBLIC DEBATE
- STUDIES SHOW MIXED RESULTS
- SHORT-TERM INCREASE IN AGGRESSION FOLLOWING EXPOSURE TO VIOLENT (FPS) VIDEOGAMES

OBJECTIVE

TO INVESTIGATE IF VIOLENT VIDEO GAMES ARE POSITIVELY CORRELATED WITH AGGRESSION

Sample Characteristics
45% MALE, 45% FEMALE, 10% GENDER

DIVERSE

HERBERT WERTHEIM SCHOOL OF PUBLIC HEALTH AN HUMAN LONGEVITY SCIENCE

VIOLENT VIDEO GAMEPLAY AND AGGRESSIVE BEHAVIOR IN COLLEGE STUDENTS PUBLIC HEALTH CAPSTONE BY JEAN-CLAUDE TEKO, SAMANTHA MOYNIHAN,

METHODS

• THE SURVEY WAS SENT OUT ON April 23th and ended on May 1ST. THIS ALLOWED FOR PEOPLE TO **RESPOND TO THE SURVEY OVER THE** COURSE OF 8 DAYS. OVER THIS PERIOD 20 COLLEGE STUDENTS PARTICIPATED IN THE SURVEY. • WE USED THE MANN-WHITNEY U TEST TO EVALUATE THE **RELATIONSHIP BETWEEN GAMEPLAY** AND THE OUTCOME VARIABLES. • WE ALSO USED A KENDALL CORRELATION TEST TO DETERMINE THE STRENGTH OF MONOTONIC ASSOCIATIONS.



- THE RESULTS FOUND A **SIGNIFICANT** RELATIONSHIP BETWEEN GAMEPLAY AND CHAT PROFANITY (P VALUE=.02)
- AND VERBAL PROFANITY (P VALUE=.37).
- GAMEPLAY AND CHAT PROFANITY WAS FOUND TO HAVE A TAU COEFFICIENT OF .25 AND WAS NOT FOUND TO BE STATISTICALLY SIGNIFICANT (P VALUE=.21).
- GAMEPLAY AND VERBAL PROFANITY WAS FOUND TO HAVE A TAU COEFFICIENT OF .1 AND WAS NOT FOUND TO BE STATISTICALLY SIGNIFICANT (P VALUE=.57).
- GAMEPLAY AND YELLING WAS FOUND TO HAVE A TAU COEFFICIENT OF .23 AND WAS NOT FOUND TO BE STATISTICALLY SIGNIFICANT (P VALUE=.24).
- GAMEPLAY AND SLAMMING WAS FOUND TO HAVE A TAU COEFFICIENT OF O AND WAS NOT FOUND TO BE STATISTICALLY SIGNIFICANT (P VALUE=.97).
- GAMEPLAY AND BALL FIST WAS FOUND TO HAVE A TAU COEFFICIENT OF -.2 AND WAS NOT FOUND TO BE STATISTICALLY SIGNIFICANT (P VALUE=.29).

CRISTIAN MORENO, & IMANI BECKETT

RESULTS

• GAME AND SLAMMING (P VALUE=.01), GAMEPLAY AND BALL FIST (P VALUE=.03). INSIGNIFICANT RESPONSE TO GAMEPLAY AND YELLING (P VALUE=.39) AND GAM

	CONCLUSIONS
gnificance level ney U p-value	 Our study did not find a strong correlation between time spent playing FPS games and aggressive behaviors. Explicit language showed the most significant association with gameplay, while behaviors such as yelling, slamming objects, or fist- balling were less consistently reported. While prior research like Anderson et al.2007. Supports short-term aggression from violent video games, our results indicate indivdual and environmental factors may play a more significant role
	Ροιιςν Ιμρις ατιονίς
	• SMALL SAMPLE SIZE \rightarrow NOT
Rallod Fists	SIGNIFICANT ENOUGH TO
Daneu Hists	IMPACT SCIENTIFIC
	DISCOURSE
	• LITTLE TO NO EFFECT ON
	PUBLIC HEALTH OR POLICY
	AROUND VIDEO GAME
	RATINGS AND RESTRICTIONS
LAY	FUTURE DIRECTIONS
	INCREASE PARTICIPANT COUNTS AND
	SAMPLE CHARACTERISTICS WITH SOCI
	MEDIA AND FLYER RECRUITMENT
	INCENTIVIZE PARTICIPATION WITH
	MONETARY OR ACADEMIC RENEEITS