

Aggression and Violent Video Games *by Kyle Martinez*

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Across the world, video games are becoming one of the more popular pastimes for children. Many of the video games that have become incredibly popular tend to involve violence. This study was created in order to answer whether these violent video games actually affect the aggression in its adolescent players so that parents can make better decisions on whether their children should play violent video games. In this study, tenth and eleventh grade students were surveyed on how long they played violent video games followed by a five point scale using questions adapted from the "State Hostility Scale" asking how hostile those who play violent video games get when they play. The amount of time spent playing these violent video games allowed the separation of subjects into categories based on play time which led to the comparison of hostile feelings between those categories. The questions from the "State Hostility Scale" have questions that describe four different feelings separated into categories: unsociable, aggression, mean, and lack positive feelings. Based on the data that was collected, there is a slightly positive correlation between unsociable feelings and the amount of violent video games played. There is also a positive correlation between the amount of aggressive and mean feelings experienced while playing violent video games, and the amount of violent video games played. There is also a negative correlation between a lack of positive feelings experienced while playing violent video games, and the amount of violent video games played.