The Role of Virtual Gaming Programs in Promoting or Reducing Aggressive Behaviors in Children in Late Childhood

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Abstract

The current study aimed at determine the role of virtual play programs in promoting or reducing the aggressive behavior of children in late childhood.

It is noted through the results of many previous studies that many of the virtual play programs will increase the manifestations of aggressive behavior in children, Violence to reach the end of the game, and given the importance of virtual games in the lives of children in the present era.

It was important to monitor the most important programs that will reduce the aggressive behavior of children and compare programs with the promotion of aggressive behavior and limit the most important Requirements to be available for children's virtual games programs that reduce aggressive behavior that can also be used to treat children's turbulent and aggressive behavior

To achieve the objective of this research, a 20-question interview questionnaire was designed for 20 teachers and parents of children

Results showed that one of the most important factors that will reduce aggressive behavior in children of late childhood (the target group of research) add the attractions and suspense of virtual games away from violence by supporting the psychological requirements of the age of children as well as the development of means of attraction and suspense commensurate with their tendencies And their interests

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الملخــص باللغـة العـربيـة

تهدف الدراسـة الحاليـة إلى تحديد دور بـرامج اللعب الافتراضية في تعزيز أو الحد من السلوك العدواني للأطفال في مرحلة الطفولة المتأخرة.

وقد لـوحظ مـن خـلال نتائج العديـد مـن الدراسـات السـابقة أن العديـد مـن بـرامج اللعب الافتراضـية تزيـد مـن مظاهر السلوك العدواني لـدى الأطفال، حيث تؤكد على استخدام العنف للوصول إلى نهاية اللعبة، ونظرا لأهمية الألعاب الافتراضية في حياة الأطفال في العصر الحالي، كان من المهم مراقبة أهم البرامج التي تقلل من السلوك العدواني للأطفال وتقييد أهم المتطلبات التي يجب توافرها لبرامج الألعاب الافتراضية للأطفال التي تقلل مـن السـلوك العدواني الـذي يمكن استخدامه بدوره أيضًا في علاج الأطفال المضطربين سلوكيا.

ولتحقيق الهدف من هذا البحث، تم تصميم استبيان مكونة من ٢٠ سؤالًا تم تطبيقه على ٢٠ من المعلمين وأولياء الامور.

وقد أظهرت النتائج أن أحد أهم العوامل التي تقلل من السلوك العدواني لـدى الأطفال في مرحلـة الطفولـة المتأخرة (من وجهـة نظر الأفراد عينـة الدراسـة) إضـافة عوامل الجـذب والتشـويق للألعاب الافتراضية التي تتسم بالبعد عن العنف وذلك من خـلال دعم الاحتياجات النفسية للأطفال بما يتناسب مـع أعمارهم وكذلك تطوير وسائل الجذب والتشـويق بما يتناسب مـع ميولهم ورغبـاتهم بعيدا عن العنف.

Objectives of the study :

The present study repair to achieve the following objectives:

To enhance the role of virtual play programs in reducing Aggressive behaviors in Late Childhood children

Emphasize the importance of the role of electronic and virtual games in influencing the developmental behavior of children

Determining the importance of the relationship between virtual play programs and aggressive behavior in children

Determining the impact of virtual play programs on late childhood children

Identify the requirements for children's virtual games programs, which will reduce the Appearances of aggressive behavior, which can also be used to treat the behavior of turbulent and aggressive children

Research importance

The importance of the present study is illustrated in the following points:

The importance of the study stems from the importance of the subject which it addresses, considering that the development of children's behavior and development depends heavily on many environmental variables surrounding and affecting strongly such as virtual play

The study promotes the role of electronic and virtual games in shaping normal behavior in children

The study is of special importance through the clarification of the importance of revealing the impact of modern technological games, especially the virtual games and clarifying the harmful and beneficial, which helps the creators of these games in the reform and development of its performance to serve children's Normal education .

Research problem :

Video games are a unique form of entertainment because they encourage players to become a part of the game's script.

However, studies also show that video games with violent content are linked to more aggressive behavior in teens. This is a concern because most of the popular video games contain violence.

Part of the increase in aggressive behavior is linked to the amount of time children are allowed to play videogames—and daily media use by children is increasing significantly. (Andrea,2014)

The problem of the current study has emerged in the light of the impact of virtual games on children's behavior, and the results of many studies on the negative impact of these games.

The researchers noted that many parents and teachers explained that the use of children for electronic and virtual games is inevitable and because of A clear impact was first researchers to shed light on the pros and cons of these games, and also shed light on the disadvantages of these games and make proposals to avoid it (Ibrahim ,et al ,2011), (Mohamed, 2010) (Vince,J,1995)

Study hypotheses :

- There are statistically significant differences in the developmental behavior of children who use virtual games compared to children who do not use virtual games
- There is a statistically significant relationship between violent virtual games and aggressive behavior in children
- There are statistically significant differences between teachers and parents in evaluating the impact of virtual games on children

Methodology and Procedures :

The methodology of the study should be related to the subject and objectives of the research. Therefore, the study will be used in the current method of social survey sample, and statistical processing of information to be consistent with the problem of study.

This study seeks to combine the three purposes of the research, it is exploratory as it sheds light on the extent of the impact of virtual games on the growth of children's behavior from the point of view of individuals sample study, and is descriptive in view of its aim to seek descriptive analysis of the variables of study and interpretation, (Abu Hatab and Sadik, 1991)

Statistical approach: Analysis of variance, T.TEST, correlation coefficients

Study Sample and Target Group

Study Sample: Parents – Teachers

Target group: Late childhood children

Theoretical framework and previous studies

Define virtual reality as a three-dimensional scenario to simulate a computer that a person can look forward to, move around, and experiment with. (Sandra's ,1994)

The most widely acknowledged "positive" impact is that video games may help children improve their manual dexterity and computer literacy. Ever-improving technology also provides players with better graphics that give a more "realistic" virtual playing experience.

A survey conducted by the Kaiser Family Foundation in 2010 found that young people aged 8 to 18 devote seven and a half hours a day to entertainment. They can watch or play.

In interactive video games, players move upwards by winning battles or battles. Players directly benefit from engaging in violence.

The AAP released the policy statement because they want people to understand that exposure to "virtual" violence, through news, social and entertainment media, can be bad for children. Multiple studies have shown that children exposed to violence may be more aggressive, and they may have behavioral problems. They may also become desensitized to violence, which may be the worst outcome — imagine a generation of children growing up thinking that violence is acceptable and unremarkable.

Gentile & Anderson (2003) suggests that playing video games can increase aggressive behavior because violence is repeated throughout the video game. .

The researchers also found that children who played more violent video games at the beginning of the school year, by controlling the previous aggression, showed more aggression than other children later in the school year. (Pediatrics, November 2008)

The debate on the psychological and behavioral effects of violent video games recently led to the claim that violent video games increase the effects of aggression on adolescents and that the conclusions are not mutually exclusive and can be interpreted by the method of evaluation and analytical techniques used.

The results of some studies showed that some adolescents show the behavior of violence during and after these games, others show flexibility and non-violence, and these variables predict the reactions of people at an average rate of 73% (Gabrielle Unsworth, etal, 2007)

The study of Gentile et al. (2005) examined the impact of violent video games on children by examining many previous studies that confirmed a clear negative impact on video games on children, although there are many advantages. However, these negative effects can be overcome by raising awareness of the quality of games Which can allow children to play it

Sandra's (1994) study aimed to compare the effect of violent virtual play on youth arousal levels and feelings of aggression. The results indicated that the effect had a clear impact on human behavior. Television violence, for example, was implicated as a single causal factor in acquisition and performance of aggressive actions (Friedrich-Cofer & Huston, 1986). However, one can learn aggressive content from TV without translating that knowledge into one's personal behavior (Pandora, 1965).

The obvious heir to the formula of violence - action, which is already the essential element From television shows and video games (Greenfield, 1984), is a virtual reality Game.(Jack Hollingdale etal ,2014) study confirmed that the effect of playing a violent video game online and the impact of game experience including perceptions of difficulty, enjoyment and action on levels of behavioural aggression. Supporting previous research, this study found that playing a violent video game in comparison to a neutral video game significantly increased levels of aggression [3]–[6]. However, this main effect was not particularly pronounced when the game was played online. That is, both playing the violent video game online and offline relative to playing a neutral video game increased levels of aggression.(American Academy of Pediatrics,2016)

Virtual violence – violence experienced via media or realistic technologies – is an inescapable component of children's lives, and research

shows that without guidance or controls it has the power to make children more aggressive, violent and fearful.

"The American Academy of Pediatrics is still concerned about the impact of virtual violence on children, and we know that parents are also concerned, because it is a question for pediatricians during their health exams," said Dimitri Christakis, MD, FAAP, the main author of the policy statement. . "Pediatricians can call on parents to know that there are ways to mitigate the impact of violence in the media by watching games and movies with their children, developing a media plan for their families and protecting children under the age of six from all violent media."

Despite the disadvantages of virtual games, it was used to study some of the symptoms of autism spectrum disorder and the results were positive (Patricia Mesa-Gresa Et al ,2018)

A study found that parents who reported playing video games with their children were nearly three times more likely to have an impact on the effects of games on young people than adults who were not parents and those who never played. Parents could reduce the negative impact of these games the games (University of oxford,2016)

Results

Processing the Results of the First Hypothesis

- There are statistically significant differences in the developmental behavior of children who use virtual games compared to children who do not use virtual games

Table (1) shows the value of the "T" test for the differences between the scores of the study sample on the comparison of developmental behavior of children who use virtual games compared to children who do not use virtual games

| Level of significance	T	SD	AVG	the group
Not statistically significant	0.503	1.23	8.40	Students who do not use virtual games
		1.42	8.56	Students who use virtual games

The above table shows no statistically significant differences between the scores of the study sample on the comparison between the developmental behavior of children who use virtual games compared to children who do not use virtual games. These results indicate that the child's development is not affected by the correct path of using the child for virtual games, Permitting their use should not raise the concerns of parents or guardians although these results may differ with some of the results of previous studies including a study Gabrielle Un sworth, etal, 2007

Processing and analysis of the results of the second hypothesis

- There is a statistically significant relationship between violent virtual games and aggressive behavior in children
- The correlation coefficients of alpha-cronbach were used to determine the relationship between the use of virtual games and aggressive behavior from the point of view of individuals in the study sample. The results showed a correlation of D. at 7.68. These results are consistent with the results of many studies (Andrea,2014)

Processing and analysis of the results of the third hypothesis

- ▪ There are statistically significant differences between teachers and parents in evaluating the impact of virtual games on children
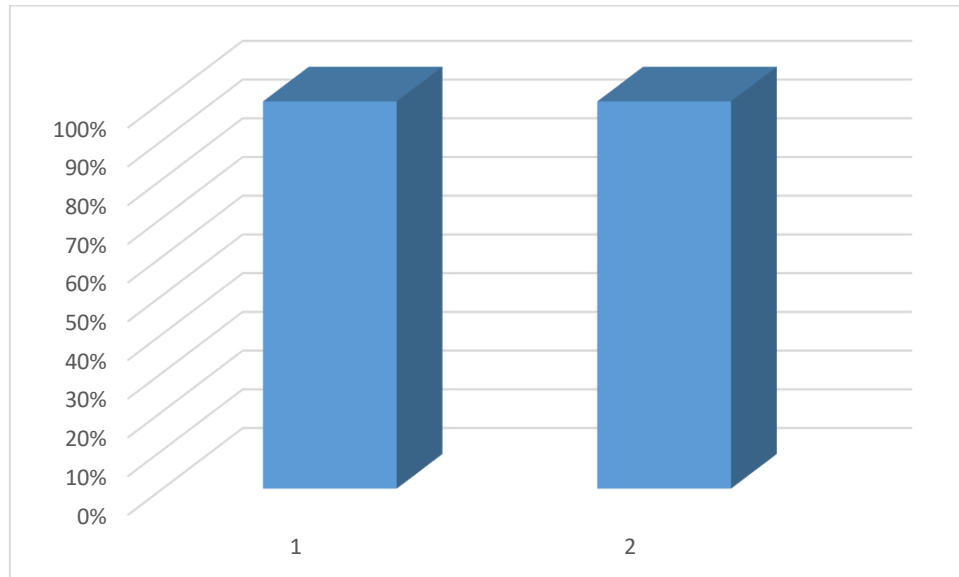
The first column (1) represents teachers 'views. The second column (2) represents parents' views on the impact of virtual games on children. These results show that there are no high differences between teachers 'opinions and parents' opinions, which confirms the agreement between the educator and the guardian. To the school in judging the behavior of the child through which we can support the normal behavior of children and eliminate the manifestations of aggressive behaviors of different causes

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