

THE EFFECT OF VIOLENT VIDEO GAMES ON EARLY ADULTHOOD'S BEHAVIOUR

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Abstract

The objective of this study is to examine the impact of violent video games on the behavior of individuals in early adulthood, which spans from ages 18 to 40 and is a crucial period in the lifespan. We collected a sample of 32 participants using simple random sampling and lottery methods, and divided them into two groups: an experimental group consisting of hardcore gamers, and a control group consisting of individuals who usually play games. Data was collected using the Problematic Gaming Behavior Scale, and analyzed using a t-test. The results showed a significant difference between the two groups, with participants in the experimental group exhibiting more violent behavior on the questionnaire than those in the control group.

Key Words: -Violent videogames and Adolescence behavior