

THE IMPACT OF VIOLENT VIDEO GAMES ON AGGRESSIVE BEHAVE IN CHILDREN

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Annotation

This article examines the impact of violent video games on aggressive behavior in children from psychological and educational perspectives. In the modern digital era, children are increasingly exposed to interactive media, many of which contain violent content. The study analyzes whether such exposure influences children's emotions, thoughts, and behaviors. It also considers different academic viewpoints, including research that supports a direct link between violent video games and aggression, as well as studies that emphasize the role of environmental and social factors such as family and peers. The paper concludes that violent video games may contribute to aggressive behavior, but they are not the sole cause. This research helps to better understand children's media consumption and its psychological effects.

Keywords: violent video games, aggression, children, behavior, media influence, psychology, peer influence, research.

Аннотация

В данной статье рассматривается влияние жестоких видеоигр на агрессивное поведение детей с психологической и педагогической точек зрения. В современную цифровую эпоху дети всё чаще сталкиваются с интерактивными медиа, многие из которых содержат элементы насилия. В исследовании анализируется, влияет ли такое воздействие на эмоции, мышление и поведение детей. Также рассматриваются различные научные подходы, включая исследования, подтверждающие связь между жестокими видеоиграми и агрессией, а также работы, подчеркивающие роль социальных факторов, таких как семья и сверстники. В заключение отмечается, что видеоигры могут способствовать агрессивному поведению, однако не являются единственной причиной. Данная работа помогает лучше понять влияние медиа на развитие детей.

Ключевые слова: жестокие видеоигры, агрессия, дети, поведение, влияние медиа, психология, влияние сверстников, исследования.

Annotatsiya

Ushbu maqolada zo‘ravon video o‘yinlarning bolalardagi tajovuzkor xulq-atvorga ta’siri psixologik va pedagogik jihatdan tahlil qilinadi. Zamonaviy raqamli davrda bolalar ko‘plab interaktiv media vositalaridan foydalanmoqda, ularning aksariyati zo‘ravonlik elementlarini o‘z ichiga oladi. Tadqiqotda bunday ta’sir bolalarning his-tuyg‘ulari, fikrlashi va xulq-atvoriga qanday ta’sir qilishi o‘rganiladi. Shuningdek, zo‘ravon video o‘yinlar va agressiya o‘rtasidagi bog‘liqlikni tasdiqlovchi hamda ijtimoiy omillar, masalan oila va tengdoshlar ta’sirini muhim deb hisoblovchi ilmiy qarashlar tahlil qilinadi. Xulosa qilib aytganda, video o‘yinlar tajovuzkorlikni kuchaytirishi mumkin, ammo bu yagona sabab emas. Ushbu tadqiqot bolalarning media iste’molini yaxshiroq tushunishga yordam beradi.

Kalit so‘zlar: zo‘ravon video o‘yinlar, agressiya, bolalar, xulq-atvor, media ta’siri, psixologiya, tengdoshlar ta’siri, tadqiqot.

Introduction

In the modern digital era, video games have become one of the most widespread and influential forms of entertainment among children and adolescents. With the rapid growth of technology and internet access, children are spending increasing amounts of time engaging with video games, many of which contain violent content such as fighting, shooting, and destruction. This development has led to growing concern among parents, educators, psychologists, and policymakers about the possible effects of such exposure on children’s psychological and behavioral development.

One of the most debated questions in this area is whether violent video games contribute to aggressive behavior in children. Aggression in this context can include a range of behaviors, from aggressive thoughts and emotions to physical actions. While some researchers strongly argue that violent video games have a direct negative impact on children’s behavior, others question the strength of this relationship and emphasize the importance of additional factors such as family environment, peer influence, and individual personality.

This paper aims to explore the relationship between exposure to violent video games and aggressive behavior in children. The research question guiding this study is: What is the relationship between exposure to violent video games and aggressive behavior in children? To answer this question, this paper analyzes three academic studies that present different perspectives on the issue, including supportive, critical, and multi-factor explanations.

Literature Review

The first article, “Video Game Violence and Aggression: A Proven Connection?” by Hilgard and colleagues, critically examines the widely accepted belief that violent video games cause aggression in children. The authors analyze existing

studies and highlight that although some organizations, such as the American Academy of Pediatrics, claim that there is clear evidence linking violent media to aggressive behavior, the research itself is not always consistent. They argue that many studies suffer from methodological limitations, including small sample sizes, short-term experiments, and difficulties in measuring real-life aggression. Furthermore, the authors point out that different studies often produce conflicting results, which makes it difficult to draw a clear conclusion. As a result, they suggest that the relationship between violent video games and aggression remains uncertain and requires further investigation.

In contrast, the second article, “Violent Video Games and Aggression” by Bushman, Gabbadini, Greitemeyer, and Krahe, provides strong empirical support for the argument that violent video games increase aggressive behavior. The researchers use a combination of experimental and longitudinal research methods to examine both short-term and long-term effects. Their findings indicate that children who play violent video games are more likely to develop aggressive thoughts, feelings, and behaviors compared to those who do not. Moreover, the study suggests that repeated exposure to violent content strengthens these effects over time, leading to more consistent patterns of aggression. The authors also explain that children may learn aggressive responses by observing and practicing them in virtual environments, which can then influence their behavior in real life.

The third article, “Violent Video Game Exposure and Problem Behaviors among Children and Adolescents” by Wei, Liu, and Chen, offers a broader and more complex perspective. This study is based on problem behavior theory and focuses on the role of social and environmental influences, particularly peer relationships. The researchers found that children who are exposed to violent video games and who also associate with deviant peers are more likely to engage in problem behaviors, including aggression. The study highlights that peer influence acts as a mediating factor, meaning that it can strengthen or weaken the impact of video game exposure. Additionally, the research considers differences related to gender and grade level, suggesting that the effects of violent video games may vary among different groups of children. This article emphasizes that aggression is not caused by a single factor, but rather by the interaction of multiple influences.

Methodology

This paper uses a qualitative research approach based on the analysis of three academic articles related to violent video games and aggression in children. The selected articles were chosen because they provide diverse perspectives on the research question: one challenges the relationship, one supports it with strong evidence, and one explores additional influencing factors.

The method involves carefully reading, summarizing, and comparing the key arguments, research designs, and findings of each article. Special attention is given to identifying similarities and differences between the studies, as well as evaluating the strengths and limitations of their methodologies. By synthesizing the information from these sources, this paper aims to develop a balanced and well-supported understanding of the topic.

Although no original data is collected in this study, the use of multiple academic sources allows for a comprehensive analysis of the issue. This approach is appropriate for exploring complex topics where different perspectives exist.

Analysis and Discussion

The analysis of the three articles reveals that the relationship between violent video games and aggressive behavior in children is complex and cannot be explained by a single factor. The second article provides strong evidence that violent video games can increase aggression. The experimental and longitudinal data suggest that repeated exposure to violent content can influence children's thoughts, emotions, and actions. This supports the idea that media can play a role in shaping behavior, particularly when children are regularly exposed to such content.

However, the first article introduces an important critical perspective by questioning the reliability of this evidence. The authors argue that methodological limitations in many studies make it difficult to draw firm conclusions. For example, laboratory experiments may not accurately reflect real-life situations, and short-term studies may not capture long-term behavioral changes. This highlights the need for caution when interpreting research findings and suggests that the effects of violent video games may not be as strong or direct as some researchers claim.

The third article further expands the discussion by emphasizing the role of social environment. It demonstrates that peer influence and social context significantly affect children's behavior. Children who are surrounded by negative influences or who associate with aggressive peers are more likely to exhibit similar behaviors. In this context, violent video games may act as one contributing factor rather than the primary cause of aggression.

Taken together, these findings suggest that violent video games should be considered as part of a broader set of influences on children's behavior. Factors such as family environment, parenting style, peer relationships, and individual personality traits all play important roles. Therefore, focusing only on video games may lead to an oversimplified understanding of the issue.

Conclusion

In conclusion, the relationship between violent video games and aggressive behavior in children is multifaceted and influenced by a variety of factors. While some studies provide strong evidence that violent video games can increase aggression,

particularly with repeated exposure, other research highlights limitations and inconsistencies in these findings. Furthermore, social and environmental factors, such as peer influence, play a crucial role in shaping behavior.

Based on the analysis of the three articles, it can be concluded that violent video games are one of several factors that may contribute to aggressive behavior in children, but they are not the sole cause. A comprehensive understanding of this issue requires considering the interaction of multiple influences. Future research should continue to explore this topic using more reliable methods and a broader perspective. Such understanding can help parents, educators, and policymakers make informed decisions about children's media use and promote healthier behavioral development.

References

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