

Online Games Addiction, Aggression and Related Factors of Junior High School Students

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ABSTRACT

This research attempts to define the statistical distribution using the involvement of playing online games, online game addiction, and aggressive behavior for junior high school students with different social background. The correlation among the parental variables, the involvement of playing online games, online games addiction, and aggressive behavior are also investigated. The online game addiction based on the social background, the parental variables, and the involvement of playing online games is also analyzed. The aggressive behavior based on the social background, the parental variables, the involvement of playing online games, and the online game addiction is also analyzed.

The research is conducted through survey on six hundred and eleven public middle high school students at three different regions (north, central, and south) of Taiwan. The summary of this research regarding adolescents is listed below:

1. Genders of the junior high students play a role in playing online games, kinds, playing hours per week, the spend per month, and companions. Grades of the junior high students play a role in the hours of online games per week. Studies performance of the junior high students play a role in playing online games, playing for years, the hours per week, the spend per month, and the companions.
2. It is possible to predict online game addiction based on playing hours per week, the spend per month, and the companions, genders, grades, studies performances, the opinions of games from parents, and the years of the gamer playing. It is possible to predict the aggressive behavior based on forcing to play online games, genders, the places, and the spend per month.

Keywords : junior high school students、online games、online game addiction、aggressive behavior

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