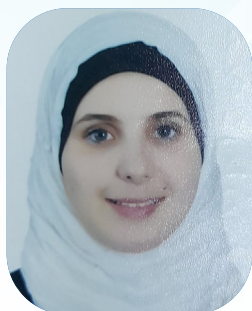


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## The Physical Aggressive Behaviors Due to Violent Video Games and the factors related Among Early Adolescents pupils in Jordan

Exposure to violent video games (VVGs) plays an important role in the lives of early adolescent pupils. It is easily accepting and influencing them by learning and copying the acts which alter their behavior and attitudes. Thus, a cross-sectional study was conducted among early adolescents in the Al-Mazar Al-janobe district in the south of Jordan, to determine the prevalence of VVGs exposure and physically aggressive behaviors, as well as factors related. By using a web-based self-administered questionnaire, this questionnaire, containing information on; socio-demographic, VVGs exposure, and physical aggression behaviors. A sample of 462 early adolescent pupils, aging 10-13 years old (boys and girls) was collected from 61 (private and governmental) primary schools. By using SPSS, descriptive and inferential (t, chi-square, correlation, and ANOVA tests) were carried-out,  $\alpha < 0.05$  was considered as the significance level. Out of 462, pupils, 295 (63.9%) were boys. The prevalence of playing VVGs was 62.8%, significantly higher (94.2%) among boys,  $p < 0.001$ . Physical aggression was significantly higher at a rate (94.1%), and the mean score ( $29.39 \pm 4.57$ ) among those exposed to VVGs than non-exposed,  $P < 0.001$ . Adolescents exposed to VVGs are at a significant risk of being aggressive 86 times more than non-exposed,  $OR = 86.242$ , 95%  $CI = 45.5-163.5$ . Boys were at a significant risk of being physically aggressive, 683 times more than the girls,  $OR = 683.1$ , 95%  $CI = 247.9-1882.3$ . Moreover, a very strong positive significant, correlation between the duration of VVGs and the level of physical aggression ( $r = 0.830$ ,  $p < 0.001$ ). Therefore, physically aggressive behaviors due to VVGs exposure are highly prevalent in the early adolescent period particularly boys. It is related to the duration of exposure. Thus, An urgent need for specialized health professionals to tailored programs for combating this growing phenomenon.

**Keywords:** violent video games, physical aggression, early adolescence, duration of exposure, Jordan.

### Biography:

My name is Heba Adnan Al-Thnaibat. I was finished a bachelor degree of nursing in 2009 from Faculty of Nursing at Mutah University. Now, I am a Master student of public health management in Faculty of Medicine at Mutah University.