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## ABSTRACT

The present study investigated the relationship between adolescents' exposure to violent video games and aggression. Based on the General Aggression Model (GAM; Anderson & Bushman, 2002b; Anderson & Dill, 2000), this study examined the potential mediating role of a particular type of aggressive belief called the normative approval of aggression, and the potential moderating roles of 4 individual difference variables – gender, empathy, moral reasoning, and personal strengths – in the video game violence exposure-aggression link. Two hundred and ninety-three lower secondary school pupils (mean age of 13.05 years) participated in the study. Data were collected using self-report measures administered in a questionnaire. Correlational analysis revealed a significant positive relationship between video game violence exposure and physical aggression,  $r = .22, p < .01$ . Results further supported the hypothesis that normative approval of aggression mediates this relationship, but none of the individual difference variables were found to moderate the influences of video game violence exposure on physical aggression. The study provided support for the GAM's postulation that repeated exposure to violent video games influences aggressive behaviour via the cognitive route. Implications for the failure to find moderating effects in this study were discussed in the context of the risk and resilience approach.