Research Proposal

**Introduction**

Video gaming is popular among Americans; especially young people. However, the impacts of video games; especially violent games on the youth, remains a debatable issue. While some studies and expert opinions assert these games have a negative impact and lead to aggressive behaviors; others are categorical that these games have no effects on aggression. Porter et al (2019) observe that violent video games tend to create an aggressive attitude in young gamers; especially when the games are played with weapons like guns and swords. On their part, Przybylski and Weinstein (2019) posit that adolescents’ engagement with violent video games has no association with aggressive behavior. However, this proposal provides an overview link between violent video gaming and aggressive conduct among young people.

**Statement of Purpose**

As observed earlier, gaming; especially video games are an essential component of many young people's lives. Close to 90 per cent of teens in the U.S. play video games. Further, the increased number of research studies on the effects of video gaming on young people makes this topic an important research issue (Jones, 2018). Besides, the ever-occurring incidents of gun violence among young Americans on university and college campuses also raises fundamental questions about the motivation that drives such young perpetrators to carry out such violent acts of aggression on otherwise innocent and unprepared peers, faculties, and communities. Again, the controversial debate and lack of research consensus on the topic makes it important to investigate the association between youth aggression and violent video games.

More fundamentally, the role of video gaming in aggression; particularly in the long-term is the focus of this research. Therefore, there is a need to have a better enhanced knowledge of the association between video games and aggressive conduct as well as engagement with violent video content on youth developing aggressive conduct. More specifically, the following questions need to be addressed through the research:

* What is the linkage between violent video content and youth aggressive as well as violent conduct?
* How does exposure to violent content affect attitude to violence in society?
* What present violent conduct cases can be linked to earlier exposure to violence through video gaming?

**Significance of the Study**

The need to understand the link between violent gaming and aggressive attitude in society cannot be overemphasized because of the increased incidents of gun violence involving young people in the country. In their study, Carnagey and Craig (2005) observe that violent gaming is a leading cause of the ever-increasing incidents of gun violence in American society. Besides, inadequate research findings' agreement on the implications of violent video gaming on young people raises the need to find a better explanation for stakeholders; especially parents who are increasingly becoming helpless due to the ever-rising cases of youth violent conduct; right from gun violence to cyberbullying and cases of juvenile homicides.

This study will provide a better overview of the problem and dissect both sides of the debate to come up with a logical conclusion that will inform policymakers and parents as well as the manufacturers and young gamers on the best way to tackle the problem. Expert opinion is categorical that video gaming; particularly violent games offer an appropriate training ground for the young gamer who later act based on the training that they have acquired.

Many meta-analysis studies have demonstrated that violent games play a critical role in physical aggression over a while. In their study, Prescott et al. (2018) found that white young gamers had the longest effect followed by Asian Americans but the results were insignificant among the Latino Americans. Besides, Shao and Wang (2019) posit that a substantial association is present between exposure to violent gaming and aggressive conduct among adolescents. The authors also observe that a family environment can reduce the tendency to develop aggression. Video games have the potential to impact young people's mental health as demonstrated by some studies (Villines, 2016). As such, these controversies, assumptions and varied research outcomes implore on the need to conduct a comprehensive study that will demonstrate the association between violent video content and violence among the young people. This study will explore the different points-of-view on the relationship between aggression and violence-based video content. Through this study, parents and other stakeholders will understand how violent video games affect their children and the mitigating steps that they can take to reduce potential impact.

**Methodology**

The main research approach for this study in the use of previous ethnographic research findings through a literature review. Using the internet, the study will explore meta-analysis research findings to evaluate the impacts of violent video gaming on violent attitudes. Through a comprehensive review of the literature, the study will endeavor to analyze the findings of different research inquiries on the topic; both that support a positive as well as contrary outcomes

**Bibliography**

The study will rely on credible sources that include mainly journal research articles and findings published on Internet websites of known organizations and state as well as federal agencies. A total of ten sources will form the basis of source information as identified in the reference section.

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