

GENDER DIFFERENCE IN GAMING ADDICTION AMONG ADOLESCENTS

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Abstract: *The present investigation was aimed to evaluate the gender differences on gaming addiction, loneliness, satisfaction with family life and aggression among adolescents. For the purpose, a sample of 350 students was selected from various schools of Chandigarh and those students were involved in the study who likes gaming. Further Gaming Addiction Scale for Adolescents (GASA) by Lemmens, Valkenburg and Peter (2009) was used to identify gaming addicted adolescents. The final sample of the investigation comprised of 43 participants which including 32 males and 11 females. Independent t-test was applied to compare the means.*

Introduction

Gaming has become one of the common pastime among people especially children and adolescents. Gaming and the related behaviors are increasingly prevailing among youth around d (Kuss, 2013). For those people who are fond of gaming believe it to be harmless and a convenient way of entertainment. But due to excessive gaming people are getting addicted to it. According to the Illinois Institute for Addiction Recovery, "Video game addiction is described as an impulse control disorder, which does not involve use of an intoxicating drug and is very similar to pathological gambling. Video game addiction has also been referred to as video game overuse, pathological or compulsive/excessive use of computer games and/or video games."

Hauge and Gentile, 2003 found that significant gender differences on gaming addiction where male adolescents found to be higher on gaming addiction than female adolescents. Several studies also indicated that gaming addiction adversely affect psychological, emotional and neurological health of adolescents (Higuchi et al., 2005; Meng, Deng, Wang, Guo, & Li, 2015; Spada & Caselli, 2017). Individuals who are addicted to gaming exhibits poor self-control, poor social skills and aggressive behavior (Anderson, Shibuya, Ithori, Swing, Bushman, Sakamoto,...Saleem, 2010; Liau, Neo, Gentile, Choo, Sim, Li, & Khoo, 2015). Rohilla (2018) conducted an investigation to study the prevalence rate of gaming addiction among adolescents and found that among males 62.35% were normal gamers and 37.64% were problem gamers whereas 89.32% females were normal gamers and 10.68% were problem gamers. Due to the severity of problems caused by gaming addiction, DSM-V has incorporated gaming addiction as a disorder under section three and termed as Internet Gaming Disorder- IGD (DSM-V, 2013).

Objective

Based on the above literature, present study was aimed to assess the gender differences on gaming addiction among adolescents in Chandigarh.

Method

For the present investigation study the sample consisted of 350 students of various schools with mean age of 15.5 selected from various schools of Chandigarh city. Written consent was taken from the participants. Out of these 350 candidates only those students were selected in the investigation who responded positively for liking of videogames. It was observed that out of 350 participants 200 like video gaming. After the exclusion of two participants due to various reasons the final sample for the present study comprised of 188 participants. GASA by Lemmens, Valkenburg and Peter (2009) was used to identify gaming addicted adolescents. SWFL by Ramon, Zabriskie and Ward (2013) was used to assess satisfaction with family life. Loneliness and aggression was measured by using De Jong Gierveld Loneliness Scale by Gierveld and Tilburg (2006) and The Aggression Questionnaire by Buss and Perry 1992.

Measures

Gaming Addiction Scale for Adolescents (GASA) by Lemmens, Valkenburg and Peter (2009) was used to identify gaming addicted adolescents. The scale comprised of seven items which are to be scored on five point likert scale ("Never-1" "Rarely-2" "Sometimes-3" "Often-4" "Very often-5"). Total score ranges from 7-35. According to Lemmens et al., (2009) those individuals who score "sometimes" or more on all seven items will be termed as monothetic gamers ("pathological gaming"), and those who score "sometimes" or more on at least half of the items will be consider as polythetic gamers (excessive gaming). Those individuals who scored less than that will be consider as normal gamers. For the present investigation the individuals who match the criteria of monothetic and polythetics will be consider as problem gamers.

To measure loneliness DeJong Gierveld Loneliness Scale by Gierveld and Tilburg (2006) was used. The scale consists of six items which to be scored on three responses viz. "Yes- More or Less-No". There are both negatively stated items (1-3) and positively stated items (4-6). Total score ranges from 1-6 where 1 means that person is least lonely and 6 means person is most lonely.

Satisfaction with Family Life Scale (SWFL) by Ramon, Zabriskie and Ward (2013) was used to assess family life satisfaction among adolescents. The scale consists of five items which are to be scored on seven point scale where viz. 1-Strongly disagree, 2-Disagree, 3-Slightly Disagree, 4-Neither agree nor disagree, 5-Slightly agree, 6-Agree, 7-Strongly agree. Total score ranges from 1-35 where 1 means least satisfied and 35 means most satisfied.

Aggression Questionnaire by Buss and Perry (1992) was used to measure aggression among adolescents. The questionnaire comprised of twenty-nine items which are to be score on 5 point scale where 1 score is given for "extremely uncharacteristic of me", 2 is given for "somewhat uncharacteristic of me", 3 is given for "neither uncharacteristic nor characteristic of me", 4 is given for "somewhat characteristic of me" and 5 is given for "extremely characteristic of me". Total score ranges from 29-145 where higher score indicates most aggressive behavior.

Results

GASA was used to investigate the gaming addicted adolescents (problem gamers). It was found that out of 188 adolescents 43 participants found to be gaming addicts including 32 males and 11 females. Further results are shown in the form of tables.

Table-1: Descriptive Statistics for total Sample

Dimensions	Gaming Addiction	Loneliness	Satisfaction With Family Life	Aggression
<i>N</i>	43	43	43	43
<i>Mean</i>	20.37	11.07	3.26	48.98
<i>Std. Deviation</i>	5.31	3.28	1.43	20.36
<i>Minimum</i>	14	4	1	29
<i>Maximum</i>	33	18	6	100

Table -1 is showing mean, standard deviation (S.d), minimum and maximum values on gaming addiction, loneliness, satisfaction with family life and aggression among total sample of adolescents (N=43). On gaming addiction mean come out to be 20.37, with S.D 5.31. Minimum and maximum scores obtained by the students are 14 and 33 respectively. On loneliness dimension mean score found to be 11.07, S.D come out to be 3.28, minimum score was 4 and maximum score was 18. On Satisfaction with family life dimension mean come out to be 3.26, S.D found to be 1.43, minimum and maximum values emerged as 1 and 6 respectively. On aggression mean value found to be 48.98 with S.D 20.36, minimum and maximum values 29 and 100 respectively.

Table-2: Descriptive Statistics for male adolescents

Dimensions	Gaming Addiction	Loneliness	Satisfaction With Family Life	Aggression
<i>N</i>	32	32	32	32
<i>Mean</i>	20.88	10.09	3.16	52.94
<i>Std. Deviation</i>	5.81	2.91	1.57	21.85
<i>Minimum</i>	14	4	1	30
<i>Maximum</i>	33	16	6	100

Table-2 is showing descriptive details among male participants. Mean value for gaming addiction come out to be 20.88 with S.D 5.81. Minimum and maximum values found to be 14 and 33 respectively. For loneliness mean, S.D, minimum and maximum values emerged as 10.09, 2.91, 4 and 16 respectively. For satisfaction with family life dimension man vale emerged as 3.16 with S,D 1.57, minimum value as 1 and maximum value as 6. For aggression mean value found to be 52.94 with S.D 21.85, minimum score was 30 and maximum score was 100.

Table-3: Descriptive Statistics for female adolescents

Dimensions	Gaming Addiction	Loneliness	Satisfaction With Family Life	Aggression
<i>N</i>	11	11	11	11
<i>Mean</i>	18.91	13.91	3.55	37.45
<i>Std. Deviation</i>	3.24	2.66	0.93	8.09
<i>Minimum</i>	15	8	2	29
<i>Maximum</i>	27	18	5	55

Table-3 is showing descriptive details among female adolescents where mean, S.D, minimum and maximum score emerged as 18.91, 3.24, 15 and 27 respectively on gaming addiction. On loneliness mean found to be 13.91, S.D found to be 2.66, minimum score emerged as 8 and maximum score emerged as 18. On satisfaction with family life, mean, S.D, minimum and maximum values comes out to be 3.55, 0.93, 2 and 5 respectively. On aggression mean and S.D found to be 37.45 and 8.09. Minimum value and maximum values emerged ad 29 and 55 respectively.

Tbale-4: t-test among male and female adolescents

Gender	Groups	<i>N</i>	<i>Mean</i>	<i>S. D</i>	<i>t</i>
Gaming Addiction	1	32	20.88	5.81	1.06**
	2	11	18.91	3.24	
Loneliness	1	32	10.09	2.91	3.83
	2	11	13.91	2.66	
Satisfaction With Family Life	1	32	3.16	1.57	0.77*
	2	11	3.55	0.93	
Aggression	1	32	52.94	21.85	2.28**
	2	11	37.45	8.09	

Group-1: Males, Group-2: Females

** $p < 0.01$, * $p < 0.05$

Table-4 is showing mean difference between male and female adolescents. On gaming addiction t value emerged to be 1.06 ** ($p < 0.01$) which indicates a statistically significant gender difference among adolescents. Mean score for males come out to be 20.88 and for females 18.91 which shows that male participants more addicted gamers than female participants (Fig.1).

t-value for loneliness come out to be 3.83 ($p>0.05$) indicating no statistically significant difference among male and female participants where as mean score for females found to be higher (13.91) than males (10.09) (Fig.2).

Figure.1

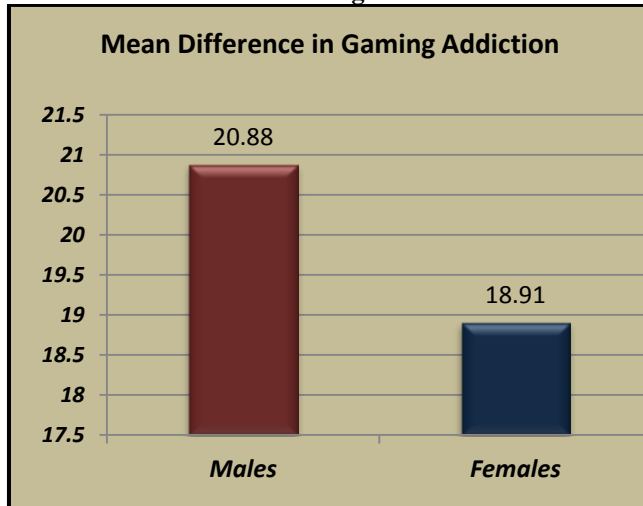


Figure.2



Statistically significant difference also emerged on satisfaction with family life dimension where t value comes out to be 0.77* ($p<0.05$). Female participants found to be more satisfied (Mean=3.55) than males (Mean=3.16) (Fig.3).

On aggression t-value emerged to be 2.28** which shows a significant difference among male and female participants. Males students found to be higher (Mean=21.85) than females (Mean= 8.09) (Fig.4).

Figure.3

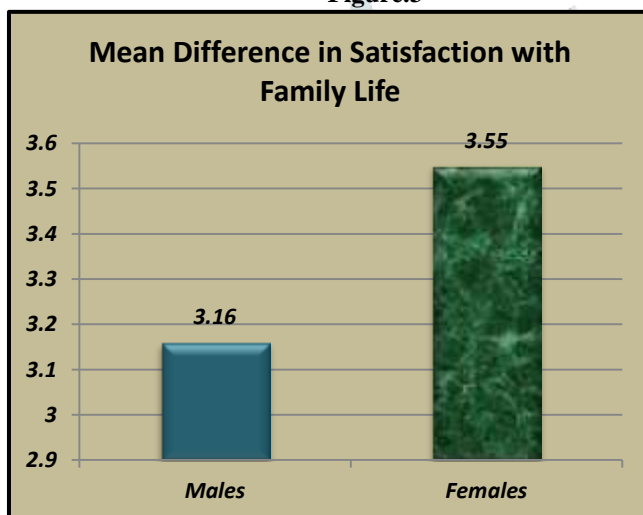
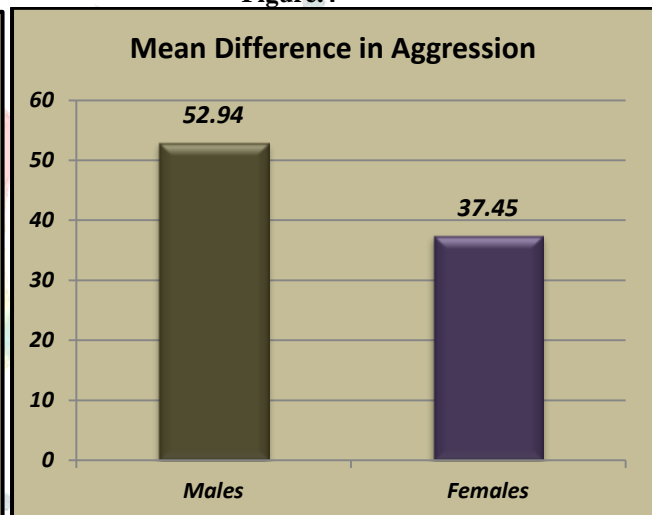


Figure.4



Conclusion

The investigation concludes that there is significant difference emerged among male and female students on severity of gaming addiction. Male students found to be more addicted to gaming than female students. Results also showed that female students are comparatively more satisfied with their family life than male students. Male adolescents found to be more aggressive than female adolescents.

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