

Accepted Manuscript

Determining Reactive and Proactive Aggression and Empathy Levels of Middle School Students Regarding Their Video Game Preferences

Diğdem M. Siyez, Bahar Baran



PII: S0747-5632(17)30155-3

DOI: 10.1016/j.chb.2017.03.006

Reference: CHB 4831

To appear in: *Computers in Human Behavior*

Received Date: 11 June 2016

Revised Date: 07 February 2017

Accepted Date: 02 March 2017

Please cite this article as: Diğdem M. Siyez, Bahar Baran, Determining Reactive and Proactive Aggression and Empathy Levels of Middle School Students Regarding Their Video Game Preferences, *Computers in Human Behavior* (2017), doi: 10.1016/j.chb.2017.03.006

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

- Middle school students play computer games heavily, and that they play PlayStation, PSP, and Wii games less frequently.
- Proactive and reactive aggressive behaviors are more prevalent among middle school students that play aggressive games.
- Middle school students that play aggressive games have low level of emotional and cognitive empathy.
- 79.7% of the middle school students that play aggressive games have at least one proactive behavior and low cognitive empathy.

Download English Version:

<https://daneshyari.com/en/article/4937099>

Download Persian Version:

<https://daneshyari.com/article/4937099>

[Daneshyari.com](https://daneshyari.com)