

THE EFFECTS OF VIOLENT VIDEO GAME: BATTLEFIELD 1 TOWARDS MALAYSIAN PLAYSTATION 4 GAMERS' PSYCHOLOGICAL BEHAVIOUR IN MALAYSIA

R. A. R. Putri Nadiah^{1*}, Mokhtar Mohammad², Aziemah Aziemah³, Jalil Aeyneda⁴
and Hassan Haliza⁵

¹ putrinadiah384@gmail.com

²Prof. Dr., mokhtar413@gmail.com

³ aziemahazman@ymail.com

⁴ zairyn85@gmail.com

⁵ haliza@tmsk.uitm.edu.my

University Teknologi MARA (UiTM), MALAYSIA

Ministry of Education Malaysia

*Corresponding author

Abstract

Jose Reyes a 12 years old boy who shoots dead his Match teacher and wounding two students before turning the gun on himself was believed had watched violent video games for months before his start the attack. Subsequently many cases that linked to aggressive behaviour caused by playing video games led many to worry that violent video games may be negatively affecting on people way of thinking and acting. However, despite of the aggressiveness is being concern; the numbers of violence game yet still received high rated from the gamers and increasing demand in all around the world. The debate over whether violent video games are linked to violent behaviour has long been contentious. There is an argument stated that there is only little evidence connecting the two while some say otherwise. As according to American Psychological Association (APA), in their task force review found that playing video games can increase aggressive behaviour and thoughts, while lessening empathy and sensitivity toward aggression but there wasn't enough evidence to determine a connection. Professor Art Markman in his study proved that there is growing evidence that playing video games could increase the speed of thinking and responding at the same time; most video games have bundles of activities on the screen and it acquires the player to take a quick action. Therefore the reason of this research is to examine the verification that playing violent video games plays a role in influencing the behaviours of the gamers either in a negative or positive way. 10 participants will be selected regardless from which area they were living, they are male age 16 to 35 years who play violent video games. The findings of this study should determine the variables in investigating cause-effect relationships of playing violent video game. The result of this study will help Malaysian to be more knowledgeable and aware about the effect of media towards psychological behaviour and to increase public concern on the particular effect. The finding also will help the authorities to look and take proper action on those who is responsible for this effect.

Keywords: Violent Video Games, Psychological behaviour, Aggression

INTRODUCTION

Violent video games genre is the most popular games preference amongst gamers. The popularity of this type of game has reached the phenomenal proportions and the impact of playing it could lead to aggression on behaviour. However as according to forbes.com the most top games in 2016 are games that contain violent elements. In article wrote by Sami Yenigun (2013) on why do gamers like violent video games identified the reason why gamers more likely to chose games that contain violent because it is more exciting and it provides thrills that are hard-wired to enjoy and giving the gamers immersive experiences. And it makes more exciting because the games give an adrenaline rush when you had a fight for example, or kill someone or feel the experience of holding a gun and that heightened sense of stress can be fun because you know it happened only in game.

There are arguments when conducting research on effect of video games. Malte Elson and Christopher J. Ferguson (2013) in their 25 years of research on violent in digital games stated that there are many debates on the research on violent video games amongst the researcher and the result are depends on the method used and the limitations. Some researchers said that video game effects are complex and are better understood in terms of multiple dimensions than a good or bad dichotomy and the significant effects of video game play have been demonstrated in a wide range of domains that makes it hard to measure (Prot, S., Anderson, C. A., Gentile, D. A., Brown, S. C., & Swing, E. L.,2014). However there are no specific numbers of crime cases can be found when it comes to the effects of playing violent video games and if there is it, the numbers are very few.

According to The Overseas Security Advisory Council (OSAC) Malaysia 2016 crime and safety report stated that petty crime such as purse snatching, pickpocketing, smash thefts, and residential burglaries is the most common crime in Malaysia, while violent crime remains relatively uncommon. And the reason of these could be due to the poor economic condition of the country (P. Fajnzylber, D. Lederman and N. Loayza, 2002). Therefore crime that related to playing video games could be something bizarre in Malaysia. However, number of Malaysian gamers increased every year and that includes those who played violent video game.

One of violent games that are famous in Malaysia and listed in forbes.com is Battlefield 1. Battlefield is an action series game that was originally made for PC and Mac called Battlefield 1942. Developed by EA Digital Illusion CE a Swedish company and published by Electronic Art (A. V. Zelfden, 2010). The feature of this game gives the greater focal point on the large maps, teamwork and warfare vehicle than usual first-person-shooter. This game has reached 17 million sold after new series of Battlefield (Battlefields: Bad Company) entered the PlayStation 3 world in 2008. This new series of Battlefield had new weapons, new maps and new vehicles for land, air and sea and it show a better game play compared to the first series of Battlefield (Battlefield 1942).

Just like previous series, Battlefield 1 is a first-person shooter that highlights teamwork as the main gameplay. The game is set in the period of World War I, and inspired by true historic events whereby Players can make use of weapons that used during World War I including bolt-action rifles, automatic and semi-automatic rifles, artillery, flamethrowers, and mustard gas to combat opponents. With these, player can experience the real motion in handling weapons and shooting. Hence, this is what it called as the adrenaline rush and makes violent game is fun and exciting.

1. LITERATURE REVIEW

Anderson and Bushman in their studied the 'Effects of Violent Video Games on Aggressive Behaviour, Aggressive Cognition, Aggressive Affect, Psychological Arousal and Prosocial Behaviour' (2001), stated that video games is significantly linked to increase aggressive behaviour, aggressive cognition, aggressive effect and cardiovascular arousal.

The first violent case of video games was reported in 1997 when a gun shooter, Michael Carneal opened fire, which resulted in the death of three victims. Another case that have been linked to violent video games was reported in March 2001, violent crime space in Oakland, 2003, homicides in Minnesota 2003, beat to death in Ohio, 2002 and another gun shooting in 2003.

All related cases are the example of violent video game effects towards people behaviours. To examine these effects, Anderson and Brad used previous meta-analytic studies of violent video games to underestimate the true scale of the effects on behaviours, cognition and affect. The study includes a possible data tested that link to the exposure of violent video games and the outcome variables: aggression behaviour, aggressive cognition, aggressive effect helping behaviour and psychological arousal.

Another methods used are literature search procedures, criteria for relevance that examined the effects of playing violent video games on aggressive cognition, aggressive effect, aggressive behaviour, psychological arousal or prosocial behaviour. This study excluded those who watch someone play video game. Coding frame is one of the techniques used in conducting this research that link with the meta-analytic procedures.

In this study, they found that when a large numbers of hour youths and young adults spent to play violent video game, even a small effect could be extremely affected. He linked media violent to the effect of the aggressiveness in behaviour and cognition. While in Prosocial Behaviour, the aggression decreased.

Another study that related with violent video games is 'The Impacts of Violent Computer Games on Young People' by R. Boyle and M. Hibberd (2005).

When the issue of whether playing video games could cause a violent behaviour in young people raised during media debate regarding the effect of the violent in society Boyle and Hibberd starts to take an action by conducting a research. When conducting this research, Boyle and Hibberd used primary and secondary data research to search the link between playing video games and acts of aggression and violence in real life. This research involves journals and books from previous researchers and from their own previous research. After gather all the information, they set up meeting to discuss and analyze the key finding and to organize the drafting phase of the research.

Throughout this research, they found many contradictions in the media violence research. There are a lot of myths, misinterpretations and mis-representations on the previous quantity and quality data research. Besides there is an evidence that by playing violent video games increases arousal and possibility of aggression in some players. However there was no strong evidence that could prove by playing video game could be causes to the violent in social behavior. Another important key is Boyle and Hibberd found that playing video game could create a positive learning trait in young people.

2. METHODOLOGY

This study is conducted through qualitative approach. The reason of using this approach is because qualitative research can provide a much deeper understanding on how the consumer thinks. The population of the informants are Malaysian gamers living in Malaysia. By using non-probability sampling techniques, the informants were selected by random based on their ages, lifestyle and income, and throughout the convenience sample. Meanwhile, the data is collected by conducting an in-depth interview

Before conducting the interview, some interview protocols are developed. Thus, it could use as a guideline and to ensure the consistency between interviews. The protocols consists the method to use while conducting the interview such as tape recorder, paper and pen, written interview questions etc. on record procedures will be based on the gamers agreement. Thus if the interviewee feel uncomfortable doing it in on-record, the off-record interview will be replace and all the information will be written on a paper.

There are 10 Malaysian informants from age 16 to 35 years old, male living in urban and rural area. The interviews areconducted by using informal, face-to-face conversation and more into casual communication style. This is to make the informants feel comfortable to share their knowledge and information about what they had.

	Age	Living Area Position	Position
1	16	Kuching, Serawak	Student
2	18	Serdang, Selangor	Clerk
3	20	Ampang, selangor	Student
4	23	Johore Bharu, Johor	Model
5	25	Penang	IT Manager
6	27	Jengka, Pahang	Businessman
7	28	Georgetown, Penang	Clerk
8	30	Shah Alam, Selangor	Logistic Exec
9	32	Bukit Katil, Melaka	Manager
10	35	Ulu Klang, Kuala Lumpur	Jobless

Table 2.1 Respondents' Basic Data

3. DATA ANALYSIS

The data was analysed based on thematic analysis upon in-depth interview whereby the question are based

on the objectives of the research. The interview process was conducted amongst the 10 Battlefield 1 PS4 game players, all of them came from different background.

This research approach includes identifying the themes from the designed questions. The themes are:

- The informants were asked about the reason on why they play Battlefield 1
- What are the changes that they experienced when they play Battlefield 1
- Their opinion on playing violent game could create aggression

4. FINDINGS

The reason on why they play Battlefield 1 (Q1)

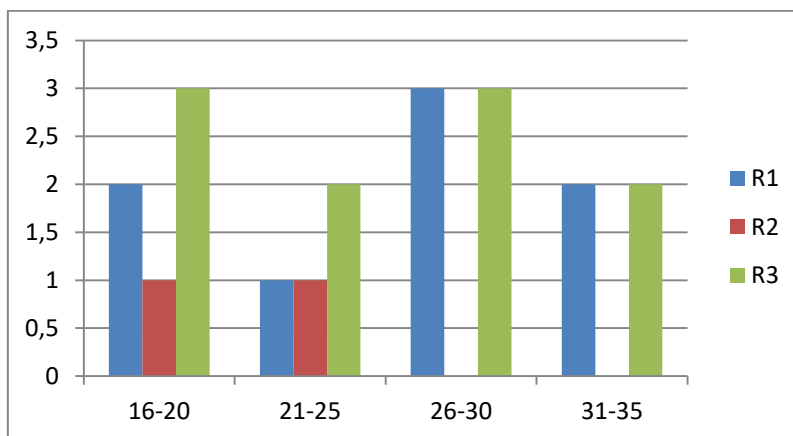


Table 4.1

All of 8 informants said that the reason they play Battlefield 1 game instead of any other games because Battlefield 1 shows the real view of a war. With big map, varieties kind of weapons and the tactical of the game that emphasis on the teamwork. Battlefield 1 gave the satisfaction in first person shooter type of game to them. Another 2 said that they play this game because this game is a popular game and they want to try.

Another reason that becomes the factor of choosing this game is because the graphic of this game that gives them the most satisfaction in term of colour, picture and motion.

What are the changes and effects that they experienced when they play Battlefield 1 (Q2)

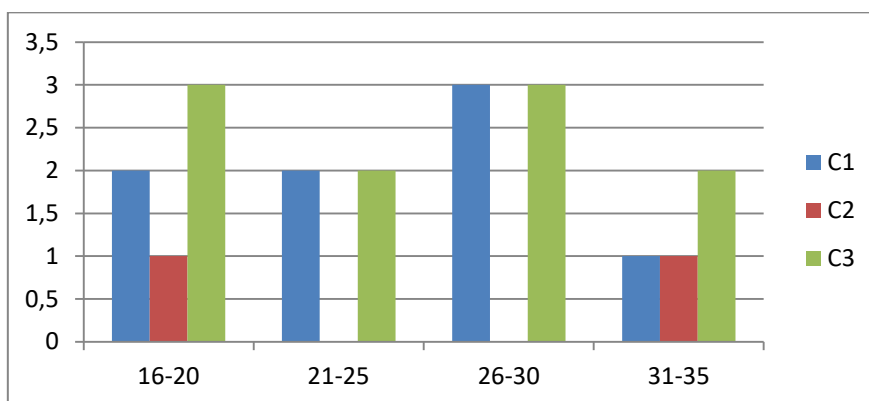


Table 4.2

Ahmad 20 year old student who live in Ampang said that there are so many changes since he played Battlefield game. He played this series game when he was 16 and he believe that this game brings him happiness because he knew more about weapons and he makes lot of friends because this game consists of communication between the players. Different from Omar, a 35 year old father of 1 teenage son who play this game since he quick his job last year, said that he became someone who anti-social and only make

friends within his Battlefield friends and he spent almost 17 hours playing the game. Changes that experienced by others are most likely agreeing that Battlefield 1 make they realized the important of friendship and teamwork and it creates a brotherhood bonding between the players. Other than that, by playing this game, all of the informants said that they gained problem solving skills and critical thinking skills due to the tactical plan that they have to think in a way to win the war in Battlefield 1 game.

Their opinion on playing violent game could create aggression (Q3)

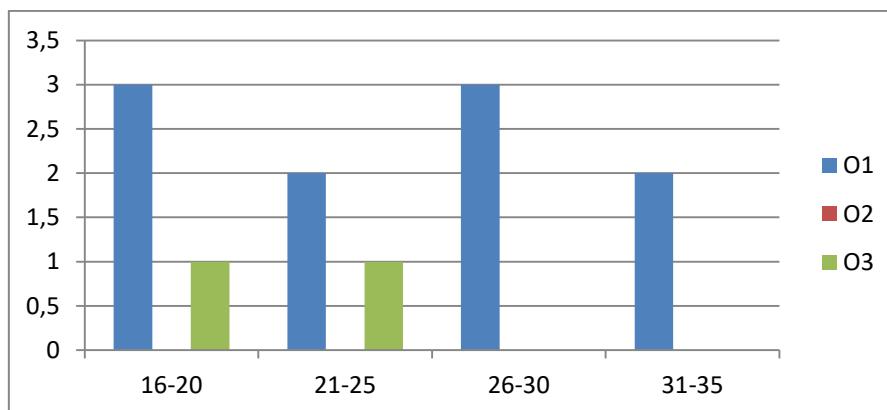


Table 4.3

This is the most interesting area of question of this study that could be the objective of this study. When the question been asked, all of them said that the game is not the causes of the aggression behaviour. It depends with the lifestyle of the player, includes family bond, type of friend that the person hangout with and how they think.

They claimed that playing game is just to release the workload stress, and people who know how to differentiate between the negative and positive effect will know how to adapt it. The question however was been rephrased to ensure the answer given. And the results are quite shocking when two of the gamers claimed that they would do the violent actions if there were no law.

5. CONCLUSION

When R. Boyle and M. Hibberd (2005) conducted a study of Impact of Violent Games on Young People, they found that the majority of academic literature is united in it's believe on the effects of violent video games. The consensus does not always extend the best ways to conduct the research field: sample size, the methodologies and the time lengths of studies. Researchers should know that a perfect research project is hard to obtain.

While in this study, the impact of violent video gamed are focused only in Battlefield 1 game with no limitation on age. Through the findings, it proved that eighty percent of the gamers agree that the aggression will only happen to those who play it hard (heavy gamers). And they said that, the effect might come from the lifestyle of the individual such as their family members or sociological surrounding influences.

According to Lagerspetz (1979) in his theory, aggressive behavior is a genetically influenced. He interbred mice over nineteen generations, and that experiment produced two types of generation: "hyperaggressive" strain and "hypoaggressive" strain. It shows that the biting level of the "hyperaggressive" increased to fifty-two percent of its normal biting while the "hypoaggressive" level down to five percent.

T.G Moeller (2001) stated that children aggression can be affected by the child environment and the process continue throughout the life. Although this study is about the impact of violent games that could create the aggressiveness, but the role of environment also contributes to the aggressive behaviour. Cadoret et al. (1983) found that the clear environment as well as genetic factors contributed to the aggressive behaviour.

A twenty-six year old gamer claimed that he would be violent if there is no law restrain on it. This gamer came from rich family as we can see on his family and educational background. And he plays video game every day and spent at least eight hours for that. He said that he didn't be affected by violent game, but with unconsciousness he is actually be influenced by the action of the character.

To support this data, Magic Bullet Theory is used. In this theory mass media had a direct, immediate and powerful effect on its audiences. The mass media in the 1940s and 1950s were perceived as a powerful

influence on behaviour change. And the use of video game as one of the mass media affected the gamers to act like what has it shown.

Almost all of the gamers spent their time on average of five hours per-day. They prefer to play the game instead of any other activities and claimed other activities happened only once in a while. This is because of the actively seek out specific media outlets and content for gratification purpose (User Gratification Theory).

Through this study, many of the gamers shown that they are not been affected by the violent represent by the game. Even they play it in a long period of hours but they still can manage their other responsibility as a worker, as a businessman, as a student and as a husband. This is because they know how to differentiate the right and the wrong of the violent exposures.

Battlefield 1 not only giving them the real experiences of war, but also gives them a change to build up a friendship among them. With the use of Bluetooth headset communication, the conversations become more clear and easy to understand. PS4 chat message helps them to deliver the miscommunications and fix the communication breakdown during the game mode.

In a world of hyper technology, will be even more media to be shown. It could increase the numbers of media violent channel beside video games or TV. To conclude this study, we should know that there are both effects of any media exposure: good and bad.

Video games can be affected either in negative or positive way. Media, it has no limitation in what it shows, but as an audiences we, our-self have to put the limit in what we have been exposed. This is because the cause of aggression can be categorized in so many ways: role of environment, role of peers, family etc.

As a result, PS4 game, Battlefield 1 is not completely a game that contributes to the aggressive behaviour. It helps the gamer has an idea of the military weapons, produce good teamwork, be responsibility as a leader or team member, improve their English and eliminates the term of anti-social by making friends from all over the world.

REFERENCE LIST

- A. Markman (2010). The Positive Effect of Action Video Games: Speed of Visual Processing. Retrieved November 3rd, 2016 From <http://www.psychologytoday.com/blog/ulterior-motives/201001/the-positive-effect-action-video-games-speed-visual-processing>
- Sami Yenigun (2013). Video Game Violence: Why Do We Like It, And What's It Doing To Us? Retrieved December 22nd, 2016, from <http://www.npr.org/2013/02/11/171698919/video-game-violence-why-do-we-like-it-and-whats-it-doing-to-us>
- Malte Elson and Christopher J. Ferguson (2013). Twenty-Five Years of Research on Violence in Digital Games and Aggression. *European Psychologist* 2, 4-10. doi:10.1027/1016-9040/a000147
- Prot, S., Anderson, C. A., Gentile, D. A., Brown, S. C., & Swing, E. L. (2014). The positive and negative effects of video game play. In A. Jordan & D. Romer (Eds.). *Media and the Well-Being of Children and Adolescents* (109-128). New York: Oxford University Press.
- P. Fajnzylber, D. Lederman & Norman L. (2002). Inequality and violent crime. *Journal of law and economics*, vol. Xiv (April 2002). The University of Chicago. All rights reserved. 0022-2186/2002/4501-0001\$01.50
- A. V. Zelfden, (2010). Bad Company 2's audio team tells us how music can bloom on a Battlefield. Retrieved December 1st, 2011 from <http://www.1up.com/features/recording-music-bad-company-2>
- C.A. Anderson & B.J. Bushman (2001). Effects of Violent Video Games on Aggressive Behavior, Aggressive Cognition, Aggressive Affect, Psychological Arousal and Prosocial Behavior: A Meta-analytic Review of the Scientific Literature. *Journal of Psychological Science*.
- R. Boyle & M. Hibberd (2005). Review of Research on the Impact of Violent Computer Games on Young People. Stirling Media Research Institute.