

An Analytical Study on Impact of WWF Video Game among Children

S. Sampath Kumar

Asst. Professor, Dept. of Visual Communication, Rathinam College of Arts and Science, Coimbatore, (T.N.) India

Abstract

Decades of research have demonstrated that exposure to violence on television can cause increases in aggression. The emergence of violent video games has raised questions regarding the effects of violent media. The General Aggression Model (GAM) predicts that exposure to violent media increases aggressive behavior through one of three primary pathways: arousal, cognitions, and affects.

Key Words: Aggression, Brain imaging, Media violence, Violent video games

Introduction:

The world today has a variety of problems. Violence is around the top of the list. Everywhere you go that is all you see. It is seen on the front page of the newspaper and as the headlines in the news. Unfortunately it is widely used for entertainment purposes. Today, violence is a major part of video games, television, and popular movies. Violence becomes such an everyday scene for us that it makes us numb to the real world. I think that some of the violence in the entertainment business should be not necessarily abolished but "toned down." Almost every video game out has a violent theme. For example, Mortal Kombat, Wrestling, and even Star Wars. Whatever happened to Mario and Luigi or simple sports games? Now it all has to be blood, guts, and gore to sell. Some of the top psychologists related these games to some of the teenagers' rage. Television shows like Cops, WWF, Jerry Springer, and even cartoons flood the "must see" hours. Violent acts are constantly being used for a main

source of entertainment. The study's researchers, however, contended that in most of the films, shows and videos they examined, violence was often portrayed as harmless or without consequence, but this does not make it okay to kill someone as long as they are a "villain". Violent acts like this are seen so much that we become less and less affected by it when it becomes reality. Violent behavior of individuals may be linked to media violence. There are a number of different ways that people can be influenced by media violence. Who will be affected, by what material, and in what way is difficult to determine. Media violence does not only include television and movies, but local news as well. There are ways to prevent media violence from corrupting one's own behavior. It is the responsibility of the public to voice their opinions and speak out against television violence. Many children act out or play games that they see on TV. An example of this is WWF Wrestling. Children see this type of violence and believe that it is an acceptable and fun thing to do. Children soon begin to act out

towards other children as well as towards animals. They fight instead of play at recess. And if no one stops his or her erratic behavior it doesn't take long before the media turns a good kid into a bad one. WWF video game in India WWE (formerly known as WWF/WWE Smack Down! from 2000 to 2004 and WWE Smack Down vs. Raw from 2004 to 2011) is a series of professional wrestling video games developed by Yuke's and published by THQ. The games in the series are based on the professional wrestling promotion WWE and feature professional wrestling match types, storylines and playable characters based on WWE programming. Originally named after WWE's Smack Down television program, the series was eventually renamed to add WWE's other major television show Raw to the title. In 2011, THQ announced that the series would now be known as simply WWE starting with the release of WWE '12. The series began with the release of WWF Smack Down! In 2000 and originally remained exclusive to Sony's PlayStation consoles. After the release of 2004's WWE Smack Down! Vs. Raw, the series expanded with yearly releases for various other consoles including the PlayStation Portable, Xbox 360, Nintendo DS and Wii, as well as mobile devices. Yuke's had also released the games in Japan under the name Exciting Pro Wrestling. However, after Smack Down vs. Raw 2006, THQ took over as the Japanese publisher and the Japanese releases adopted the western name. Reception of the series has been positive overall, and WWE Smack Down vs. Raw 2009 was rated 31st and 28th (Xbox 360 and PlayStation 3, respectively) in IGN's "Top 100 Games" list. It is among

the best-selling video game franchises, with 47 million copies shipped as of 2009. WWF RAW is a video game based on the television show of the same name produced by the World Wrestling Federation, released for the SNES, Sega 32X, Mega Drive/Genesis, and Game Boy in late 1994 and early 1995 by Acclaim Entertainment. It is the sequel to the WWF Royal Rumble game that was released in 1993, and is the final part of LJM's 16-bit WWF trilogy. Players can play either One-on-One; Tag Team, Bedlam, Survivor Series, Royal Rumble, or a Raw Endurance Match. WWF RAW introduces differences between the characters in that they not only have their own signature moves, but differing move sets altogether (including new over-the-top "mega moves"). The game adds many moves not seen in the previous games, such as DDT, a fall away slam, and various types of suplexes. Additionally, wrestlers differ in attributes of speed, strength, stamina, and weight. The game itself is arcade-like and involves a "tug-of-war" system in which, when the wrestlers lock-up, a meter appears above them and players must repeatedly press buttons to pull the energy away from the opponent's side to theirs. With more energy, they can perform moves with greater impact. Once an opponent's energy is low enough, a player can perform a wrestler's unique signature move.

Game type

Match types

In a One-on-One match, two wrestlers (one player versus the computer or two players) square off for a face-to-face bout. One fall, Brawl, and Tournament variations are available. One fall matches feature an in-

ring referee and are contested under standard rules. Victory is achieved by a 3-count pinfall or a count-out if a wrestler stays outside of the ring for a full ten-count. In a Brawl, however, the referee is absent. This allows unlimited time outside the ring and illegal moves such as eye raking and choking are allowed at all times. The Brawl match doesn't require a pinfall to win; instead, the first player to be entirely drained of their stamina submits in defeat. In a Tournament, a player must battle through the entire roster in a series of One Fall matches to win the championship belt. A Tag Team match is made up of two teams of two wrestlers (if two players are involved, they can choose to either control opposite teams or be on the same team against the computer). Whenever one wrestler gets tired, they can tag in their partner. A wrestler on the apron can grab an opponent if they get close to the ropes, allowing their partner to attack them. One fall, Brawl, and Tournament configurations are available. In a standard tag team match, if an illegal wrestler is in the ring for a full 10-count, his/her team will be disqualified. Otherwise, the same rules for the singles One Fall and Brawl matches apply to tag team matches. In the tag team Tournament mode, either one player or two cooperative players will choose two wrestlers to form a team and then must defeat the remaining wrestlers in a series of One Fall tag team matches to win the tag team championship. A Bedlam match is similar to a Tag Team match, except both team members are allowed in the ring at the same time (essentially a "Tornado" Tag Team match). A team must defeat both members of the other team to

win the match. A Survivor Series match is also similar to a Tag Team match. Instead of only 2 members on each team, a team can consist of up to four wrestlers. It is also elimination style, in which a team is only victorious when all the opponents' teammates have been eliminated by pinfall, submission, countout, or disqualification. Only one partner can appear on the apron at one time, but the player can change outside partners via a button command. The Royal Rumble begins with two wrestlers, and more adversaries enter until six wrestlers are in the ring. Additional wrestlers enter as others are eliminated. There are no holds barred and elimination occurs when a wrestler is thrown out of the ring. A wrestler must be worn down before they can be thrown out, unless they're caught running with a hip toss or back body drop, or knocked off the top turnbuckle. The last wrestler remaining in the ring after all twelve have entered wins the match. At the end of a Royal Rumble, score rankings are shown giving a wrestler's total time in the ring along with a list of opponents they eliminated.

A Raw Endurance match is a mix between a Survivor Series and a Bedlam. The player picks his first wrestler, then up to five more partners. The choosing of partners is optional, meaning a player can choose to go in with as much as a 6-on-1 handicap. The first team to eliminate all the members of the other team wins the match.

Review of Literature

Literary review

Issues emerge from consideration of violent video games and GAM. First, is exposure to violent video games associated with

increases in aggression? This question requires empirical studies that assess the relation between exposure to violent video games and aggression, but does not require a detailed analysis of underlying processes. Second, how can exposure to violent video games increase aggression, this question requires an examination of underlying processes, especially the three routes in the model: cognition, affect, and arousal. But only the cognitive route is specifically tied to the violent content of violent video games. Even nonviolent games can increase aggressive affect, perhaps by producing high levels of frustration. Similarly, exciting nonviolent games can increase arousal, but only violent games should directly prime aggressive thoughts and stimulate the long-term development of aggressive knowledge structures. Frustrating nonviolent games can increase aggressive cognitions indirectly, through links between feelings and thoughts (Anderson & Dill, 2000), but the real crux of the debate lies in the unique ability of violent videogames to directly increase aggressive cognitions. Comparably fewer studies have specifically focused on violent video games; existing research demonstrates that they also cause increases in aggressive behavior (e.g., Anderson et al., 2004). For example, one recent experiment (Anderson, Gentile, & Buckley, 2007) found that brief exposure to a violent children's video game increased delivery of high-intensity.

Research Methodology

The study was an attempt to understand that how much, children like to play WWF video game and to know the behavioral change in them. A scientific sampling and

questionnaire design has been adopted for this study.

Research Design

The primary purpose of research is to discover principles that have universal application, but to study a whole population in order to arrive at generalizations would be in practical. So generally a part of population is selected and the study is conducted on them and the conclusions are then generalized over the whole population.

Sampling is both essential as well as advantageous. It is desirable since it helps in conducting research on to a greater population without affecting the accuracy to any significant extent. It saves money, time and energy.

A good sample should be adequate and representative. It has been reported that even if a small representative sample is drawn from the entire population, the parameters are easily represented and estimated by sample statistics.

Sample Size

To answer the research question, quantitative research method is used, in quantitative research I choose survey research. Survey research uses scientific sampling and questionnaire design to measure characteristics of population with statistical perception. I designed my questionnaire with 16 questions that is highly related to my research and I choose 50 samples both boys and girls, and conducted the survey with them in their school.

Data Collection

The selection of a suitable tool is of vital importance for successful research and this depends upon various considerations such as objectives of the study, hypothesis of the study, availability of time, and availability of the tool itself.

A self designed close ended questionnaire is used to collect the data required for this research the study.

Statistical Techniques

The primary objectives of statistical inferences are to enable us to generalize from a sample to some larger population of which the sample is a part.

In the present study, two types of statistical techniques were used:

1. Calculation of frequency and percentage.
2. Cross table analysis is made.

I entered all the collected data and found out the frequency for all the questions and selected five variables and compared it with age group and with gender classification and charted out cross table to analyze my data.

Data Analysis and Interpretation

The present Analytical study focuses upon school children who play WWF video game. Their behavioral changes, the attitude of the children towards the WWF video game. Findings of the study would form a basis for further in the depth analysis of various factors related to WWF video game. Suggestions for the same also made towards the end of this thesis.

1. A descriptive analytical design was adopted for the study.

2. Survey Methodology was to be followed for this study Questionnaire were issued to the school children's.
3. Random sample of 50 samples were selected.

Appropriate statistical tool were used to analyze the collected data.

Findings and Conclusion and Suggestion

The study was conducted among school children with 50 questionnaires were issued to the school children's, respective to age and gender.

1. 34 like to play WWF VG from 13&14 age.
2. 22 male children play WWF VG for more than 2 hours in a day
3. 23 male like to study and 19 play with friends out of the total male samples 42.
4. 19 male like to fight like the wrestlers in WWF VG with your Friends.
5. 28 male like to imitate the character in the WWF VG and. 14 don't like to imitate the character in the WWF VG out of total male sample 42. And 3 female like to imitate the character in the WWF VG and 5 don't like to imitate the character in the WWF VG out of total female sample 8.

Conclusion

In the study it is founded that boys like to play WWF video game than girls, and by playing WWF video game they try to adopt the character and imitate them in their life and they have some behavioral change in them due to the interest in playing WWF video game.

Suggestions

The study was limited to 50 samples; the same study can be undertaken in rural area

to know the impact of WWF video game in children.

References:

1. Anderson, C.A. (2000). Violent video games increase aggression and violence [On-line]. Available: <http://psych-server.iastate.edu/faculty/caa/abstracts/2000-2004/00Senate.html>
2. Anderson, C.A., & Dill, K.E. (2000). Video games and aggressive thoughts, feelings, and Behavior in the laboratory and in life. *Journal of Personality and Social Psychology*, 78, 772–790.
3. Buchman, D.D., & Funk, J.B. (1996). Video and computer games in the '90s: Children's time commitment and game preference. *Children Today*, 24, 12–16.
4. Funk, J.B., Flores, G., Buchman, D.D., & Germann, J.N. (1999). Rating electronic games: Violence is in the eye of the beholder. *Youth & Society*, 30, 283–312.
5. Walsh, D. (1999). 1999 video and computer game report card [On-line]. Available: <http://www.mediaandthefamily.org/1999vgrc2.html>
6. Huesmann L. Rowell. Leonard D. Eron, Kirsti Legerspetz, *IntervenA'ng Variables in the TV Violence-Aggression Relation: Evidence From Two Countries*, *Developmental Psychology*, Vol. 20, No.5, 1984, pg.746-775.
7. Zuckerman, Diana M., Ph.D., *Media Violence, Gun Control, and Public P li@c*, *American Journal of Orthopsychiatry*, Vol. 66, 1996, pg.378- 388.
8. *Media Violence*, AAP Committee on Communications. in *Pediatrics*,
9. Vol. 95, No. 6, June 1995.

Books:

1. Vivian, John, Peter J. Maurin. *The Media of Mass Communication: 2d Canadian Edition*. Scarborough, Ont.: Allyn and Bacon Canada, 2000.
2. Lang, Annie. *Measuring Psychological responses to media*. Hillsdale, N.J. Lawrence Erlbaum Associates, publishers, 1994.
3. Pomeroy, Dave. *Video Violence and Values*. New York, N.Y.: Friendship Press 1990.

Web Sites:

1. <http://gurlpages.com/reb-vodka/>
2. <http://www.media-awareness.ca/eng/issues/violence/viostory.htm>
3. <http://www.media-awareness.ca/eng/issues/violence/resource/articles/child.htm>
<http://news.bbc.co.uk/low/english/world/americas/newsid-331000/331899.stm>
Eisler, Lauren D. *The Sociology of Mass Media in Canada: 244.3*. Saskatoon, Sk. University of Saskatchewan, Term 1, 2000/2001.