Abstract

Effect of watching wrestling channels and playing fighting video games on Children aggressive behaviour

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The research aims at identify the effect of watching wrestling channels and playing fighting video games on Children aggressive behaviour. Descriptive approach adopted as it suits research objectives and hypotheses. Research sample included 200 pupils selected randomly from primary 5th and 6th grades pupils and preparatory school students. The sample included 200 primary school pupils (100 wrestling channels watchers and 100 fighting video games players) and 200 preparatory school students (100 wrestling channels watchers and 100 fighting video games players).

After data collection and statistical analysis: the player may conclude the following:

- Children in preparatory school who watch wrestling channels are more aggressive than those in primary school.
- Children in preparatory school who play fighting video games are more aggressive than those in primary school.
- Children in who play fighting video games are more aggressive than those who watch wrestling channels.

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