

## **IMPACT OF INTERNET AND VIOLENT GAMES ON VIOLENT BEHAVIOR AMONG STUDENTS: DIFFERENCES IN SEX, AGE AND RESIDENCE**

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### **ABSTRACT**

This research with quantitative approach, main to highlight the differences in gender, residence and age, the impact of Internet use and violent games in the emergence of violent behavior among students of eighth and ninth grade in upper secondary schools. We raised the hypothesis that there will be differences in gender, age and residence of the impact of violent games internet on violent behavior. There were 497 students from the surrounding municipality of Prishtina who participated voluntarily in this research. 245 or 49.3% were female and 252 or 50.7% of them were males. 150 of them are 13 years old; 231 of them or 46.5% are 14 years old and 116 students are 15 years. 66.4% of them are living in the city and 33.6% or 167 students are living in the village. The instrument to ensure the collection of data, it was determined to be the structured questionnaire. The instrument was piloted, and corrected before taking its final form. Analysis of the reliability of the questionnaire, provided the value of the Alfa Croanbach .897. To analyze the quantitative data collected statistical package SPSS for Windows, version 19 was used. Since our data were not normally distributed, non-parametric tests were used. Mann-Whitney U test and Kruskal-Wallis H test were used to compare differences between two or more independent groups. The results showed no statistical differences between the variables available in the study. Such results determine the need to involve more cultural variable in studies, in order to create a more extensive and clear picture on factors involved in violent behavior in this age group.

**Keywords:** Students, violent games, internet, differences, violent behavior.