

Preference For Violence: Male vs. Female

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Introduction

Males have long been considered the more aggressive and violent gender. This perception is correlated with the types of video games that many young adults play.



The glorification of violence is extremely prevalent in western media. Rugged and masculine men are presented as idols as they gun down nameless enemies.

Harrisburg University is a great place to conduct the study because of the large gaming community and eSport background of the school.

Our study is intended to help us better understand the male psyche surrounding violence, as well as information that could be important for video game marketing and development.

Hypothesis

We hypothesized that males would prefer violent video games more than their female counterparts.

Methods

To test whether young males would prefer violence in video games, we surveyed **104 students at Harrisburg University**. Surveys were done using Google Forms and included questions such as: “**what is your gender**”, “**what graduating class are you in**”, “**what is your current favorite video game**”, “**what is your most played video game ever**”, and “**what is your favorite video game genre**”.

To determine a preference for violence, the three responses to video game responses were rated as either **violent (2/3 or 3/3 violent game choices)** or **non-violent (1/3 or 0/3 violent game choices)**.

Statistical Analysis

Our null hypothesis was that females and males would be equal, so to test this we used the p-value method to find our test statistic. This resulted in us getting a test statistic of -1.751. Using a normal table, we got a value of 0.0401. Since our hypothesis was a greater than function, we subtracted this value from 1, meaning our p-value was 0.959. This is greater than our significance level of 0.05, meaning that we failed to reject our null hypothesis. This indicates that, based on a 95% confidence level, there is no significant difference between males and females and their preference for violence in video games

Conclusion

While the male and female responses had a 17.7% difference in affirmative responses, our analysis showed that there is no significant difference based on a 95% confidence interval. This surprised us, as we felt that there would be no contest between male and females as to who would prefer violence more.

Results

Of the 104 students, **32 were female (31%)** and **72 were male (65%)**, which is close to the reported demographics of Harrisburg University.

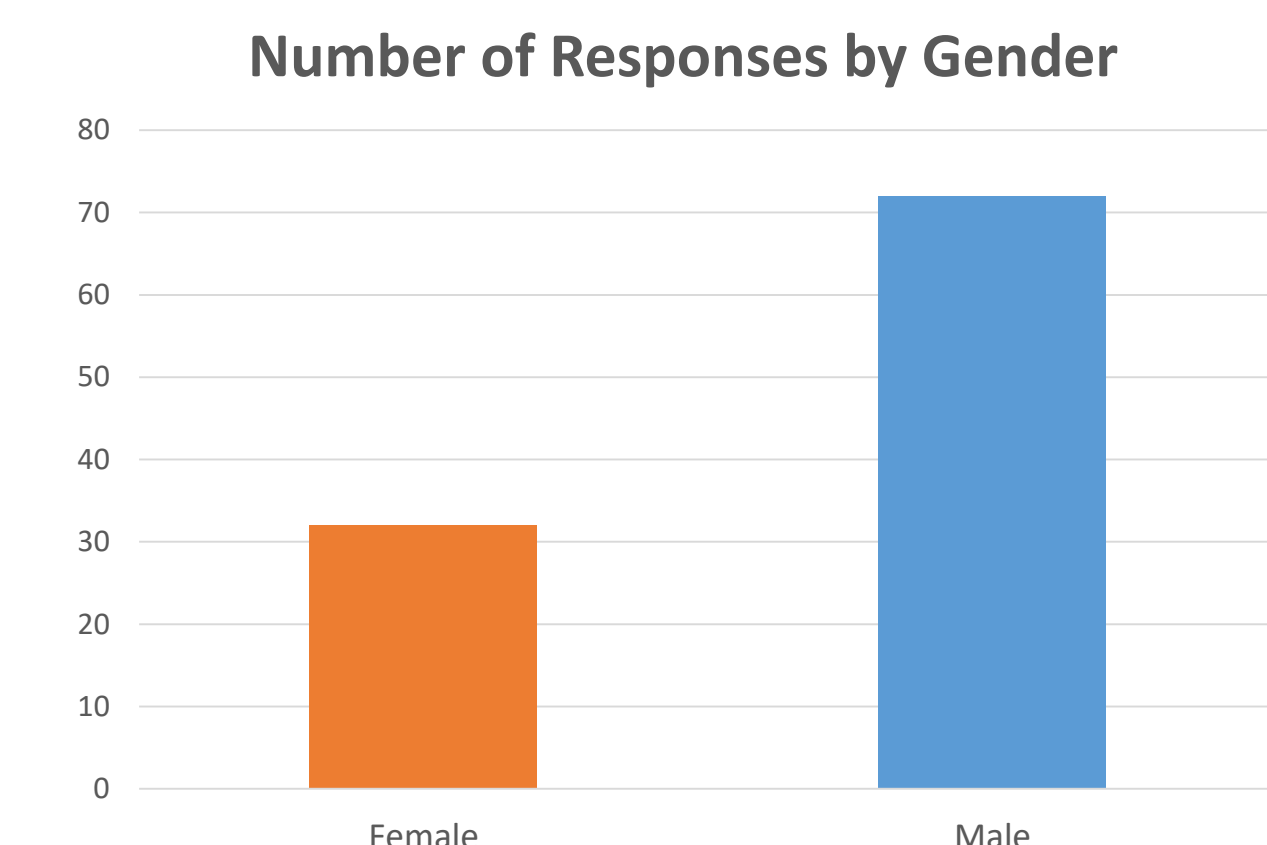


Fig 1: Number of responses by gender. 32 female and 72 male.

53.1% (17/32) of female responses were affirmative, 70.8% (51/72) of male responses were affirmative, leading to a total affirmative rate of 65.4% (68/104).

Percentage of Affirmative Responses

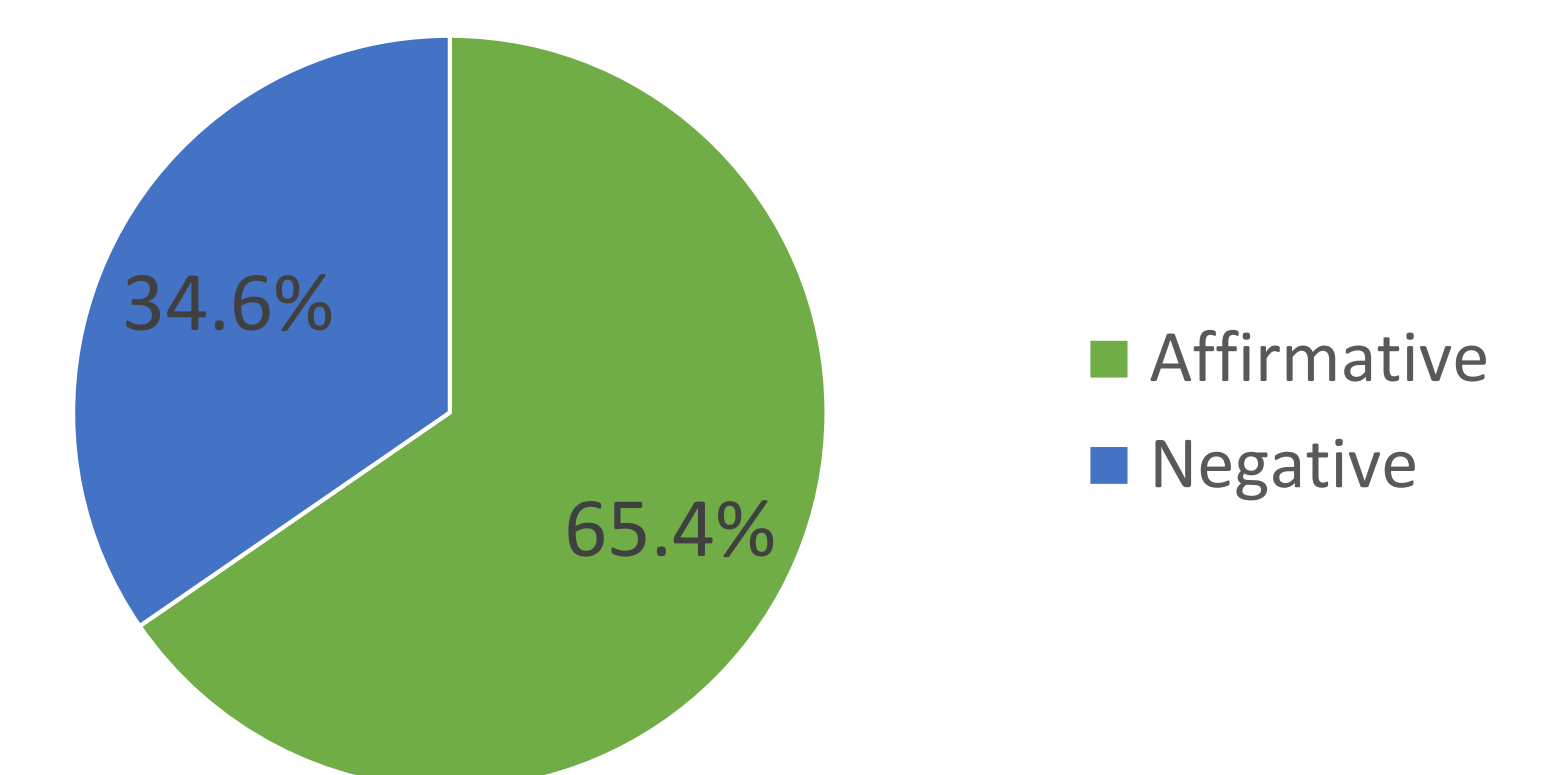


Fig 2: Combined percentage of affirmative responses. 68 affirmative

References

- Björkqvist, K. Gender differences in aggression. *Curr Opin Psychol.* 2018 Feb; 19:39-42.
- Hopp, T., & Fisher, J. (2017). Examination of the Relationship Between Gender, Performance, and Enjoyment of a First-Person Shooter Game. *Simulation & Gaming, 48*(3), 338–362.