

Effects of Video Games on Aggressive Behaviors of Adolescents

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Abstract

Based on the facts, a large number of adolescents in Kosovo use video games, and in general it is considered as an obvious matter, therefore, we decided to analyze this topic, particularly in the municipality of Vitia in the Republic of Kosovo.

New tendencies and rapid changes in technology can produce negative as well as positive results.

The beginning of adolescence is a period when an individual develops all aspects such as identity, adolescent relationship closeness and success. This period of maturity features with expectations, emotions, ideas, beliefs, attitudes, and behaviors. Video games represent a widespread activity from middle childhood until being an adult (Anderson & Bailey, 2010). Adolescence has many factors within itself dealing with the identity of a person and many issues connected to it.

Keywords: Video games, effects, adolescents, behaviour.

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