

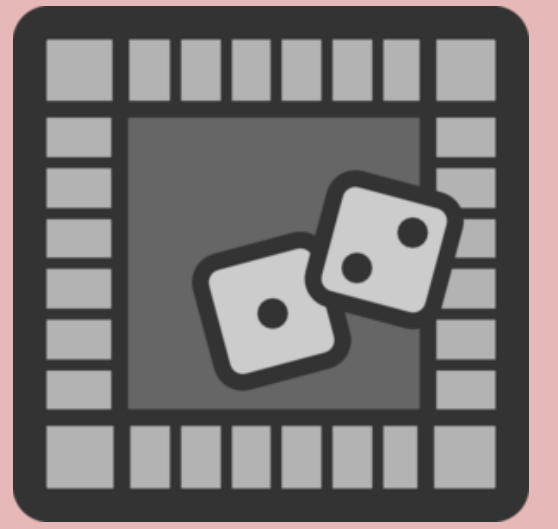
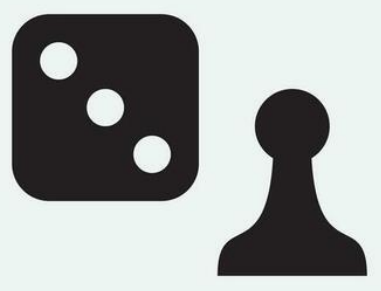
Title: Interplay between Online Gaming Addiction and Behavioural Problems, Parenting styles as a moderator among Adolescents

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Abstract

Present study examine the relationship between online gaming addiction and behavioural problems among adolescents, moderating role of parenting styles. The study utilized cross-sectional research design. A sample of 300 (150 male /150 female) students of class 9th,10th,11th and 12th taken from different public and private schools and colleges of Islamabad and Rawalpindi. . To compute the findings, data was analyzed through Statistical Package for Social Sciences (21st version) and Pearson Product Moment Correlation, Regression analysis for moderation and t test were executed.

There is a positive relationship between online gaming addiction, permissive/ authoritarian parenting styles and behavioural problems among adolescents. There is a negative relationship between authoritative parenting style, behavioural problems and online gaming addiction among adolescents. Parenting styles (mothers' permissiveness, fathers' authoritative, mothers' authoritative) moderate the relationship between online gaming addiction and behavioural problems. Significant gender differences revealed that male adolescents have higher level of online gaming addiction and behavioral problems as compared to the female adolescents. The comparative analysis was also done on the basis of online gaming hours which showed that the adolescents who spend >10 hrs on gaming have higher level of online gaming addiction and behavioral problems as compared to the adolescents who spend <10 hrs on gaming.

Results & Discussion

There is a positive relationship between online gaming addiction, permissive/ authoritarian parenting styles and behavioural problems among adolescents. There is a negative relationship between authoritative parenting style, behavioural problems and online gaming addiction among adolescents. Parenting styles (mothers' permissiveness, fathers' authoritative, mothers' authoritative) moderate the relationship between online gaming addiction and behavioural problems. Significant gender differences revealed that male adolescents have higher level of online gaming addiction and behavioral problems as compared to the female adolescents. The comparative analysis was also done on the basis of online gaming hours which showed that the adolescents who spend >10 hrs on gaming have higher level of online gaming addiction and behavioral problems as compared to the adolescents who spend <10 hrs on gaming.

Table 2

Descriptive Statistics and Psychometric properties of the scales used in the Study (N=300)

Scales	Range							
	K	M	SD	α	Potential	Actual	Skew	Kurt
Problematic Online Gaming	12	33.64	16.18	.98	14-51	12-60	-.028	-1.99
Behavioral problems	80	238	99.1	.99	134-340	80-400	-.027	-2.01
Externalizing BP	37	108.7	43.55	.99	61-154	37-185	-.027	-2.01
Internalizing BP	32	95.78	35.53	.99	58-134	32-160	-.027	-2.01
Somatic BP	11	32.36	18.88	.99	12-54	11-55	-.027	-2.00
Father permissiveness	10	31.72	15.39	.99	13-48	10-50	-.028	-2.00
Father authoritarian	10	29.27	16.87	.98	11-47	10-50	-.027	-2.00
Father authoritative	10	31.64	14.87	.91	15-48	10-50	.029	-2.00
Mother permissiveness	10	31.62	15.49	.99	14-48	10-50	-.028	-2.00
Mother authoritarian	10	29.32	16.90	.92	11-47	10-50	-.027	-2.00
Mother authoritative	10	31.62	14.95	.99	15-48	10-50	.028	-2.00

Table 3

Correlations for study variables (N=300)

Variables	1	2	3	4	5	6	7	8	9	10	11
1. Problematic Online Gaming	—	.83**	.91**	.98**	.99**	.99**	.99**	.91**	.88**	.92**	-.78**
2. Behavioral problems	—	1.00*	1.00*	1.00**	.99**	.99**	.99**	-.87**	.95**	.98**	-.62**
3. Externalizing BP	—	.98**	.99**	.73**	.98**	.98**	.95**	.99**	.84**	.99**	-.99**
4. Internalizing BP	—	.73	.87	.99	-.95**	.54	.99	.99	.99	.99	-.99
5. Somatic BP	—	.91	.98	-.95**	.65	.53	.99	.99	.99	.99	-.97
6. Father Permissiveness	—	.99	.95**	.99	.99	.99	.99	.99	.99	.99	-.99
7. Father Authoritarian	—	.95**	.99	.99	.99	.99	.99	.99	.99	.99	-.99
8. Father Authoritative	—	.99	.99	.99	.99	.99	.99	.99	.99	.99	-.99
9. Mother Permissiveness	—	.99	.99	.99	.99	.99	.99	.99	.99	.99	-.99
10. Mother Authoritarian	—	.99	.99	.99	.99	.99	.99	.99	.99	.99	-.99
11. Mother Authoritative	—	.99	.99	.99	.99	.99	.99	.99	.99	.99	-.99

Note: *p<.05, **p<.01, ***p<.001

Figure 2

Moderating effect of Mother Permissive Style on Online Gaming Addiction and Behavioral Problems

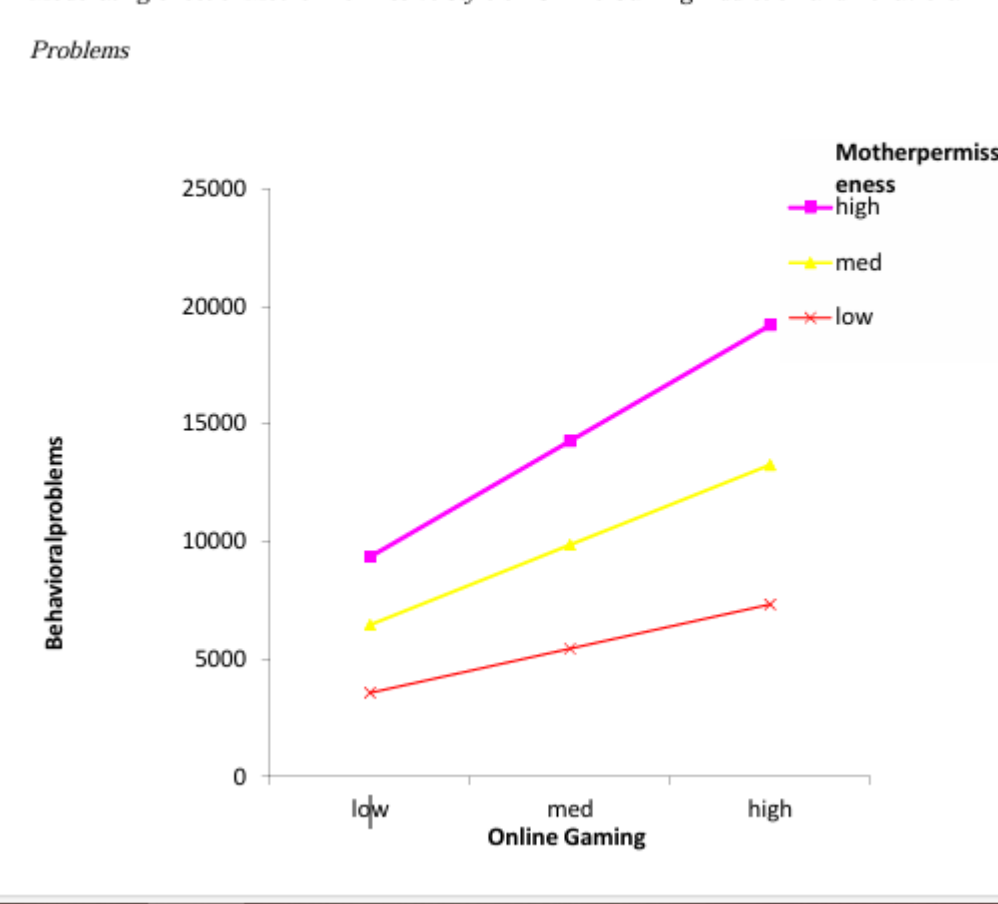


Figure 4

Moderating effect of Mother Authoritative Style on Problematic Online Gaming and Behavioral Problems

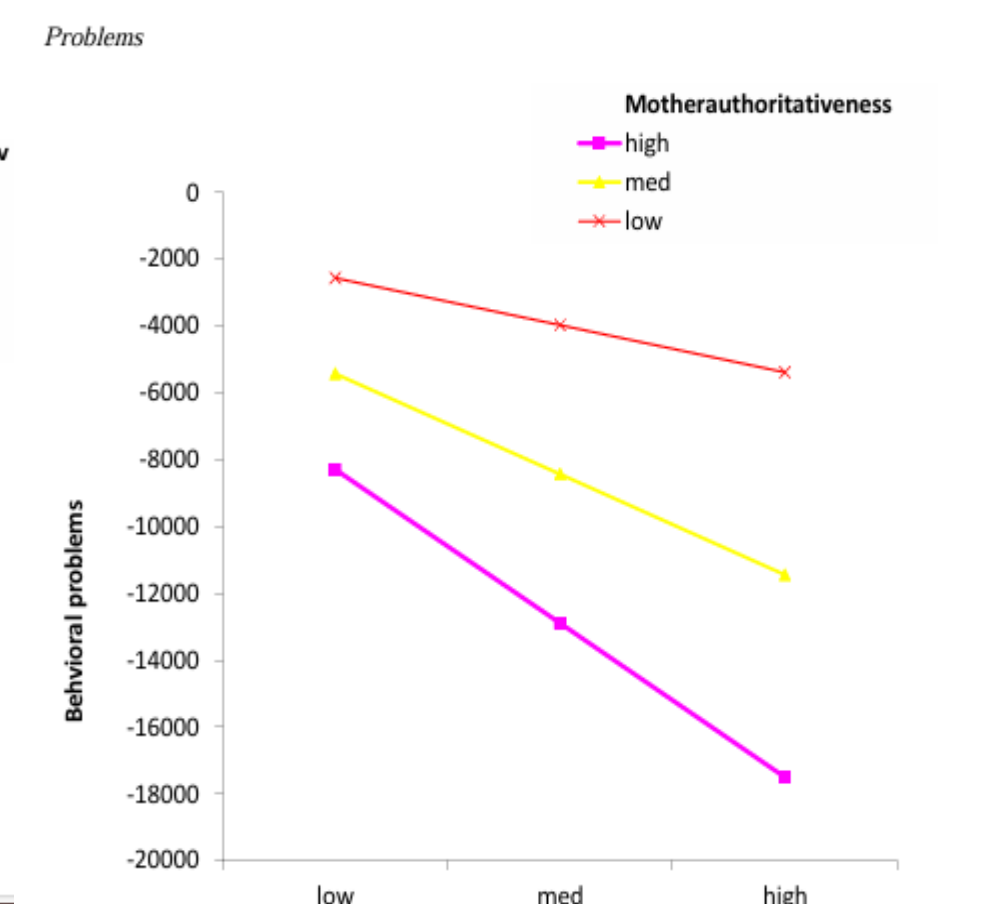
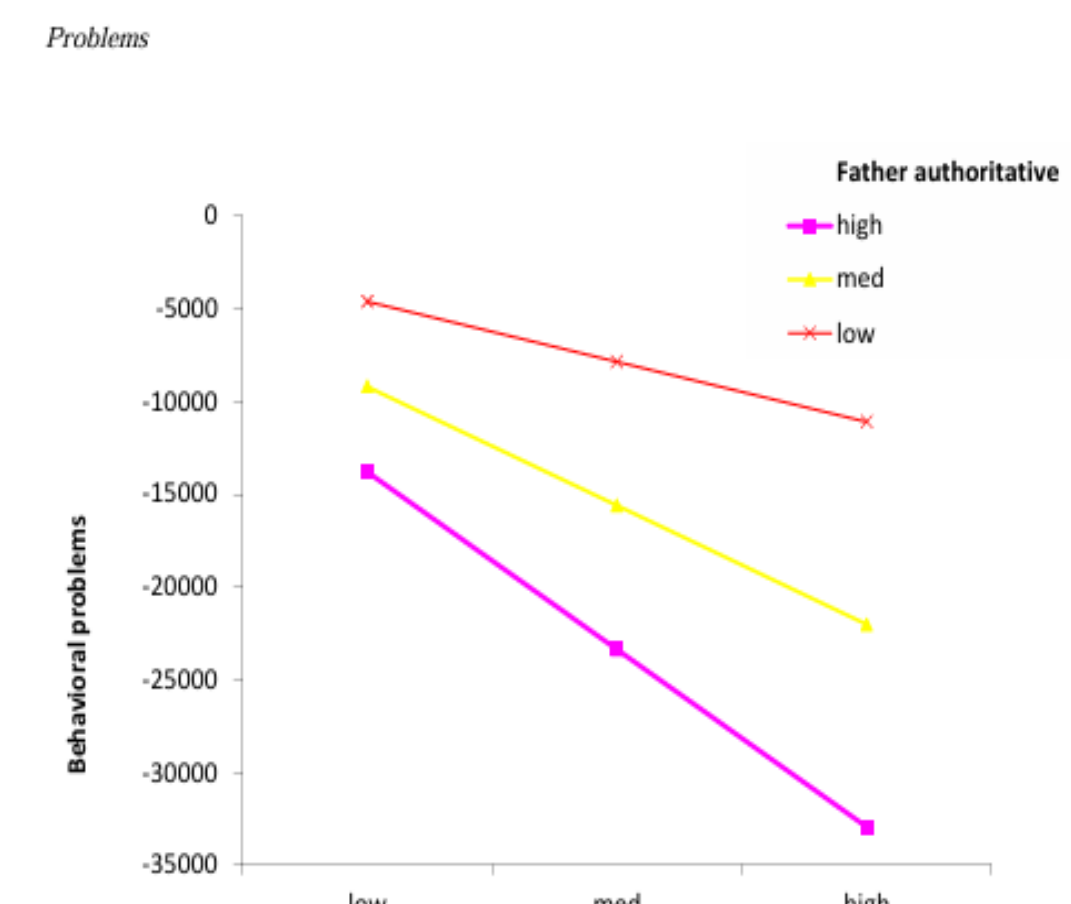


Figure 3

Moderating effect of Father Authoritative Style on Online Gaming Addiction and Behavioral Problems



Introduction

The digital period is being defined as an age of knowledge or machines which reflects the high-tech social transformation to computerization. Modern media practices such as internet and video gaming are now rampant. This has evolved the essence of leisure activities among adolescents. Online gaming addiction is a phenomena of concern. Many parents have restricted outdoor activities due to the current security vulnerability. This further exacerbates online gaming addictions in the region. Most part of the research has been done in this area throughout western countries, however research in Pakistan is still scarce. The present research will instill an understanding of the phenomenon in local context. These will pave the way for future Pakistani researches to discover more aspects of problematic online gaming. Another important part of a research is that all the indigenous scales have been used which the previous researchers lacked in their researches.

Methodology

Objectives: To examine the relationship between online gaming addiction and behavioural problems among adolescents, moderating role of parenting styles.

Hypotheses:

- There is a positive relationship between online gaming addiction and behavioural problems among adolescents.
- There is a negative relationship between authoritative parenting style, behavioural problems and online gaming addiction among adolescents.
- There is a positive relationship between authoritarian parenting styles and behavioural problems
- There is a positive relationship between authoritarian parenting styles and online gaming addiction among adolescents.
- There is a positive relationship between permissive parenting styles, behavioural problems and online gaming addiction.
- Parenting styles moderate the relationship between online gaming addiction and behavioural problems.
- Male adolescents have higher level of online gaming addiction as compared to the female adolescents.
- The adolescents who spend >10 hrs on gaming have higher level of online gaming addiction and behavioral problems as compared to the adolescents who spend <10 hrs on gaming.

Sample & Instruments: The study utilized cross-sectional research design. A sample of 300 (150 male /150 female) students of class 9th,10th,11th and 12th taken from different public and private schools and colleges of Islamabad and Rawalpindi. Problematic Online Gaming Scale (Papay et al.,2013), Child problem checklist (Tariq & Hanif,2007) and Parental Authority Questionnaire (Babree,1997) were used to assess the Problematic Online Gaming, Behavioural Problems and Parenting Styles among students respectively. To compute the findings, data was analyzed through Statistical Package for Social Sciences (21st version) and Pearson Product Moment Correlation, Regression analysis for moderation and t test were executed.

Procedure: The data was collected from different schools of Rawalpindi and Islamabad. Competent authorities were informed about the purpose, nature and importance of the study and written permission was obtained to collect the data from secondary school children and their parents. Sample was employed through the purposive sampling technique based on cross sectional survey research design. Participants were informed about the nature, purpose and importance of the study and written informed consent was obtained before administering the scales. The researcher responded to the queries of participants before, during and after the form completion. After the completion of the scales, the researcher checked the scales and requests the respondent to answer the question left blank either intentionally or unintentionally.

Table 15

Mean, Standard Deviations and t-values along gaming hours on Variables (N=300)

Variables	Gaming hrs		t	P	95% CI		Cohen's d
	<10 hrs (n=148)	>10 hrs (n=152)			LL	UL	
Online Gaming Addiction	17.31(1.10)	49.34(2.84)	127.19	.00	-32.52	-31.53	14.87
Behavioral problems	138.76(2.00)	335.13(16)	146.53	.00	-199.0	-193.7	17.14
Externalizing BP	64.67(1.29)	151.05(7.0)	146.24	.00	-87.53	-85.21	17.10
Internalizing BP	59.84(0.99)	130.30(5.9)	142.30	.00	-71.42	-69.47	16.65
Somatic BP	13.27(0.72)	50.71(3.15)	140.48	.00	-37.96	-36.91	16.38

Note: CI=Confidence Intervals; LL=Lower Limit; UL=Upper Limit.

Table 13

Mean, Standard Deviations and t-values along gender on Variables (N=300)

Variables	Male		Female		t	P	95% CI		Cohen's d
	(n=152)	(n=148)	(n=152)	(n=148)			LL	UL	
Online Gaming Addiction	49.55(1.05)	17.30(1.104)	258	.00	32.0	32.5	29.93		
Behavioral problems	336.4(1.37)	138.75(1.99)	1002.6	.00	197.2	198	115		
Externalizing BP	151.62(1.04)	64.68(1.29)	640.53	.00	86.67	87.2	10.6		
Internalizing BP	130.78(0.97)	59.84(0.98)	625.6	.00	70.71	71.1	74.2		
Somatic BP	50.96(0.61)	13.27(0.72)	481.9	.00	37.53	37.8	56.48		

Note: CI=Confidence Intervals; LL=Lower Limit; UL=Upper Limit.

Limitations & Suggestions

- The first and foremost being the small sample size. Given the population i-e school and college students which minimize the external validity of the study, larger data should have been collected. In order to generalize the results, data should have been collected from students of various cities in Pakistan by random sampling to get an even diverse and broad data so that rich information can be obtained to ensure external validity.
- Likert scale and forced choice format of yes/no questions limited the responses. Some short form of self-report inventories, checklists or qualitative interview schedules should be made to obtain objectivity in data without boredom effect on the participants.
- Self-report method in itself has very methodological problems; such as the element of social desirability. Future studies should be done by using some other most reliable methods.
- Other setback was the time during which the data collection was taken place. During covid pandemic, half days of the week were on with half of the students being present in the classes on alternate days so this might had contributed many confounding variables. For future work, it is suggested to study the present variables in varying populations like adult university students with larger data collection

Conclusion

In a nutshell the present study proves that Modern media practices such as video gaming is now rampant and online gaming addiction affects the behavioral problems in adolescents. It is suggested in the light of present research to improve the parenting styles in order to reduce the online gaming addiction and behavioral problems. These will pave the way for future Pakistani researches to discover more aspects of problematic online gaming in clinical research and practice.

Acknowledgements

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