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## VIOLENT GAMES AND AGGRESSION: MODERATOR ROLE OF PARENTAL GUIDANCE

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With the spread of digital technology, the effects of video games which have violent content on children's behaviors have been the subject of curiosity. The literature indicates different findings. Some researchers suggest that violent games lead children to aggression while others indicate that playing violent games do not directly cause violence (see, Calvert et. al., 2015; Ferguson, 2015; Lin, 2013; Prescott, Sargent, & Hull, 2017). They demonstrate that there are mediator or moderator variables such as children's cognitive assessment powers, social attitudes towards violence, means of transport for violence and punishment after violence to indicate this relationship even social learning was effective in this context. The current study examines that mediator role of identification with game characters in the violent game (M) in the model and moderator role of parental guidance (W) on all paths between X, M, and dependent variable (Y), aggressive behavior (see, Hayes' Process Model 59, 2018). Our sample was 9 -17 aged 140 children. We directly asked children about their duration of violent game playing. We used the Identification with the Player Character Scale (Hefner, Klimmt, & Vorderer, 2007) to

measure character identification. Participants answer the Social Support Questionnaire for Children (Gordon-Hollingsworth et. al., 2015) for the perceived parental support. The Aggression Scale (Orpinas & Frankowski, 2001 ) is used to measure our dependent variable which is children's aggressive behavior. Sample size analysis shows that it should be at least 138 participants total. According to the expected results, we think that the duration of violent video games play and identification with game characters in them will predict children's aggressive behavior; however, we expect that the effect of the identification on aggressive behavior will decrease when perceived parental guidance increases. The results showed that when duration of violent game playing rises, identification with game character increases. On the contrary of our hypotheses, neither duration of violent game playing, nor identification with game character predict aggressive behavior. Effect of the constant on both identification with game character and aggressive behavior is significant. Therefore, future studies should leave classical violent game and aggressive behavior association and focus new predictors.