

**The Perceived Effects of Airsoft Among Its Teenage Players: A Study  
of Aggression And Sublimation**

An Undergraduate Thesis

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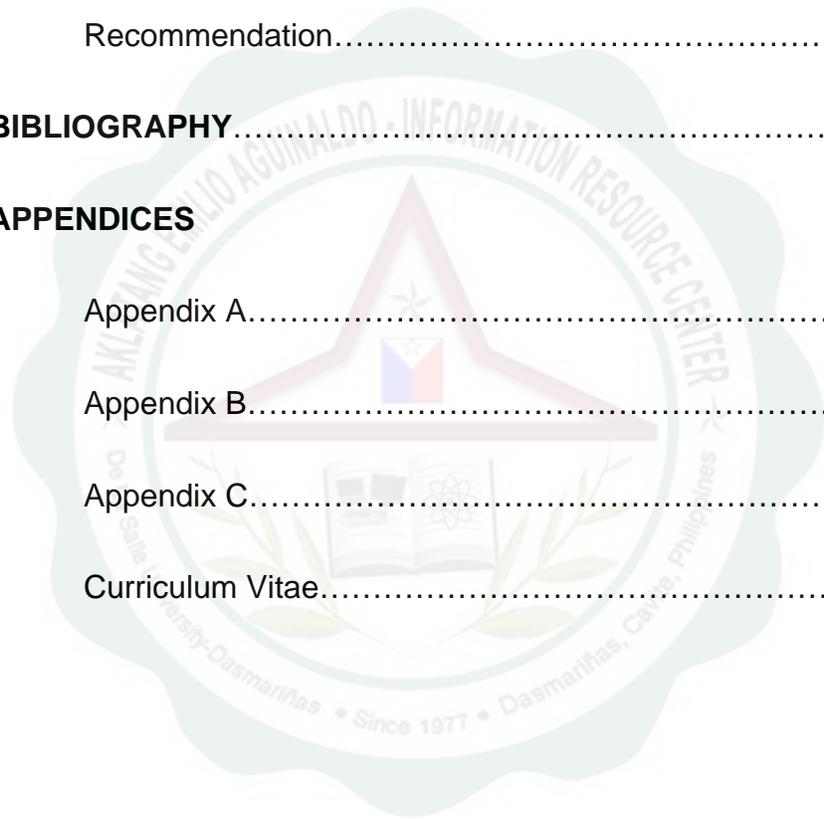
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## **ABSTRACT**

**NAME OF INSTITUTION:** De La Salle University- Dasmariñas

**ADDRESS:** Muntinlupa City and Dasmariñas, Cavite

**TITLE:** “The Perceived Effects Of Airsoft Among Its Teenage Players: A Study Of Aggression And Sublimation”

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### **OBJECTIVES OF THE STUDY:**

#### **General:**

The purpose of the present study is to find out the level of aggression and sublimation among fifty (50) teenagers.

### **SCOPE AND LIMITATION**

The study is limited to finding out the level of aggression and sublimation among fifty (50) teenage players' ages fourteen to nineteen years (14-19) old that are actively playing Air soft. Specifically research

dealt with the behavioral effects of the respondents in engaging with this kind of activity.

## **METHODOLOGY**

This study sought to examine the effect of airsoft among its teenage players. How sublimation does take place and how it might lead to aggression. The descriptive survey method (convenient sampling) was used in this study.

### **SUMMARY OF FINDINGS:**

Inserted below are the findings of the study:

1. What are the profiles of the teenagers that are playing airsoft in terms of:

#### **A. Gender**

There were more male teenagers comprising forth-three (43) or eighty-six percent (86%) out of fifty (50) respondents and less female, seven (7) or fourteen percent (14%) out of fifty (50) respondents.

#### **B. Age**

Age ranging from eighteen to nineteen (18-19) got the highest result, fifty-six percent (56%) of the total population. Age ranging sixteen to

seventeen (16-17) got the result of thirty-two percent (32%) and fourteen to fifteen (14-15) got the least respondents or twelve percent (12%).

### C. Social Economic Status

Middle Class (Class B) dominated the study with thirty-two (32) out of fifty (50) respondents or sixty-four percent (64%), followed by upper class (Class A) with eighteen (18) out of fifty (50) respondents or thirty-six percent (36%) and the least was low class (Class C) got zero (0) out fifty (50) respondents or zero percent (0%).

#### 2. What are the indicators of sublimation as revealed by the checklist?

Most of the respondents had shown a good reason why they joined air soft at their young age. In the checklist, they revealed that they can handle their temper and they also know how overcome disappointments at an early age. Teenagers' players are aware that playing Air soft affects behavior in a positive manner and vice versa. In addition with the result that are revealed by the checklist, the researchers noticed that sublimation is the driving force behind human aggression.

#### 3. What are the indicators of aggression as revealed by the checklist?

Most of the respondents exhibit an aggressive behavior towards playing airsoft for such many reasons. The checklist revealed that some of

them are having trouble in controlling their temper, most of them get into fights more than average person can do. That is, in playing Air soft, they are indirectly and unassertively expressing aggression toward others.

The descriptive survey method was used for the study. About fifty (50) teenage airsoft players answered a self-made questionnaire which seemed to be as the main data gathering instrument.

## **CONCLUSIONS:**

In the light of the foregoing findings of this study, conclusions were drawn as follows:

1. It can be concluded that playing air soft among teenage players prefer to get one air soft gun as it shoots at much higher speed compared to Paintball guns.
2. It can be concluded that teenage players are often using desirable mechanism which is sublimation.
3. It can be concluded that playing air soft among teenagers have some positive effects, because they will be more productive in contributing to develop their own identity.
4. It can be concluded that some of teenagers are aware that playing air soft, can convert negative outlets into a more positive one.

## **RECOMMENDATIONS:**

In the light of the foregoing conclusion drawn and presented, the following are recommended.

1. Teenagers must be aware of safety precautions and be advised to have parental consent before pursuing this kind of activity.
2. It is recommended that the future researchers may conduct depth interviews and surveys to accumulate more detailed and accurate information concerning Air soft sports.
3. It is recommended that future researchers search for more information particularly in theory that will support this study.
4. To implement the newly promulgated framework for the Air soft teenage players.