

VIOLENT TENDENCY OF DOTA PLAYER

An Undergraduate Thesis

Presented to

The Behavioral Sciences Department

College of Liberal Arts

De La Salle University- Dasmaringas

Dasmaringas, Cavite

In partial fulfilment

For the Degree of Bachelor of Arts

Major in Psychology

Dueno, Francine Jan

Rojales, Anne Roviell

Yadao, RacquelKrisna

November 2010

TABLE OF CONTENTS

CHAPTER I: PROBLEM AND ITS BACKGROUND

Introduction	4
Statement of the problem	6
Conceptual framework	7
Scope and Limitations	8
Significance of the study	8
Definition of Terms	9
CHAPTER II: REVIEW OF RELATED LITERATURE	
History and Development of Violence	11
History of Violence among Children	16
Violence during Pre-school Years and Children development. ERICdigest	18
Individual differences and resilience	20
Adaptability in children	21
Theories of Violence	22

CHAPTER III: METHODOLOGY

Research Design	47
Research Participants	48
Research Sampling	48
Research Instrument	48
Data Gathering Procedure	48
Plan of Analysis	49

CHAPTER IV: PRESENTATION, ANALYSIS AND INTERPRETATION OF DATA

Problem No 1	52
Problem No 2	55

CHAPTER V: SUMMARY, CONCLUSION AND RECOMMENDATION

Summary	61
Findings	62
Conclusion	63

Recommendation	63
Appendices	65
Bibliography	70



ABSTRACT

Name of Institution: De La Salle University- Dasmariñas

Address: Dasmariñas, Cavite

Title: “Violent Tendency of Dota Players”

Researchers: Dueño, Francine Jan

Rojales, Anne Roviell,

Yadao, Racquel Krisna

Date Started: July 2010

Date Completed: March 2011

Objective of the Study

The objective of the study was to be able to find out if there were certain violent tendencies towards an individual who were into playing DOTA (Defense of the Ancients). This study was intended to know if playing DOTA could manifest an individual to exhibit grounds of having violent tendencies.

Statement of the Problem

This research was conducted to know about the violent tendencies of Dota Players.

The purpose of the study was to establish an understanding of the extent of effect of

playing Dota towards an individual's violent behavior or tendencies. It aimed to answer the following questions:

1. What was the demographic characteristics of a Dota Player?
 - 1.1. gender
 - 1.2 age
 - 1.3 educational attainment
 - 1.4 frequency of playing (in a week)
2. What were the violent tendencies of Dota Players in terms of:
 - 2.1 Uncontrolled anger
 - 2.2. Bullying and bossy behaviors
 - 2.3 Serious physical fighting with peers or family members.
 - 2.4 Severe destruction of property.

Scope and Limitation

This study focused on violent tendencies of Dota Player. The respondents were composed of 60 participants within the vicinity of Cavite. The researchers made

questionnaires that were validated by professionals from De La Salle University-Dasmariñas.

Methodology

Research Participants

The participants of this study were 60 participants within the vicinity of Cavite whom were in their teenage years specifically ages 16 to 20. They are known to be game players of an online amusement typically known as DOTA (Defense of the Ancient). They are the chosen participant in order to know if playing Dota would create an impact to them in inhibiting violent tendencies.

Research Instrument

This research intended to use questionnaire survey method for it could be reliable enough for meeting the objectives of this study and was appropriate for responding to the research questions that was established. The instrument was a self-made questionnaire by the researchers which contains relevant questions based from the U.S. Department of Education and National Center for Education Statistics and information that are found in website and books. The survey form contained questions that supplied answers for the study's statement of the problem.

Findings

Based on the study conducted by the researchers, the following results were gathered:

1. There were greater number of males involve in terms of online gaming compared to females which had taken 12 percent of the number of respondents.
2. The usual age of the respondents collected by the researchers from the survey came directly from ages 16-20 which were the ages required in the study. Forty percent of the respondents which had taken the greatest number were in their 20's while ages 16-17 had mutually taken eight percent of the study's population.
3. The respondents were typically under tertiary level. Some were still in high school and some had not been able to had their entry level for any degree in college.
4. The result of the respondent's frequency in playing showed that 27 percent were into online gaming five times a week which had taken the greatest number of the respondents. 6 % of the respondents were not really definite of the frequency of their playing time.
5. The result showed that the respondents could still control their anger in any manner. 2.58 was the total mean towards the category in terms of player's

uncontrolled anger. It came across moderate level of the verbal interpretation provided in the study.

6. In terms of the respondent's bullying and bossy behaviours, the result showed 2.52 of its total mean. Mainly, it showed that the respondents of the study could still manifest precautions towards their bossy and bully behaviours.
7. The result towards the category of serious physical fighting with peers and family members showed 2.44 of its total mean which had come across the borderline of 1.5-2.49 stating "LOW" average towards the verbal interpretation provided in the study.
8. Lastly, the category under the severe destruction of property came across the "LOW" average rate towards the verbal interpretation on a definite borderline between 1.5-2.49 of its total mean and had actually come up with 2.46 as its total. The result was indeed showing that the respondents of this study knew the fine line between the real world and the world of war towards online gaming.

Conclusions

The researchers concluded the following based on the findings of the study:

1. As the data gathered were summarized, the researchers derived the conclusion that the highest category of violent tendency that the researchers had extracted from the data gathered was the "uncontrolled

anger” which came across the borderline of “moderate” in the verbal interpretation of the study with a total mean of 2.58.

2. Based on the survey conducted by researchers the lowest score taken from the total mean was from the category under serious physical fighting with peers and family members. Its total mean was 2.44 that came across the borderline of “low” in the verbal interpretation provided in the study.
3. All in all the total conclusion of the researchers towards the study that has been conducted based from the four categories chosen by the researchers showed that there was no certain violent tendency manifested by the dota players for it had taken the borderline between “moderate” and “low” in the verbal interpretation of the study. Some of the violent actions are done by the Dota players but not all the time. They are not used to exhibit and do violent behavior. It shows that playing Dota doesn't affect one's behavior or their violent tendency.

Recommendations

1. Parents were recommended to supervise their child in order to prevent them from manifesting violent tendencies that would be acquired from playing different forms of online games. This was to lessen their child from engaging into needless acts/behavior that they might acquire from it.

2. Future researchers could also base related studies that they would be having according to what the researchers had conducted. This could also be used for further referral from the relative study undertaken by the researchers.
3. Student Wellness Center was recommended to design programs like different seminars/ workshops that would help the students in managing their issues. The researchers also recommend SWC to require a rout nary interview to monitor each of the students' status.
4. To those who were into playing Dota or any other suggesting violence game, it was unavoidable to undergo a stage of exploration. Through the game, influencing factors like violent tendency was met as enumerated in the study, researchers suggested to assess before engaging in a certain activity because it may bring harm unto them.
5. On the other hand, the researchers recommended peers to encourage their friends to engage in recreational activities instead of spending their time playing Dota.