The Acculturation of Game Violence: A Study of the Relationship between Cyber Violence and Competitive Games

Xiaoyan Shi
Beijing Sport University, Beijing 100084, China
469796217@qq.com

Abstract: In order to understand the use of violent games and cyber violence and the formation mechanism, this paper uses structured audience survey and interview to investigate and analyze the relationship between violent competitive games and cyber violence. This study draws conclusions: Firstly, netizens who use cyber violence in online public opinion, the greater the proportion of their use of violent games; There is no obvious connection with the type of violent games; In addition, people who express their emotions through cyber violence have a tendency to desensitize their cyber violence cognition.

Keywords: Network violence games; Cyber violence; Cognitive desensitization

1 Introduction

In mid-2022, local epidemics have occurred in many parts of China, some areas are still growing rapidly, and the task of epidemic prevention and control remains severe. The public's psychology and mood have been affected by the epidemic situation, and cyber violence has occurred frequently, with netizens attacking and abusing each other becoming the norm. At present, there seems to be an inseparable relationship between violent competitive games containing bloody and beating scene elements and cyber violence. Cyber violent games have a profound impact on children, adolescents and college students, and have become an important phenomenon of cyber violence. We observed that netizens who tend to irrational emotional propaganda tend to be interested in violent competitive games, and usually have multiple game accounts. In this regard,

we are curious about this: What is the intrinsic connection between cyber violence and violent competitive games? Why do other netizens not choose to forgive after netizens realize their moral mistakes? But further request to withdraw from the network?

2 Literature Review

2.1 A literature review of violent competitive games

The influence of violent competitive games on real-life behaviors has attracted research from multiple perspectives in academia. Foreign scholars explained in the April 2013 "US News and World Report" that 97% of teenagers play video games. "Similarly, bread consumption predicts school shootings, as most school shooters may have consumed bread products within 24 hours of a violent attack. " In 2013, Lam Lawrence T, Cheng Zaohuo and Liu Xinmin studied the relationship between exposure to violent online games and cyberbullying and victimization among adolescents recruited from two major cities by cluster sampling technique. It was concluded that exposure to violent online games was associated with being both the perpetrator and victims of cyberbullying. In 2020, Fatima Abdul Ghany Idrees, a foreign scholar, made an overall analysis of the influence of impolite language in violent competitive games from the perspective of sociolinguistics, and pointed out that most players have limited politeness and respond directly to others' impolite language with hostility. It's more like a form of "control violence with violence".

In 2021, two domestic scholars Luo Yun and Chen Wenbin will conduct a detailed analysis of the impact of violent competitive games on the moral sensitivity of teenagers from the perspective of self-control. Also domestic scholars Sun Bukuan and Liao Qin Yihe Cai Jingxue conducted a more detailed study on the impact of violent video games on college students' cyberbullying behavior in my country. Their research shows that there is a positive correlation between violent video games and aggressive behavior, that is, cyberbullying on the Internet. While domestic scholar Xu yawen investigated the influence from three aspects of violence cognition, violent emotion and violent behavior tendency by sampling survey. The results show that "the age of Internet has an effect on the approval of violence in children, and the influence of crime cognition is not significant, but easy to verbal aggression, showing the tendency of violent behavior.

However, although these studies have studied some violent tendencies from violent competitive games, they have ignored the problems that it may cause online violence.

2.2 Literature review on cyber violence

Large-scale studies on television and social behavior conducted in the 1960s and 1970s proposed the "imitation hypothesis" and the "exemption inhibition hypothesis", arguing that people learned violent behavior from television and imitated it; Television reduces people's inhibitions against aggressive behavior. If the exemption inhibition hypothesis is correct, television violence teaches a general norm, and violence becomes an acceptable way of interacting with others. In 2006, regarding the relationship between television violence and children's social behavior, the General Aggressive Model (GAM) believed that there was a causal relationship between television violence and children's social behavior, and television violence would increase children's negative social behavior and reduce prosocial behavior. Subsequently, the Catalyst Model (CM) proposed by Ferguson et al. in 2008 believed that TV violence was only the "stylistic catalysts" of individual negative social behaviors. When violent individuals had violent behaviors, they may imitate Behavior seen in the media. Research to 2021, a foreign scholar Meilin Tian has conducted an in-depth analysis of the characteristics of cyber violence and the comment supervision mechanism in the social media era. Taking the Chinese social media software Weibo as the research object, it is feasible to train the LSTM model to supervise violent speech.

In 2022, Chinese scholar Li Gensheng discussed in detail the current situation, causes and governance paths of cyber violence in the new media era. He believed that cyber violence had various forms and was of the nature of personal attack, and the perpetrators are professional in disguise, organization and specialization. In the past, the violence of trolling comments has been upgraded to Internet hacking. Another Chinese scholars Lin Aijun from network irrational expression on any network slander, insulting others, trample other people's privacy, the evolution for the majority of the tyranny and carnival is the alienation of free speech and the judgment of moral militia, thinking the bottom line of attack and abuse, to infringe the personality, the parties to get out of pleasure and moral superiority. In essence, this is a kind of network lynching that meets violence with violence, and a kind of network tyranny of collective denunciation.

However, these studies have not applied the two theoretical hypotheses to the

analysis of cyber violence in the field of violent competitive games, so they have not solved the internal relationship between cyber violence and game violence.

Therefore, this paper will start from the two theories of "imitation hypothesis" and "exemption inhibition hypothesis", trying to answer the following questions:

What is the relationship between irrational emotions and cyber violence in online public opinion? How is the use of violent games among netizens who use cyber violence? What is the relationship between the long-term use of violent competitive games and the violent tendency of online public opinion? Why do netizens engage in cyber violence?

This study adopts the research methods of structured audience survey and interview to try to answer the above questions.

3 Research Method

3.1 Questionnaire Survey

H1: Netizens who tend to use cyber violence in online public opinion, the greater the proportion of their use of violent games may be.

H2: Netizens who tend to use cyber violence in online public opinion may have higher game usage. (Where game usage can be embodied in the number of games played, game account ownership, game usage time, game record, etc.)

H3: People who vent their emotions through cyber violence may desensitize their cognition of cyber violence.

In order to prove the hypothesis, this study used the questionnaire method and made a questionnaire.

3.2 In-depth Interview

The interview questions are divided into three parts.

The first part mainly involves the basic information of the respondents, including three middle school students, three college students and four adults.

In the second part, the research questions are reduced to interview questions. Including their views on cyber violence and violent competitive games, the specific degree of influence, etc.

The third part, preparation, mainly involves issues that may be dug deeper.

In the course of the interviews and the study, the researchers sought to avoid a quadruple of ethical issues and transgressions highlighted by scholar Al-an Bryman: (1) Causing harm to study participants; (2) Not causing harm to study participants. Use informed consent documents or materials; (3) Violate the privacy of research participants; (4) Deceive research participants and remain silent or drop out if the interviewee has any unwillingness to answer questions or dissatisfaction during the interview process. Interview materials that the respondents stated that they did not want to be made public were not included and cited in this study.

3.3 Selection of Interviewees

Interviews begin in June 2022 and end in September 2022. Firstly, the respondents included the circle of relatives and friends. Secondly, more research samples were collected through the distribution of questionnaires. Respondents are different in age, occupation, education level, region, interests and preferences, etc. , and the degree of homogeneity is low. The interviews were conducted by telephone interviews, WeChat text interviews, and one-on-one face-to-face interviews. The interview results were organized into verbatim transcripts, with a total of more than 4, 600 words in the interview transcripts.

4 Research Finding

4.1 Netizens who tend to use cyber violence in online public opinion, the greater the proportion of their use of violent games may be.

By cross-analysing the two variables of the reaction in the public opinion field and whether they have used violent competitive games, p=0. 016<0. 05, indicating that there is a significant difference between the two, and those who use violent competitive games tend to have cyber violence in the online public opinion field Behavior. H1 is established.

4.2 Netizens who tend to use cyber violence in online public opinion may have higher game usage. (Where game usage can be embodied in the

number of games played, game account ownership, game usage time, game record, etc.)

The three variables of game usage (type of violent competitive games, usage frequency, and number of game accounts) were cross-analyzed with the tendency to violence on the Internet. The frequency of use and the number of game accounts were significantly different from the tendency to violence, p1=0. 003, p2=0. 030, which was not significantly different from the category that used cyber-violence games.

This shows that there is a positive correlation between violent competitive games and the use of cyber violence. Netizens vent their emotions and make irrational comments and expressions through cyberspace, and the game space provides a good environment. According to the results of the questionnaire, only 27. 48% of people are always rational in cyberspace. Netizens do not know each other, which is a weak relationship by chance. People do not need to worry about the long-term impact of impulsive behaviors, and they will not restrain themselves and simply vent their emotions. It is one of the reasons for the use of cyber violence. Violent competitive games themselves have both visual and psychological stimulation. When people are highly involved and invested, they have no time to react and think, and it is easy to understand the occurrence of irrational behaviors. For example, in gunfighting games, users often pursue the number of "heads". When immersed in "chasing and killing" others, the teammate's loss is likely to touch the user's desire to win, resulting in the phenomenon of cyber violence.

On the other hand, the frequency of game use and the number of game accounts are one of the important reasons for the occurrence of cyber violence. When people are immersed in the game space for a long time, it affects people's game experience and psychological state. One of the important factors for game accounts to become the phenomenon of cyber violence is that people's self-discipline has declined. Multiple accounts have become their "umbrellas", so they are no longer afraid of the consequences of cyber violence, such as being reported, banned, etc. The number of accounts the more, the easier it is to use cyber violence language or behavior under the "leadership" of their fearless mentality. Each game has its own specific rules and regulations. Violators will be punished to a certain extent, such as being banned for a period of time, banned for a period of time, etc. When the user has only one account to play the game, he is afraid of taking risks and consequences. He will fully consider

words and deeds and restrain its own behavior to a certain extent; If the user has multiple accounts that can be switched, this level of worry is greatly reduced. Even if the user is banned, he can still play the game through other accounts, which will not have a great impact on the user himself.

We also found an interesting phenomenon. Another reason for cyberbullying is "I follow the trend when I see others swearing" accounted for 34. 68%. To a certain extent, it also verified the imitation hypothesis. People in the online environment imitate each other. When some people use cyber violence, it will affect some people to imitate their behavior, thereby imposing cyberspace on others. Violence, such a cycle of "infection" continues, the phenomenon of "spiral of violence" occurs.

4.3 People who vent their emotions through the Internet have a tendency to desensitize their cognition of cyber violence.

When we conducted further in-depth interviews on the use of violent competitive games and cyber-violent language or behavior and tried to obtain answers, we were pleasantly surprised to find that people who vented their emotions through the Internet showed a tendency to desensitize their cognition of cyber-violence. Regarding attitudes towards cyberbullying, the interviewees' answers corroborate my thoughts:

"I think it may involve insulting the person or personality as cyber violence, or many people attack or scold one person. Everyone on the Internet doesn't know each other, so I may simply release the pressure and use cyber violence language. " (S1)

"I feel that the common offensive language is good for venting and fighting, but if it rises to insulting family members or destroying the three views, it is cyber violence" (S2)

When individuals carry out various behaviors in cyberspace, they use virtual images to "impression decoration" to package and shape their own images. It is precisely because of the increased opportunities for node-based users to directly communicate and contact, the individual behavior of users may cause a considerable degree of group effect. When mutual attack and abuse occur, it will evolve into large-scale network violence of bad nature. When witnessing or experiencing cyber violence scenes for a long time, it may have an acculturation effect, and more individuals show immunity from inhibition, and the degree of accepting cyber violence language increases. So H3 is verified.

4.4 Young interviewers have compensatory psychology and make online behaviors based on game achievements.

The interview also found that most of the young interviewers have a compensatory mentality and make corresponding online behaviors according to their game achievements.

"If you play well and your teammates are unreliable, you'll open the mic. "(S1)

"I'm generally in a diving state on the Internet, because I'm not very good at playing games, but I love to play, and I've also encountered others who open mic to ridicule me, but it's true that I'm not good at playing. If he scold me, I have designated that I will scold him back. " (S2)

Many netizens choose to vent their emotions through the Internet. Violent competitive games are the places to speak with achievements. When individual perform well in games, they are more inclined to speak and express strong feelings. When underperforming, there is a tendency not to speak up or to defer to the overachiever. When the irrational emotions are heavier, the more emotions are vented during the game, and the phenomenon of cyber violence is prone to occur. However, it may not be related to the number of games or often, and is more likely to be related to game performance and personal psychological and emotional state.

5. Summary and Reflection: Cyber violence affects irrational judgment.

This study conducted research on the exemption hypothesis, imitation hypothesis and acculturation on the connection between cyber violence and violent competitive games through structured audience survey and interview methods. We sought to answer the question of the relationship between the use of violent competitive games and online violence.

Through research, it is found that netizens who use cyber violence in online public opinion may have a larger proportion of violent games, that is, the H1 hypothesis is established; Netizens who use cyber violence in online public opinion may have higher game usage, that is, the H2 part is established. This is mainly because violent games provide a space to express irrational emotions. In this space, the use of proficiency and fearless consequences (with a large number of accounts) are closely related to cyber

violence, but have no obvious connection with violent game types. According to the interview results, people who vent their emotions through the Internet have a tendency to desensitize their cognition of cyber violence, that is, the H3 hypothesis is established in young groups. It is also found that young interviewers have a compensatory psychology and make corresponding online behaviors based on game achievements.

Therefore, in the process of using violent games, people engage in irrational participation through cyber violence to vent their emotions, and their acculturation may affect people's rational thinking and judgment, and become a one-dimensional person.

This study proposes that the use of violent competitive games is positively correlated with cyber violence, reflecting the new development of cyber violence in the era of online public opinion. This has also given us a lot of enlightenment. How to take effective measures to prevent or reduce the frequency of cyber violence, improve the ability of netizens to think rationally, and manage the atmosphere of cyberspace has become an urgent problem to be solved in the context of deep media integration in modern China. Only in this way can we unite netizens to form consensus and promote the long-term and in-depth development of Chinese society.

However, due to the limited number of questionnaires and interviews, this study also has shortcomings such as insufficient hypothesis verification, and deeper reasons can still be explored. In future research on online public opinion, researchers in the field of cyber violence may need to pay more attention to people's psychology and interactions with each other, as well as expanding research and practice on the causes of cyber violence.

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