**Activity: Investigating aggression**

Researchers have come up with theories to try and explain why people become aggressive. One explanation is to do with 'nurture'. That is, we learn to be aggressive from environmental influences such as computer games.

**Aim**

Your aim is to compare the perceived level of aggression in games designed for two different age groups: those under 12 and those over 18 years of age.

*Write a suitable one-tailed hypothesis to investigate.*

**Materials**

*In a small group, generate the names of six computer games intended for play by individuals over the age of 18 and six games which are intended for children under 12. Randomly select three games from the 'over 18' list and three from the 'under 12' list. Produce a random list of these six games.*

*How and why would random selection be used to produce the list?*

**Selection of game raters**

*Select an equal number of male and female students aged eighteen or over. Their job will be to rate the games for levels of aggression. Explain and justify your choice of game raters. For example, why would you need a balance of males and female raters?*

**Procedure**

*Ask the raters to give each game on the list a rating for aggression from 1 to 10 (where 1 = no aggression and 10 = high levels of aggression).*

*Calculate an appropriate measure of central tendency for each 'over 18s' game and each 'under 12s' game.*

**Results**

Carry out an 'eyeball test' to see which set of games appears to have the highest levels of aggression. The ones designed for under 12s or over 18s?

*Which statistical test would you use if you wanted to see whether there were significantly different levels of aggression in games for older and younger people? Justify your choice of test.*

**Discussion**

*In a paragraph or two, explain the methodological and ethical issues arising when asking people to rate levels of aggression in computer games.*

*Explain the possible implication of your findings relative to theories of aggression.*