

# The Effect of Various Types of Computer Games on Increasing the Level of Tolerance, Violence, Increasing Skills, Learning, Creative Thinking, etc., in Men and Women

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**Abstract** This article examines the impact of computer games on teenagers and the time spent by teenagers to play computer games. It should be noted that this research has obtained its data based on the questionnaire of computer games by 60 students (30 girls and 30 boys) of Andishe Beterar English Language School. This questionnaire is researcher-made. In this section, the collected information and data are classified, processed, analyzed, and the results and findings of this research are presented. After determining the normality of the data, appropriate tests were used to analyze the research questions. Cronbach's alpha was used for reliability, and its validity was done by university professors, and a nine-choice Likert scale was used in this questionnaire, the results of this research are as follows: Compared to women, men spend more time on sports games and then fighting games, while women prefer to spend more time on rhythmic and fighting games. According to the results of the research, men believe that role-playing games and then puzzles can help learning, but from the women's point of view, puzzles and then playing a role can help learning, while both gender groups believe that puzzle games help learning and share the same opinion on this matter. Creativity in most researches. Role-playing in computer games is a main element investigated, but in this research, the role of various types of games affecting creativity has been emphasized, which was determined through the results obtained, that role-playing games can help increase creativity in men, while Puzzle games can help increase creativity in women. Another important element in this questionnaire was the role of social interaction. In men, role-playing and then competitive games lead to an increase in social interaction in them, but in women, martial and rhythmic role-playing games can help to increase social interaction. Fighting games and then role-playing help to increase the tolerance level of men, but in the case of women, competitive games followed by rehabilitation can help to increase the tolerance level. According to the results of the research in female games Competition can help to increase their skills, but men believe that sports games have played an important role in increasing their skills. Violence is an important variable in the impact of computer games on the opposite gender, but the views of people with different genders are different, so that men, Shooting and then fighting are seen as factors that promote violence, but women consider fighting games as factors that promote violence, while on the other hand, men believe that sports and then competitive games help to increase happiness, but women believe that games Puzzle helps increase happiness. Puzzle games help to increase the level of intelligence among the selected statistical population from the point of view of men, and in this case, women agree with men and they accept puzzle games as a component of increasing the level of intelligence. From the point of view of men, competitive games and then Sports help to increase educational, recreational and social skills. From the point of view of women, competitive games and then rehabilitation help to increase educational, recreational and social skills.

**Keywords:** women, men, design of computer games, influence of online games, gender role

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## 1. Introduction

Today's world has changed a lot compared to the past, the role of gender has weakened significantly, and in most fields, women and men are competing with each other, which is a very important case during the modern era and the era of Corona, online games. During many researches, factors such as age, playing hours, competition, violence, social status, education level, etc. have been measured, but an important component that has been neglected is the different types of computer games that are considered. Different gender groups are placed or the lack of influence of the role of gender in games.

In the studies conducted in this field, one of the most interesting of them is understanding the behavior of online game players, which measures various factors and states that there are many factors in online games, including thinking, attitude, ability (internal factors). and social influencer, social position, friends (external factors) have a great influence on the behavior of the players, which does not cause the game designers to change their perceptions and attitudes in the designs, while in this research, the role of gender was also measured and The results include positive data on the impact of the mentioned factors on the players [1].

In online and video games, gender elements have increasingly moved towards perfection, which affects both men and women, in these games, men with well-built figures and women with impressive beauty and extremely attractive bodies. are shown, according to the surveys, these enlargements act in the opposite way in men and leave negative effects on their attitudes, but women are significantly attracted to this enlargement and have a positive attitude towards them [2].

In another example, the effect of violent games on people was tested, people were engaged in different violent, non-violent games, etc. A positivity in their perception of the other person showed the degree of stubbornness and withdrawal, which proved that people who interacted with violent video games had a more appropriate perception of the situation [3].

In the 1960s, there is a report about the lack of full cooperation among female prisoners compared to male prisoners, that is, men can get along better with their teammates in games and get better results. This research included unreliable results, but with repetition. This experiment was proved in online games and obtaining similar results, women have less participation and mutual understanding in games compared to men [4].

One of the frequently discussed topics is the discrimination against women in video games and online games, which causes gender biases towards women. In a research, 30 female and male gamers began to answer questions. The questionnaires were done anonymously, the results were very thought-provoking. Men showed a strong desire to control women and show themselves and express themselves to the opposite sex, which also exists in the gaming environment [5].

In the following years, online games have been highly chosen by most people based on being placed in different situations, every subject has positive and negative points,

which in this research is the positive aspect of the research and the design of video games on It affects students. evaluates that report positive results and some computer experts recommend graphic programs for running games that increase the rate [6].

Another example of research challenges the results of the mentioned research on the impact of video games on learning and mentions that online games may discourage people from learning and academic studies, while the purpose of learning It has been presented that positive data has been obtained from this research which confirms the above hypothesis and to solve this issue the researcher suggests providing games with educational and encouraging content for the players [7].

The role of gender has always been an important component in research between men and women, and the field of technology is no exception to this. In this research, the data proved that due to the negative heterosexual perception of women, they in the field of technology do not trust They have less self-esteem and are afraid of failure in this field because they think that the field of technology belongs to men, while men have the right ability [8].

In another example of research, students were examined in an experiment to show different styles of games, and the role of gender was very effective in this research, and game designers were suggested to pay attention to the role of gender in game design [9].

We live in a period where people are subjected to various forms of violence or behave violently, and violent computer games naturally cause violent behavior in players, as well as elements of competition and Features are also considered. and the findings confirmed the mentioned hypothesis [10].

In another example, the effect of game genres on people's intelligence and performance was investigated, the data clearly supported the positive and meaningful relationship of the data, and it was found that the use of different genres of video games on people's fluid intelligence and understanding they are affected by conditions [11].

Adventure games are another type of online games that were measured in an x experiment to prove the effect of online games and their effects on scientific learning. It was proved, but the negative component in this section was the unwillingness of the students to show the learned problems [12].

Today, video games are used for teaching and learning in most fields, in a survey of different game styles and designs, cultural elements were used to teach, and in this design, cultural elements were used in video games, which shows the impact of the game. Online learning is in different styles [13].

## 2. Methodology

This research has obtained its data based on the questionnaire of 60(30 girls and 30 boys) students of Andisheh Bartar English Language School. This questionnaire was made by the researcher. Cronbach's alpha was used for reliability and university professors

were also used for validity. This scale is a Likert scale and has nine options.

### 3. Statistical Analysis

Reliability and validity of the test

The researchers use Cronbach's alpha in their research.

Cronbach's alpha coefficient measures the internal consistency, or reliability, of a set of survey items. Use this statistic to help determine whether a collection of items consistently measures the same characteristic. Cronbach's alpha quantifies the level of agreement on a standardized 0 to 1 scale. Higher values indicate higher agreement between items.

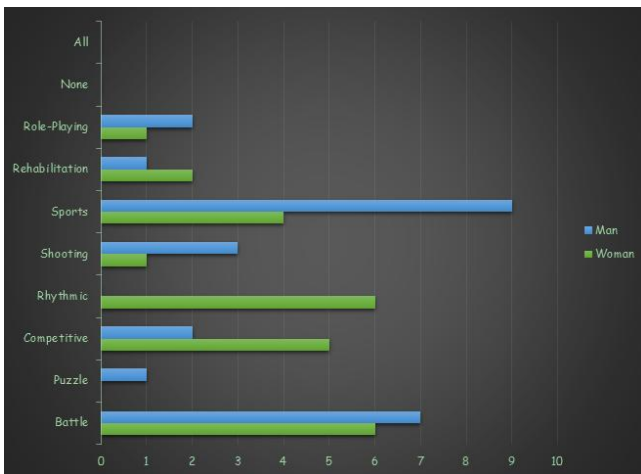
High Cronbach's alpha values indicate that response values for each participant across a set of questions are consistent. For example, when participants give a high response for one of the items, they are also likely to provide high responses for the other items. This consistency indicates the measurements are reliable and the items might measure the same characteristic.

Conversely, low values indicate the set of items do not reliably measure the same construct. High responses for one question do not suggest that participants rated the other items highly. Consequently, the questions are unlikely to measure the same property because the measurements are unreliable.

**Which computer games do you spend most of your time on?**

**Table 1. The relationship between types of computer games and the time people spend playing.**

Number	Minimum	Maximum	Total	std. Deviation	Variance
20	0.00	9.00	50.00	2.74	7.53



**Figure 1.**

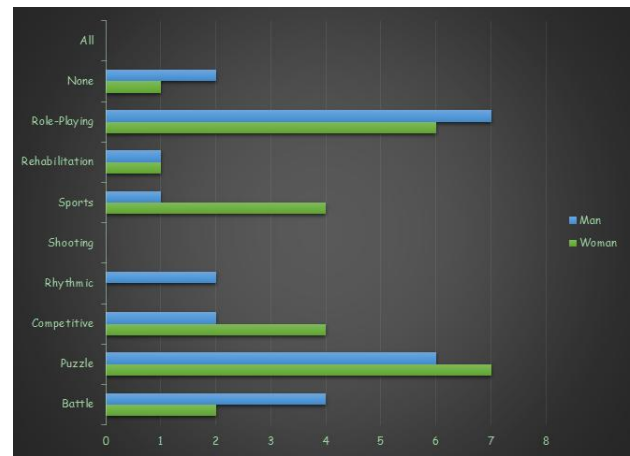
As can be seen among the selected statistical population, men spend most of their time playing sports games and then fighting games, but women spend most of their time playing rhythmic and fighting games.

The rest of the preferences of men and women are shown in the table above.

**Which of the following games help you learn in the lesson?**

**Table 2. The relationship between the type of games and learning in men and women.**

Number	Minimum	Maximum	Total	std. Deviation	Variance
20	0.00	7.00	50.00	2.44	5.95



**Figure 2.**

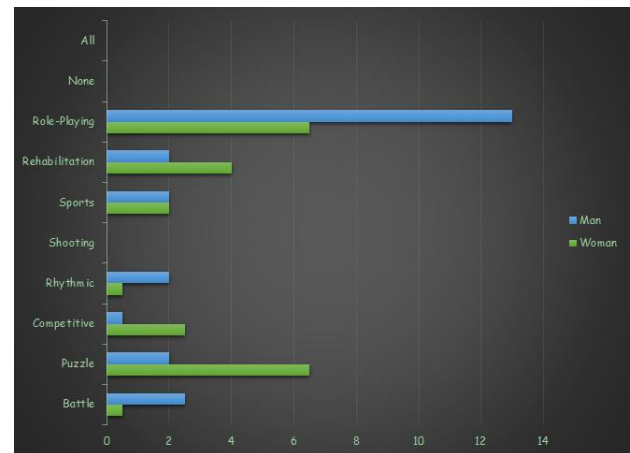
As it can be seen, among the selected statistical population in terms of men, playing a role and then a puzzle can help learning. From women's point of view, puzzles and then role playing can help learning.

The rest of the preferences of men and women are shown in the table above.

**Which of the computer games helps your creativity?**

**Table 3. The relationship between different game models and creativity among women and men.**

Number	Minimum	Maximum	Total	std. Deviation	Variance
20	0.00	13.00	50.00	3.24	10.47



**Figure 3.**

As seen among the selected statistical population, role-playing games can help increase creativity in men, but puzzle games can help increase creativity in women.

The rest of the preferences of men and women are shown in the table above.

**Which computer games help your social interaction?**

**Table 4. The relationship between different play styles and increased social interactions between men and women.**

Number	Minimum	Maximum	Total	std. Deviation	Variance
20	0.00	5.00	50.00	1.85	3.42

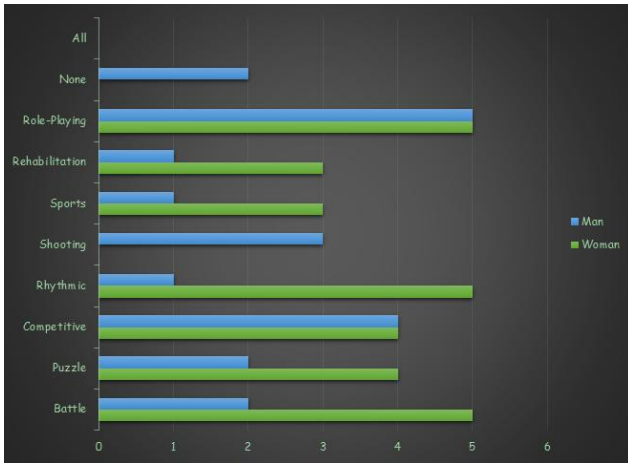


Figure 4.

As can be seen, among the selected statistical population, role-playing games and then competition help to increase social interaction. From women's point of view, martial and rhythmic role-playing games can help increase social interaction.

The rest of the preferences of men and women are shown in the table above.

**Which computer games help you to increase your endurance level?**

Table 5. The relationship between increasing the tolerance level of women and men and different game models

Number	Minimum	Maximum	Total	std. Deviation	Variance
20	0.00	8.00	50.00	2.16	4.68

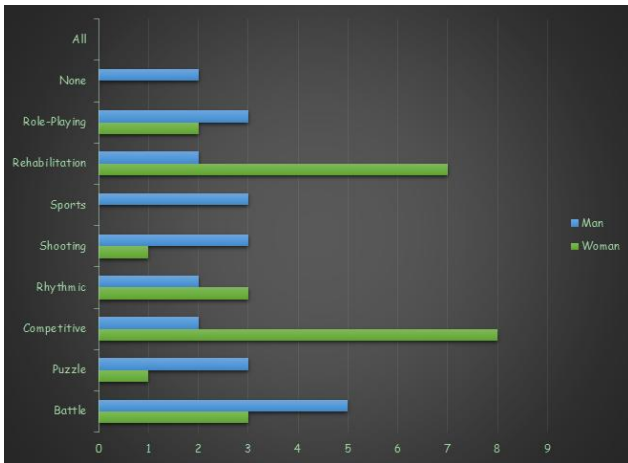


Figure 5.

As can be seen, fighting games and then role-playing help to increase the tolerance level of men. From a women's point of view, competitive games followed by rehabilitation can help increase tolerance levels.

The rest of the preferences of men and women are shown in the table above.

**Which one of the computer games increases your skill level?**

Table 6. The relationship between increased skill level among men and women and different styles of computer games.

Number	Minimum	Maximum	Total	std. Deviation	Variance
20	0.00	9.00	50.00	2.44	5.95

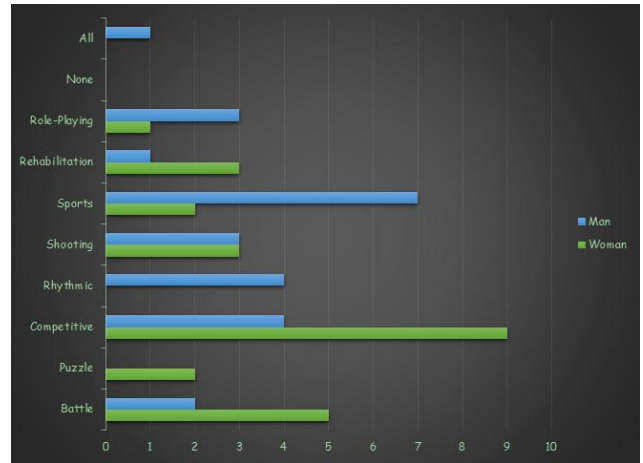


Figure 6.

As can be seen, among the selected statistical population, sports games help to increase the skill level in men. From a women's point of view, competitive games help increase skill levels.

The rest of the preferences of men and women are shown in the table above.

**Which of the computer games causes violence in you?**

Table 7. The relationship between types of computer games and the creation of violence among men and women

Number	Minimum	Maximum	Total	std. Deviation	Variance
20	0.00	13.00	50.00	3.78	14.26

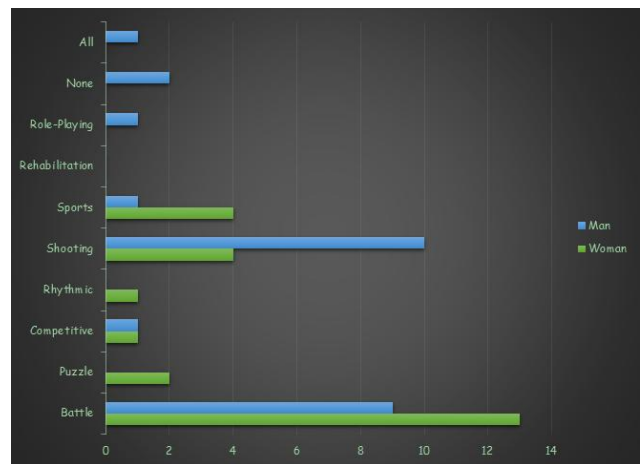


Figure 7.

As can be seen, among the selected statistical population, from the point of view of men, shooting games and then fighting help to foster violence. From a women's perspective, fighting games help promote violence.

The rest of the preferences of men and women are shown in the table above.

**Which one of the computer games increases your happiness and vitality?**

Table 8. Creating pleasure and happiness among women and men and its relationship with different styles of computer games

Number	Minimum	Maximum	Total	std. Deviation	Variance
20	0.00	8.00	50.00	2.26	5.10

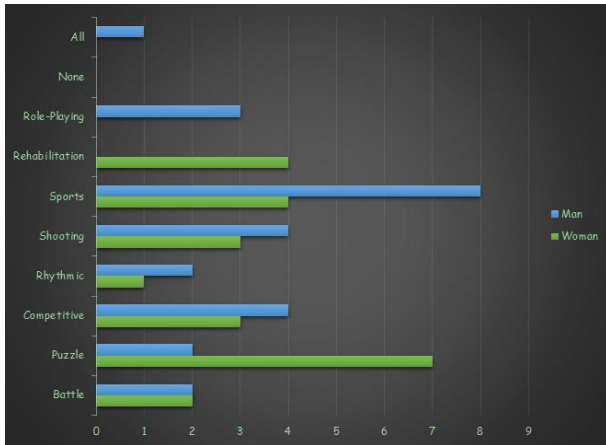


Figure 8.

As can be seen, among the selected statistical population, in terms of men, sports games and then competition help to increase happiness. Puzzle game helps to increase happiness in the eyes of women.

The rest of the preferences of men and women are shown in the table above.

**Which one of the computer games increases your intelligence level?**

**Table 9. The effect of different styles of computer games on increasing the intelligence of men and women** As can be seen, among the selected statistical population, in terms of men, sports games and then competition help to increase happiness. Puzzle game helps to increase happiness in the eyes of women.

Number	Minimum	Maximum	Total	std. Deviation	Variance
20	0.00	12.00	50.00	3.46	11.95

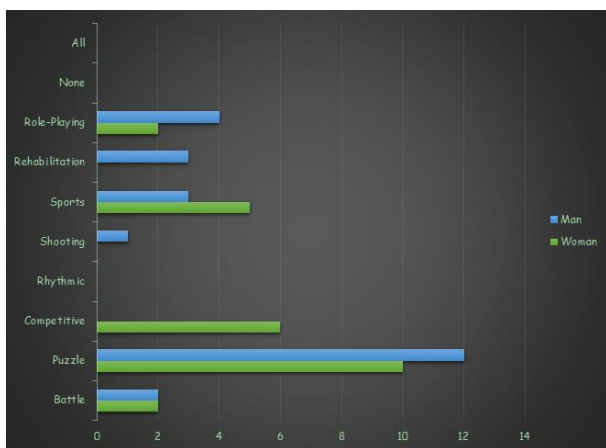


Figure 9.

As it can be seen, puzzle games help to increase the level of intelligence among the selected statistical population in terms of men. According to women, puzzle game helps to increase the level of intelligence.

The rest of the priorities of men and women are shown in the table above.

**Which computer games improve educational, recreational and social skills?**

**Table 10. The relationship between different models of computer games on the educational, recreational and social skills of women and men**

Number	Minimum	Maximum	Total	std. Deviation	Variance
20	0.00	8.00	50.00	2.70	7.31

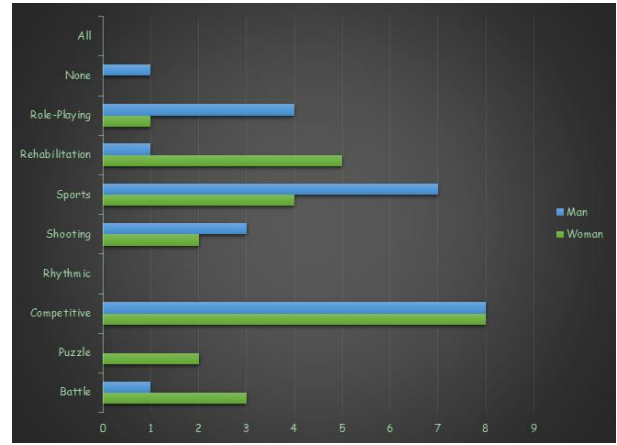


Figure 10.

As can be seen, among the selected statistical population, competitive games and then sports help to increase educational, recreational and social skills. From the point of view of women, competitive games and then rehabilitation help to increase educational, recreational and social skills.

The rest of the preferences of men and women are shown in the table above.

**4. Conclusion**

This article examines the impact of various types of computer games on men and women, according to the research conducted in this field and the aforementioned research, men are more attracted to sports and fighting games, while women pay more attention to rhythmic and fighting games. According to the research conducted, according to men, role-playing and then puzzles can help learning, but according to women, the most important games in learning through computer games are role-playing games and puzzles. Role-playing games can increase Creativity helps in men, but puzzle games can help increase creativity in women.

The results showed that in men, role-playing and then competitive games help to increase social interaction, but in women, martial and rhythmic role-playing games can help to increase social interaction.

This research also measured the level of tolerance in time and men through computer games, which can help to increase the level of tolerance in men, fighting games and then role-playing, and in women, competitive games followed by rehabilitation. But regarding the element of increasing the level of skill, the data showed the effect of the role of sports games in men and the effect of the role of competitive games in women, which increases their skill level.

In this research, the variable of violence was also evaluated, and the data obtained in men showed shooting and then fighting as the cause of promoting violence, but the data obtained from women showed fighting games as the cause of promoting violence.

The results of the survey revealed that from the point of view of men, sports and then competitive games help to increase happiness, while from the point of view of women, puzzle games help to increase happiness.

Puzzle games help to increase the level of intelligence among the selected statistical population in terms of men. According to the women, puzzle game helps to increase the level of intelligence, and in this study, men considered competitive games and then sports to increase educational, recreational and social skills, but women considered competitive games and then rehabilitation as the reason for increasing their skills. They knew educational, recreational and social, and according to the research conducted and the samples collected during the previous experiments, they confirm the mentioned theory and the research showed similar results.

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