

**Kingdom of Saudi Arabia
Ministry of Higher Education
Al-Imam Muhammad ibn Saud Islamic University
Faculty of Social Sciences
Department of Education**



**The Relation between Offensive Behavior and the
Play-station Game "Grand Theft Auto"**

**A semi-experimental study applied on primary Stage students
in Riyadh**

**A Thesis submitted to the Department of Education,
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**By
Hind bint Suliman Salih Al-Rumian**

**Supervised By
Dr. Abdullatif bin Abdulaziz Al-Rabah**

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Thesis Abstract

The huge accelerating technical and electronic development nowadays lead to promoting styles of recreational games. Electronic devices and games are displayed in markets busy with children and youths customers. Such games have become a waste of time and affected conduct and morality of this segment of society.

One of these games called "Grand Theft Auto" is highly sellable. The researcher noticed spread of this game among children although the game is specified for adults. The game is full of hostile scenes. While navigating internet and reviewing magazines, the researcher found that many parts of the game are aggressive with some scenes of sexual temptations such as nakedness and moral decline.

Therefore, this study discusses relation between aggressive conduct and playing the play-station game. The aim of study is to identify extent of "Grand Theft Auto" spread among 4th, 5th, and 6th classes primary school students.

The researcher has selected this study to identify to which extend this game is spread among high classes students of primary Stage and its effect on implanting aggression as a dangerous social behavior towards individual, family and society as a whole.

To verify aims of study, the researcher used the descriptive approach (field survey) to identify to which extent the said game is practiced by high classes students in primary schools, The comparative reasoning approach was also used to identify reasoning relation between practicing (GTA) game and hostile behavior. This was achieved through measurement of aggression level for children not practicing the game (controlled group) and comparing it with aggressive behavior of children who practice the game (experimental group)

The study depends on Tagreed Al Gulidan dimension (1419H), composed of (30) statements distributed on 3 parameters: aggression against others, self-aggression, aggression against public properties). Behavior is measured through 3 levels: agree, hesitant and disagree.

Important results:

The researcher found that spread of "Grand Theft Auto" game:
First: as for 4th class students:

- 1- A rate of 31.6% never practice the game.
- 2- 25.1% rarely practice the game.
- 3- 19.9% mostly practice the game
- 4- 23.4% always practice the game.

Second: as for 5th class students:

- 1- A rate of 22.7% never practice the game.
- 2- 27.3% rarely practice the game.
- 3- 25.3% mostly practice the game
- 4- 24.7% always practice the game.

Thirdly: as for 6th class students:

1. A rate of 21.7% never practice the game.
2. 19.8% rarely practice the game.
3. 30% mostly practice the game
4. 28.5% always practice the game.

The researcher found that a relation exists between practicing "grand Theft Auto" game and aggressive behavior since link coefficients of aggressive behavior rated as follows: (aggression against others = 0.43, self aggression 0,40, aggression against properties 0,23) and all are indicative at a level 0,01.

Relation between aggressive behavior (full grade) and practicing level of this game reached 0,43 which is indicative at a level of 0,01.

Important Recommendations:

- 1- The family should monitor games brought by children and furnish them with suitable alternatives. Meantime, the family should rationalize playing hours for children.
- 2- Teacher should play a big role in guiding children by explaining danger of addicting such games such as social and psychological hazards caused by this game.
- 3- Schools should follow up hygienic problems of children as this game may cause juvenile delinquency.
- 4- Personnel in charge of media and communication should be up to standards of responsibility and be alert to what they display.
- 5- Ministry of Commerce should strictly monitor filtering of imported CD material, which are corruptive to our religion, habits and traditions.

Researcher