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***EXPERIMENTS OF VERBAL AND PHYSICAL AGGRESSION
LEVEL ON GAMERS WHO IS PLAYING ON COMPETITIVE
AND COOPERATIVE***

ABSTRACT

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In recent times, there has been a surge in game genres in the market but the one being played most are competitive games. Competitive nature is inherent in human, stretching as far as when humans were still at war with each other in ancient times. Competitive nature itself can trigger the aggression of humans especially when they are on the losing side. The method used in this research is to determine verbally the level of aggression on gamers who play competitive and cooperative games. This experiment goes through 3 stages which are: participant stage where the researcher gathers participants, the procedure stage in which observation and data recording begins, and finally the result stage, where previous data is analyzed and processed. The result of this study proves that humans who play competitively tend to be more aggressive than those who play cooperatively.

Keywords: aggressive, competitive, cooperative, video game, experiment