

# Digital play addiction tendency and aggression in early childhood: a path modeling

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## Abstract

The study aims to examine the relationship between digital play addiction tendency and four different dimensions of aggression: physical aggression and relational aggression toward others, self-directed aggression and aggression against objects. The research was conducted to understand the effects of digital games on children's behavior at a time when children are increasingly exposed to digital games. The purpose of this study is to investigate the relationship between early childhood aggression in children and the tendency for addiction to digital gaming. Quantitative research methodologies such as surveys and relational designs were preferred for the study. 744 children between the ages of 4-6 constituted the participants of the study. Through parent assessments, information about children's aggressive tendencies and addiction to digital gaming was gathered. To analyze the data the model was created with PLS path modeling. Then, convergent and discriminant validity was tested to evaluate the measurement model. Finally, the structural model was evaluated by using bootstrapping analysis. In conclusion, this study examined the relationship between the tendency for digital play addiction and aggression in early childhood and found a positive relationship between these factors. These findings may help us understand the potential effects of children's digital game use and addiction on their social behavior and provide important clues for promoting healthier digital media use.

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