


Understanding Aggression through Computer Game Addiction and Emotion Regulation Difficulties

Maryam. Ramezani¹, Akram. Changizi^{1*}



¹ M.A., Department of Psychology, Garmsar Branch, Islamic Azad University, Garmsar, Iran

* Corresponding author email address: Te.book7tir@yahoo.com

Editor

Thseen Nazir 
Professor of Psychology and
Counseling Department, Ibn
Haldun University, Istanbul,
Turkey
thseen.nazir@ihu.edu.tr

Reviewers

Reviewer 1: Shahrokh Makvand Hoseini 
Associate Professor, Department of Psychology, Semnan University, Iran.
Email: shmakvand@semnan.ac.ir
Reviewer 2: Davood Taghvaei 
Department of Psychology, Arak Branch, Islamic Azad University, Arak, Iran.
Email: d-taghvaeii@iau-arak.ac.ir

1. Round 1

1.1. Reviewer 1

Reviewer:

The introduction lacks clarity in connecting the historical theories of aggression to the present study's focus on emotion regulation and computer game addiction. Consider explicitly linking these theories to the current research to provide a more coherent narrative.

The article mentions using the scale developed by Pontes and Griffiths (2015) for assessing computer game addiction. Please provide more detail on the specific subscales used in the analysis and any modifications made to the original scale.

The assumptions of linear regression are briefly mentioned but could benefit from a more thorough explanation. Consider including diagnostic plots (e.g., Q-Q plot for normality) or statistics that confirm the assumptions were met.

The mean scores presented for each variable require further context. Consider discussing how these scores compare to established norms or other studies to provide a clearer interpretation of the data.

The regression model accounts for 40% of the variance in aggression, but the discussion does not address the remaining 60%. It would be beneficial to explore other factors that might influence aggression beyond the variables studied.

Authors uploaded the revised manuscript.

1.2. Reviewer 2

Reviewer:

The citation of Devilly et al. (2023) should be examined for relevance and accuracy in its description of the General Aggression Model. Ensure that the model's integration of biological, social, and environmental elements is accurately portrayed.

The section does not provide sufficient detail on the sampling method used to recruit participants. Please clarify whether a random sampling technique was employed, and if not, discuss potential biases introduced by the sampling method.

The description of the Buss-Perry Aggression Questionnaire (BAQ) should include information on the reliability and validity of the scale in the context of the study's population. If these have not been previously established, consider adding a reliability analysis.

The discussion mentions the General Aggression Model and Affect Regulation Theory but does not fully integrate these theories into the interpretation of the study's findings. Consider elaborating on how the results support or challenge these models.

Given the cross-sectional design, the article should clearly state that causal inferences cannot be made. The language in the discussion sometimes implies causality, which needs to be revised for accuracy.

The practical implications section could be strengthened by suggesting specific interventions based on the findings. For example, how might interventions targeting emotion regulation be tailored for individuals with high levels of game addiction?

Authors uploaded the revised manuscript.

2. Revised

Editor's decision after revisions: Accepted.

Editor in Chief's decision: Accepted.