

RESEARCH ARTICLE

**CORRELATION BETWEEN SENIORITY AND VERBAL ABUSE AMONG
TEENAGE GAMERS**Suryani Madaniyah¹, Hetty Murdiyani^{1*}, Fety Khosianah¹

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^[1] Muhammadiyah University of Surabaya, Surabaya, Indonesia**ABSTRACT**

This study investigates the relationship between seniority and verbal abuse among teenage gamers who play in group settings. Using a quantitative correlational approach, data were collected from 61 respondents through purposive sampling. A Likert-scale questionnaire was employed to measure both seniority and verbal abuse. The results of Pearson's correlation analysis indicated a significance level of 0.772 ($p > 0.05$) with a correlation coefficient of -0.038, suggesting no significant relationship between seniority and verbal abuse among the participants. This research provides insights into the dynamics of hierarchy and communication patterns within gaming communities.

Keywords: seniority, verbal abuse, teenagers, gaming communities

INTRODUCTION

The increasing prevalence of online gaming has significantly shaped the social experiences of adolescents, introducing both positive and negative influences on their behavior. Studies have highlighted that frequent gaming interactions can lead to behaviors such as trash-talking, which often escalates to verbal abuse among players. Seniority, often associated with hierarchical status in gaming communities, is perceived to influence communication dynamics, potentially leading to aggressive verbal expressions.

This study aims to examine if there is a significant relationship between seniority and verbal abuse within adolescent gaming groups. Literature has shown mixed findings regarding the role of hierarchy in shaping interpersonal interactions, with some studies noting an increase in aggressive verbal behavior among senior members. However, there remains a gap in understanding this dynamic within the specific context of teenage gamers, a group for whom online interactions are an integral part of social life.

Research Question: "Is there a relationship between seniority and verbal abuse among teenage gamers?"

METHOD*Research Design*

This study adopts a quantitative correlational design to explore the relationship between seniority and verbal abuse. The correlational design was chosen to assess the strength and direction of the association without manipulating variables.

Participants

A sample of 61 teenagers aged 17–21 years, who actively play online multiplayer games, was selected using purposive sampling. This demographic represents those who frequently interact in group gaming settings, where seniority and verbal communication are likely to be prominent.

Measurement

Data were collected through a Likert-scale questionnaire designed to measure seniority and

verbal abuse. The seniority scale assessed participants' perceptions of their hierarchical status within gaming communities based on age, experience, and length of participation. The verbal abuse scale measured tendencies towards aggressive verbal behavior, including insults and threats. Reliability tests conducted using Cronbach's Alpha yielded acceptable reliability for both scales (seniority: $\alpha = 0.843$; verbal abuse: $\alpha = 0.914$).

Data Analysis

Pearson's correlation coefficient was used to determine the relationship between seniority and verbal abuse. Analyses were conducted using SPSS ver. 16, ensuring the data met the assumptions for normality and linearity.

RESULTS

The total number of participants in this study was 61 individuals who actively participate in group-based online gaming, with an age range of 17 to 21 years. The characteristics of the participants are presented in the following table:

Table 1. Participant's characteristics

Sample Characteristics	Description	Number
Gender	Male	40
	Female	21
Age	17 years	18
	18 years	5
	19 years	7
	20 years	9
	21 years	22
Duration as Gamers	Less than 1 month	4
	1-6 months	8
	6,1 months – 1 year	10
	1-2 years	5
	More than 2 Tahun	34

The results of the Pearson correlation test revealed a non-significant relationship between seniority and verbal abuse ($r = -0.038$, $p = 0.772$). This suggests that seniority does not have a measurable effect on the prevalence of verbal abuse among teenage gamers in this sample. Descriptive

statistics showed that most participants engaged in gaming for over two years, indicating familiarity and established social structures within their gaming communities.

DISCUSSION

The absence of a significant relationship between seniority and verbal abuse in this study contrasts with existing theories suggesting that hierarchical status often correlates with dominance behaviors, including verbal aggression. Possible explanations include the influence of individual personality traits, peer norms, or the collaborative nature of gaming environments that may mitigate hierarchical aggression. Additionally, online gaming communities may prioritize skill and teamwork over traditional seniority, thereby reducing the impact of age or experience on communication style.

These findings contribute to understanding the social dynamics in adolescent gaming groups, particularly around how authority or status is expressed in non-physical forms of interaction. Further research could explore additional variables such as competitiveness, individual disposition, or the impact of in-game roles.

CONCLUSION

This study concludes that seniority does not significantly influence verbal abuse among teenage gamers. The findings suggest that factors other than hierarchical status may be more critical in shaping aggressive verbal behavior in online gaming settings. Future studies should examine the role of personality traits and in-game social structures in contributing to verbal interactions among players.

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DECLARATION OF POTENTIAL CONFLICT OF INTEREST

The author declares no potential conflicts of interest with respect to the research, authorship, or publication of this article.

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