

**RELATIONSHIP BETWEEN PARENT-CHILD CONFLICT AND
SELF-ESTEEM AMONG PUBG GAME PLAYER**



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January 19, 2024

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DEPARTMENT OF PSYCHOLOGY

JANUARY

2024

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A Research Thesis submitted to the

DEPARTMENT OF PSYCHOLOGY

in partial fulfillment of the requirements for the degree of

BACHELOR OF SCIENCE IN PSYCHOLOGY

Faculty of Management and Social Sciences

Capital University of Science & Technology,

Islamabad.

January 19, 2024

CERTIFICATE OF APPROVAL

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DEDICATION

I dedicate this thesis to my family and their moral support and valuable insights through my journey.

DECLARATION

It is declared that this is an original piece of my own work, except where otherwise acknowledged in text and references. This work has not been submitted in any form for another degree or diploma at any university or other institution for tertiary education shall not be submitted by me in the future for obtaining any degree from this or any other University or Institution.



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ACKNOWLEDGMENT

I am really thankful to my supervisor Mr. Muhammad Naeem for his dedication, guidance, and help in writing this paper and for providing me the moral support, cooperation, and understanding in difficult times.

ABSTRACT

The game industry has seen massive growth, particularly among young people. Therefore, the standard of life for adolescent gamers could be impacted if they spend too much time engaging in video gaming. Previous studies have been done on Players Unknown Battlegrounds (PUBG), most prominently by the JAMC and Science Direct, which highlight aspects of a person's psychology affected by it. The question that this study poses is to inquire whether or not young people's exposure to the renowned online game PUBG is associated with lower self-esteem and more parental conflict. This study is significant in understanding the effects of a Multiplayer Online Battle Arena (MOBA) game on players and their surroundings. The study may not be more relevant today with the sudden rise of MOBA games in recent years. The methodology included two questionnaires were used to gather information for this cross-sectional quantitative investigation. Three hundred young individuals (both male and female) from the cities of Rawalpindi and Islamabad were selected through a purposive random procedure for this study. The results highlighted that young people's self-esteem and their relationships with their parents might suffer from excessive PUBG usage. Additionally, young people who reported spending more time playing PUBG had greater problems communicating with their parents. The research also found that excessive indulgence in playing PUBG can result in sensations of incompetence, reduced self-esteem, and decreased assurance in one's competencies beyond the realm of the game. The research also posed significant implications for various stakeholders, including young adults, mental health practitioners, parents,

policymakers, and

educators. It may assist in the formulation of procedures that target the establishment of salubrious gaming practices and the enhancement of the welfare of young adults. Furthermore, the research suggested that parental engagement and supervision of their offspring's internet usage could be crucial in reducing the adverse consequences of excessive engagement with PUBG and averting any potential discord between children and parents. The research results underscored the significance of parental engagement in fostering effective communication with their children and actively participating in their children's daily affairs, encompassing the supervision of their online engagements.

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CHAPTER 1

INTRODUCTION

According to Dale et al. (2020), the emergence of online video games dates back to the 1990s, and since then, they have gained immense popularity and widespread accessibility. There has been a notable surge in the number of online games being played, as well as the number of individuals participating in these online gaming activities. A prevalent feature of multiplayer online games is the ability for players to assume various roles within virtual communities, and work collaboratively with other players to achieve increasingly intricate objectives, often of a confrontational nature. Gamers possess the ability to engage in online communication, establish social connections, and facilitate transactions that involve tangible or intangible possessions. According to Nawaz et al. (2020), online games that are interactive, entertaining, and offer real-time engagement have emerged as “killer applications” on the Internet. This phenomenon is observed to be the primary reason why some young adults dedicate several hours of their daily routine to playing these games. The increasing popularity of online games has been accompanied by mounting concerns regarding their excessive usage.

The phenomenon of excessive engagement in multiplayer games online is predominantly observed among individuals aged 13 to 25 years, with a higher prevalence of gaming addiction among males relative to females. The escalating incidence of mass shootings appears to be linked to the disproportionate playing of violent video games, thereby intensifying the discourse surrounding the potential impact of such games on young adults and teenagers (Kalsoom et al., 2022). Moreover, the increasing incidence of internet usage along with online gaming among young individuals has led to a growing concern regarding the possibility of a particular group of internet-using youth displaying addictive or hazardous behaviors regarding internet usage

and online gaming (Quwaider et al., 2019). According to Singh (2019), in 2018, the World Health Organization (WHO) also categorized the inclination towards video and digital gaming as a psychological disorder.

Additionally, the medium of video games has gained significant traction as a prevalent source of amusement among the majority of young adults. The increasing prevalence of video games has sparked a discourse among various stakeholders, including scholars, video game developers, policymakers, and parents regarding the possible negative and positive effects of video games on youngsters. The discussion encompassing video games has frequently been characterized by polarizing perspectives, with some scholars, either glorifying or condemning them (Halbrook et al., 2019; Kracht et al., 2020; Greitemeyer, 2022). However, several scholarly searches have indicated that individuals who engage in video gaming experience difficulties in regulating their gameplay (Toh and Kirschner, 2020; Kowal et al., 2021; Wang et al., 2021; Zayeniet al., 2020; Ferguson and Wang, 2022). Wolf (2015) asserted that the excessive duration of videogame engagement can significantly impede academic performance, professional productivity, and interpersonal relationships. There has recently been an unprecedented rise in the prevalence of a novel gaming obsession, namely, PUBG. The game in question is a multiplayer shooter that involves a battle royal scenario, wherein a maximum of one hundred players engage in combat until only one individual or team remains victorious. The game can be played with acquaintances or individuals who may or may not be familiar each other. A significant proportion of gaming enthusiasts exhibit addictive tendencies towards this particular game, leading them to engage in prolonged and excessive gameplay sessions. Despite being labeled for individuals over the age of sixteen due to its user engagement and digital transactions (Tamiselvi & Bhuvaneshwari, 2020), many children participate in this game. According to Allahverdipour et al. (2010), a survey conducted on individuals who engage in gaming activities

revealed that 47% of the respondents had participated in at least one highly violent game. Video games have reportedly grown in popularity among young people as a source of entertainment in recent years, according to Leonard (2003). However, excessive gaming may affect relationships between children and parents, especially if it gets in the way of other important duties like learning, resting, and interacting with others. Disagreements regarding the game content, duration of time consumed with the game, and how it affects the attitudes and behavior of young people may all lead to conflict. Children and their parents' relationships could become tense, contentious, and weak as a result of these problems. Similarly, the Parenting Process Model also indicated that parental conflict and disagreements would make it harder for them to manage their kids well (e.g., by exerting less behavioral control, being less affectionate, and supporting parental autonomy), which would harm a kid's transformation (Schoppe Sullivan et al., 2007).

Nawaz et al. (2020) have contended that parent-child conflict arising from PUBG gameplay could exert a substantial influence on the self-esteem of young individuals, given the association between self-esteem and such conflict. While Kernis (2013) defined self-esteem as a psychological construct that pertains to an individual's comprehensive assessment or evaluation of their personal value or worth. Additionally, self-esteem is characterized as an individual's subjective evaluation of their qualities, which can be either positive or negative. The formation of a self-concept of a child is impacted by two factors: the extent of incongruity between the child's objectives and achievements, and the level of perceived emotional backing from peers and parents. As per the findings of Fan et al. (2021), interpersonal conflicts have the potential to evoke emotions of inadequacy, resentment, and frustration among young adults, ultimately resulting in a detrimental effect on their self-esteem. Furthermore, the lack of understanding and appreciation from parents may result in a decrease in self-esteem and self-assurance among young adults. Low self-esteem has also been discovered to be linked with negative outcomes

including depression, suboptimal academic performance, and anxiety. Moreover, while previous studies have investigated the consequences of video gaming on the academic performance and mental state of young adults, there is limited research specifically on the relationship between PUBG gameplay and parent-child conflict, as well as its impact on self-esteem among young adults. Therefore, this research aims to provide insights into the nature and extent of the relationship between PUBG gameplay and parent-child conflict, as well as its impact on the self-esteem of young adults.

Literature Review

The spread of many kinds of media for disseminating information is a hallmark of the “digital revolution” (Giedd, 2012). However, developments in technology have led to the creation of several challenging and creative games, including online games, which are in high demand by a wide range of individuals. The online multiplayer game PUBG has become a phenomenon in the gaming industry since its release in 2017. Thus, researchers are becoming more interested in the effects of PUBG on the well-being, emotions, and behavior of young people due to the game’s widespread popularity (Al-Qahtani et al., 2020). The growing popularity of the game Player Unknown’s Battlegrounds (PUBG) among young adults has sparked worries about its impact on their relationships with their parents and their self-esteem. The purpose of this literature reviews to look into the existing studies on the relationship between parent-child conflict and self-esteem among PUBG game players.

Video Gaming and PUBG

“Video game” is shorthand for a group of media-related pursuits that include experiencing and interacting with images. In terms of the features of video games, they provide

social excitement and fun, encourage collaboration and cooperation, solidify the gamer's intellectual capacities, enhance his self-esteem, increase his aptitude for solving problems, stimulate determination, memory, and durability; yet, the drawbacks of violent video games should not be overlooked (Dale et al., 2020). Notwithstanding, Wolf (2015) posited that within the realm of culture, entertainment, and sport, video games have a profound impact on a multitude of individuals and entities involved in its conception, promotion, advancement, and commercialization, including but not limited to journalists, advertisers, web proprietors, channel proprietors, periodical organizers, and ultimately, those who engage in the exchange of monetary compensation for the creation of a video game that transcends into a veritable societal issue. Moreover, Khan et al.'s (2020) research attempted to look at how different psychological disorders, such as anxiety, desensitization, behavioral aggression, and insomnia manifested in young people who had been confronted with violence in media. The study employed a nationwide poll of higher education institutions in Pakistan as its sampling strategy. The research findings indicated that the variables of gender and age among participants do not exert any major impact on the associations between encounters with aggression and violent media content. Nonetheless, the outcomes demonstrated that being exposed to violent media content is significantly linked to aggressive conduct.

Khan and Hussain (2022) conducted a study on the prevalence of Player Unknown's Battlegrounds (PUBG) gameplay and found that the game is utilized by a global population of nearly 400 million individuals. Nevertheless, they have also expressed apprehensions regarding the aggressive style of PUBG and its plausible repercussions on people, especially those belonging to the young adult age group. Similarly, Al-Qahtani et al. (2020) also discovered a correlation between the consumption of violent video games, such as PUBG, and the occurrence

of self-harm,heightened aggression, and suicidal behavior among the young adult population.

PUBG and Self-esteem

Self-esteem is important for teenage growth and is influenced by a number of things, including peer relationships and parental support. Playing PUBG might affect one's self-esteem because playing too much can cause one to disregard other responsibilities, which reduces achievements and social contacts outside of the game. Parental criticism or disapproval of a child's gaming behavior can also damage the player's self-esteem.

Furthermore, research by Hollebeek et al. (2022) indicated that PUBG was related to increased confidence among young people. They claimed that the game might boost young people's confidence by giving them a feeling of mastery, fulfillment, and community. However, it has been suggested by Toh and Kirschner (2020) that too much time spent on the game might have negative effects on a person's social life, schoolwork, and overall sense of well-being. Similarly, Ashraf (2020) also examined that frequent playing of video games was linked to poor self-esteem among Pakistani teens and college students. The research also found that PUBG and other engrossing online games were associated with increased feelings of withdrawal and isolation from society, both of which are associated with lower self-esteem. Furthermore, Kowal et al. (2021) discovered that the connection between PUBG usage and self-esteem was influenced by parent- child conflict. They claimed that children who disagreed with their parents had a decreased level of self-esteem because the dispute had caused negative mental conditions and emotional tension.

Furthermore, Nawaz et al. (2020) have put forward a possible explanation for how the usage of PUBG could affect one's self-esteem, which is via social comparison. In PUBG, participants engage in competitive gameplay and can evaluate their performance concerning that of their peers. Perceiving oneself as underperforming in comparison to peers could result in

experiencing emotions of inadequacy or unworthiness. As per Aggarwal et al. (2020), it is

imperative to consider the psychological requirements that can be satisfied through the utilization of PUBG. One of the fundamental human needs is the need for proximity, which refers to the innate desire for social interaction and approval. If the utilization of PUBG is satisfying this particular psychological need, it is plausible that it could yield a favorable influence on an individual's self-esteem. Nonetheless, if online social interaction is substituted for face-to-face social connections in the physical world, it may lead to adverse outcomes.

PUBG and Parent-Child Conflict

Parent-child conflict is widespread during youth due to a variety of variables, including increased autonomy-seeking behavior and arguments about rules and boundaries. PUBG games can worsen this issue by frequently resulting in disagreements about excessive gaming time, lack of obligations, and poor academic performance. Studies showed that some of the well-known repercussions include eye strain, exhaustion, headache, obesity, poor quality of sleep, insomnia, withdrawal symptoms (rage and irritability) and even drug abuse (Al-Qahtani, 2020). The game's immersive nature might lead to less communication and increased stress between parents and children. Parent-child conflict is widespread during youth due to a variety of variables, including increased autonomy-seeking behavior and arguments about rules and boundaries. PUBG games can worsen this issue by frequently resulting in disagreements about excessive gaming time, lack of obligations, and poor academic performance. The game's immersive nature might lead to less communication and increased stress between parents and children. According to Greitemeyer (2022), parental conflict can have negative consequences such as reducing the parents' ability to act as protectors, creating challenges for the child's identity development, failing to impart efficient dispute resolution skills, and placing a child in a difficult position of divided loyalties.

According to various sources, it has been observed that conflicts have the potential to

significantly impede a child's ability to engage in typical childhood activities and fulfill important

developmental milestones necessary for the establishment of a sound sense of self (Kernis, 2013; Al-Qahtani et al., 2020; Dale et al., 2020). Cummings and Davies (1994) also examined how children reacted emotionally to their parent's arguments. The impact of conflict on children's adjustment was shown to be mediated by their emotional reactions, according to the research. The study's authors speculated that children who overhear their parents fighting would have a heightened sensitivity to stress in the future. This research indicates that parental disagreement may have lasting effects on children's mental health. Similarly, Cummings (1995) also discovered that one of the most important effects of parental conflict on children was the stress brought on by exposure to rage. According to the results, children whose parents fight often are less emotionally stable and have a harder time keeping their own emotions in check. This could potentially lead to lower self-esteem and difficulties in forming healthy relationships later in life. Furthermore, in 2022, researchers looked at how different parents handled media restrictions for their kids. On January 19, 2022, a young boy named Zain was taken into custody on suspicion of killing his sister, mother, and brother. The child's outrageous behavior was likely driven by his acute PUBG addiction and his frequent failures in the game, according to preliminary results. His mother had been criticizing him for playing the game too much, he said during the first interview (Khan et al., 2021). This highlighted the potentially harmful impact of excessive gaming and addiction to video games like PUBG. A study by Mamun and Griffiths (2021) also supported the idea that playing PUBG was negatively associated with parent-child interaction, parental supervision, and quality of family life. Likewise, Generator (2022) revealed that engagement in PUBG was linked to heightened instances of parent-child discord, diminished parental affection, and decreased levels of parental governance.

Theoretical framework

A theoretical framework integrating existing theories to explain the relationships between variables.

Social Cognitive Theory (Bandura,1986):

PUBG: the theory puts forward that behavior such as excessive PUBG usage is influenced by environmental factors (availability of the game), personal factors (self-regulation), and behavioral factors (reinforcement).

Parent-Child Conflict: This theory establishes that conflict between parents and children may rise from modeling behaviors observed in the family environment or through conflictual interactions. Conflict may also arise if parents perceive excessive PUBG usage as interfering with responsibilities or family time.

Self-Esteem: Social Cognitive Theory posits that self-esteem is influenced by experiences of mastery and social feedback. Parental criticism may negatively impact a child's self-esteem particularly if they feel inadequate or misunderstood due to their PUBG usage.

Attachment Theory (Bowlby, 1969):

PUBG: Attachment Theory suggests that individuals seek security and comfort from relationships, this may extend to virtual attachments in online environments like PUBG. If virtual real-life relationships, adolescents may use PUBG as a means of escape or perhaps as a source of emotional support.

Parent-Child Conflict: Attachment Theory highlights the importance of secure parent-child attachments in promoting trust and emotional regulation. Insecure attachment dynamics such as fear of rejection and abandonment may give rise to conflict which may be accentuated by excessive PUBG usage.

Self-esteem: the theory suggests that secure attachments foster a positive sense of self-worth and

confidence. If parent-child conflict undermines feelings of security or validation, it may contribute to lower self-esteem in adolescents who use PUBG as a coping mechanism

Emotional Security Theory

Emotional Security Theory is an empirical model that focuses on how parental disagreement has a detrimental influence on children's mental wellness by reducing their sense of emotional security. The theory suggests that children view their parent's relationship as a source of emotional security, and when that relationship is threatened by conflict, it can negatively impact their mental health. This lack of security can lead to increased emotional reactivity to later stressors and heightened levels of stress caused by exposure to anger (Davies and Cummings, 1994; Cummings, 1995). Additionally, Grych, Harold, and Miles (2003) conducted a study that supported the Emotional Security Theory. They found that 11- to 12-year-olds who reported their parents' conflicts experienced self-blame and conflict-related worry a year later. This suggested that the emotional impacts of parental conflict on their kids could endure and have a lasting effect. Thus, this theoretical framework is relevant to the current study as it provides insight into how parental conflict resulting from PUBG use can impact young adults' self-esteem.

Conceptual Framework:

A conceptual framework illustrates the expected relationship between variables. It defines the relevant objectives for your research process and map out how they come together to draw coherent conclusions.

Independent variable:

PUBG usage

PUBG refers to the amount of time adolescents spend playing the online game PUBG. It is

considered an independent variable as it is supposed to have an impact on other variables of the study.

Dependent variables:

Parent-Child conflict

This refers to the disagreements and tensions between adolescents and their parents related to PUBG usage and other issues. It is referred to as a dependent variable as it is hypothesized to be influenced by PUBG usage.

Child's Self-esteem

A child's self-esteem refers to a child's overall evaluation of their own worth and capabilities. This variable is tagged as dependent as it is affected by PUBG usage and parent-child conflict.

Hypothesized effects:

- Excessive PUBG may cause higher levels of parent-child conflict.
- Excessive PUBG usage may also be associated with lower self-esteem in children
- Parent-child conflict is expected to have a negative effect on child's self-esteem which may be further influenced by PUBG usage.

Potential moderating variables:

Age and Gender differences among children may moderate relationships between PUBG usage, parent-child conflict, and self-esteem. Younger children may show different patterns of PUBG usage and responses to conflict compared to older adolescents. Male adolescents are more privy to be attracted to a violent game like PUBG than females (Al Qahatani et. al. ,2020).

Potential Mediating variables:

Communication with parents means the quality and frequency of communication between parents and children. This is proposed as a mediating variable to explain the relationship between PUBG usage and its impact on parent-child conflict and child's self-esteem.

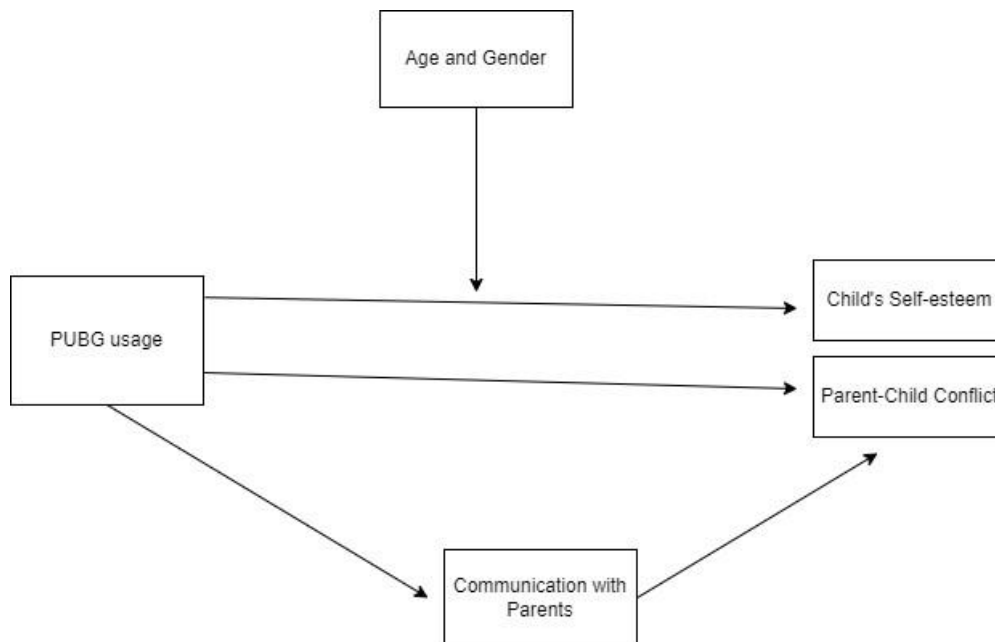


Figure 1: Conceptual framework explained diagrammatically

Rationale

Aggarwal et. al (2020) predicted the likelihood of MOBA and PUBG players having psychological disorders specifically IGD, ADHD and GAD. The study predicted more than 80% for all mentioned disorders i.e., indicating the detrimental effects of PUBG. The first study in Iran by Allahverdipour et. al (2010) indicated that non-gamers and excessive gamers had poorer mental health than low or moderate gamers. The participants self-reported aggressive behavior was associated with the length of gaming. Study by Bhakai et. al. (2023) suggested that PUBG is addictive due to various reasons; the comfort of being in the virtual world, the game's competitive environment, the game's trend and children's inclination to follow such trends. Yasir et. al. (2021) based the game's addiction on social motivation, hedonic motivation, loyalty

towards video games and intention to purchase in-game features. According to Al Qahatani et. al. (2020), the overarching goal of video games is to amuse end-users by means of interactive platforms. All previous psychological studies on PUBG and similar video games indicated a number of key points; excessive gaming most certainly causes psychological disorders and poorer mental health, PUBG is made to be and has proven to be addictive and also that aggressive behavior can most certainly be associated with violent games. Existing research has provided mixed findings regarding the association between PUBG use and self-esteem; some studies have shown favorable relationships between PUBG and self-esteem, while others have found negative associations. Similarly, limited research has explored the role of parent-child conflict in the context of PUBG games. So, the rationale of the proposed study is to assess the relationship between parent-child conflict and self-esteem among individuals who engage in PUBG games. As online gaming, particularly PUBG continues to gain popularity among young adults, it becomes crucial to explore how these gaming experiences may impact their psychological well-being and relationships with their parents. The focus on self-esteem and parent-child conflict arises from their significant implications for PUBG players' overall adjustment and social functioning. Therefore, the proposed study aims to fill these knowledge gaps by examining the specific relationship between parent-child conflict and self-esteem among individuals who are actively involved in PUBG gaming. Hence, the findings of this study contribute to a better understanding of how parent-child conflict and self-esteem are interconnected within the context of PUBG games. The research outcomes provide valuable insights for parents, educators, and mental health professionals to comprehend the potential impact of PUBG on parent-child relationships and to develop strategies for managing conflicts that may arise. Overall, the rationale of the study is to address the gaps in the current literature and advance the understanding of the complex dynamics between parent-child conflict, self-esteem, and PUBG

game among young adult.

Objectives

The objectives of the research project include:

- To examine the relationship between parent-child conflicts among young adults who play PUBG.
- To examine the relationship between self-esteem among young adults who play PUBG.
- To examine the relationship between self-esteem and parent-child conflict

Hypotheses

Following the research's objectives, the following three hypotheses have been proposed:

1. There is a significant relationship between parent-child conflict and PUBG use among young adults
2. There is a significant relationship between self-esteem and PUBG use among young adults.
3. There is a significant relationship between self-esteem and parent-child conflict

CHAPTER 2

METHODOLOGY

Research Design

This study used quantitative research approach to examine the relationship between parent-child conflict and self-esteem among young adults who engage in PUBG games. This study used a cross-sectional research design since it will be useful for examining associations between young people's PUBG gaming, sense of self-esteem, and parental conflict

Ethical Considerations

Individuals who participate receive information about the study's context and goals before they are asked to sign a permission form verifying their participation. They are not be forced to finish the survey and may exit at any point. The confidentiality of those involved is ensured. All details are confidential and are solely to be utilized for the study. All participants are also be required to sign a confidentiality agreement. The researcher also ensures that no respondent has any negative psychological effects from taking part in the study.

Population and Sampling

Purposive Sampling technique was used. Sample included young adults from age range 18 to 26 years who plays PUBG game. A sample of 300 participants were included which was calculated using G-power version (3.1) selecting medium effect size (0.3) and α (0.05), β (0.95).

Inclusion Criteria

These criteria help define the target population and ensure that the sample consists of individuals who meet the specific characteristics relevant to the research objectives (Stern et al., 2014). In

current study, the following inclusion criteria have been determined:

- This criterion ensures that the participants selected for the study are individuals who actively engage in playing the PUBG game. By including only PUBG players, the researcher can examine the relationship between PUBG game use and the variables of interest, such as parent-child conflict and self-esteem.
- This criterion restricts the age range of the participants to young adults.
- Young adults who currently live with their parents or guardians to ensure that the parent-child relationship is relevant to the study.

Exclusion Criteria

These criteria help refine the target population and establish clear boundaries regarding the characteristics of individuals who will not be included in the sample. By clearly stating these criteria, the researcher can enhance the precision and specificity of the findings of the research (Meline, 2006). The exclusion criteria used in current study are identified below:

- This criterion specifies that individuals outside the defined young adult age range will be excluded from the study. By focusing exclusively on young adults, the researcher can maintain consistency and coherence in examining the relationship between PUBG game use, parent-child conflict, and self-esteem within this particular age group.

- This criterion excludes individuals who engage in playing other violent games from being included in the sample. The aim is to isolate the specific effects of PUBG game use on parent-child conflict and self-esteem among young adults. By excluding participants who play other violent games, the researcher can minimize potential confounding factors and ensure a more focused analysis of the PUBG game's impact.

Research Instruments

Rosenberg Scale of Self-Esteem

The Rosenberg Scale of Self-Esteem is a prevalent self-administered report that has been developed to evaluate an individual's self-esteem level. The assessment comprises a total of ten items that effectively measure distinct facets of self-esteem and self-acknowledgement. The respondents are prompted to provide their feedback on every item using a Likert-style scale, which measures their level of agreement or disagreement with every assertion. The psychometric features of the scale were rigorously investigated and confirmed to exhibit favorable levels of both internal consistency and construct validity. For this scale, Cronbach's alpha is 0.77, which suggests good internal consistency (Gnambs et al., 2018). Therefore, the researcher will use this scale to assess the self-esteem levels of participants in the proposed investigation.

Conflict Tactics Scale Parent-Child Version

Whereas, according to Sierau et al. (2018), the Conflict Tactics Scale Parent-Child Version (CTS PCQ) is a self-reporting scale that has been developed to evaluate the different conflict tactics employed within the parent-child dynamic. The assessment tool comprises 22 distinct items that gauge various conflict behaviors and strategies utilized by parents and children alike. The scale offers valuable insights regarding the character and magnitude of parent-child conflicts. The CTSPC has been extensively utilized in scholarly investigations and has demonstrated satisfactory levels of reliability and validity. Also, Cronbach's alpha reliability rating of 0.70 shows that the scale has excellent internal consistency. Thus, using these well-established and validated instruments, the researcher could gather quantitative data on self-esteem and parent-child conflict, enabling a thorough assessment of the association between PUBG playing time, parent-child conflict, and self-esteem among young adults. Furthermore, the scales' reliability coefficients demonstrate the consistency of the measurements throughout the intended study, which increases the trustworthiness of the research conclusions.

Procedures

In this study, the research procedures are designed to ensure ethical practices and the systematic collection of data. The following detailed description elaborates on each step of the research procedures:

Firstly, the study sought permission from the Capital University of Science and Technology. This step is essential to gain official authorization and access to the university premises for data collection purposes. By obtaining permission, the study ensures compliance with ethical guidelines and university regulations. Following the approval, the data is

collected from a sample of 300 participants. These participants are selected from various universities and colleges. The selection process utilizes a purposive random sampling technique, allowing a deliberate selection of individuals who meet specific criteria. In this case, the criteria includes being active PUBG game players and belonging to the young adult age group. Moreover, before the study commences, each participant is provided with an informed consent form. The permission form include specifics about the study's goals, methods, safety precautions, and the participants' informed consent. Anyone interested may take their time reading the consent form and deciding whether or not to take part. Participants' agreement to take part in the research is shown by their signatures on the permission form.

Additionally, participants will get demographic sheets. These sheets will collect relevant information regarding the study participants, including gender, educational background, age, and PUBG game usage patterns. This demographic data will provide valuable insights into the characteristics of the sample and aid in the analysis and interpretation of the results of the study. However, to ensure a balanced representation, the sample will be divided equally between men and women. Approximately 50% of the participants will be male, and the remaining 50% will be female. This gender distribution aims to reflect the gender representation rates in the overall population, thereby minimizing any potential biases that may arise from an unequal gender distribution. Thus, by following these systematic procedures, including obtaining permission, securing informed consent, collecting demographic information, and ensuring gender balance in the sample, the study strives to maintain ethical standards and gather reliable data from a diverse group of PUBG-playing young adults.

Data Analysis Procedure

The data analysis procedure for the study examining the relationships between parent-child conflict and self-esteem among PUBG players in Islamabad and Rawalpindi involves a systematic approach to analyzing the collected data. The first step in the data preparation process is to ensure correctness and completeness by organizing the acquired data into a format that is appropriate for analysis. To preserve data integrity throughout the analytical process, this stage also include cleaning the data by locating and resolving any missing values, outliers, or discrepancies. After the data is prepared, descriptive statistics are calculated to provide an overview of the sample's features, including demographic data and important variables like self-esteem and parent-child conflict. A summary of the dataset is given by descriptive statistics like means, standard deviations, ranges, and frequencies; they are frequently displayed in tables or charts for ease of understanding.

The main aim of data analysis is to identify trends within data sets. If a significant trend is found in the data, it is often characterized in terms of the context or theoretical framework from which it originally emerged (Lyman Ott and Longnecker, 2015). The proposed data analysis procedures for this study involve using IBM SPSS Statistics version 21 software as the primary tool to analyze the collected data. According to Field (2013), IBM SPSS Statistics is a widely used statistical software package that offers a range of features and functions for data analysis. BM SPSS Statistics offers a wide array of statistical techniques and procedures. The researcher can perform descriptive statistics to summarize and explore the data, inferential statistics to test hypotheses and examine relationships between variables, and regression analysis to assess the predictive power of certain variables. By using IBM SPSS Statistics, researchers can ensure the accuracy, reliability, and efficiency of their data analysis process.

CHAPTER 3**RESULTS**

This study focused on young adults between the ages of 18 and 26 in Islamabad and Rawalpindi in an effort to better understand the complex relationships between parent-child conflict and self-esteem among PUBG game players. Clarifying how closely these factors are related to the main objective. To achieve this, a thorough research methodology was used in the study, starting with the computation of means and standard deviations to provide a concise description of the sample's characteristics. Cronbach's alpha was then used to thoroughly evaluate the measuring scales used to gauge parent-child conflict and self-esteem. The integrity of our measurements was protected by this crucial step. We used Spearman's correlation coefficient to identify the nuanced relationships between self-esteem and parent-child disputes, a robust statistical tool that takes non-normally distributed data into account. This section reveals the findings of our research and offers details on the complex interactions between these variables among PUBG players in our target demographic.

Table 1*Demographic Characteristics of the participant(N=300)*

Variable	Categories	<i>f</i>	%
Sex			
	Female	145	48.3
	Male	155	51.7
Age			
	18-20	88	29.3
	21-22	93	31.0
	22-26	119	39.7
Semester			
	1-4	153	51.0
	5-8	115	38.3
	Others	32	10.7
Marital Status of Parents			
	Divorced	38	12.7
	Married	228	76.0
	Separated	18	6.0
	Widow	16	5.3
Living Status			
	Hostel	99	33.0
	Independent	11	3.7
	With	29	9.7
	Guardian		
	With Parents	161	53.7

Note: f=frequency, %=percentage

Table 1 indicates the demographics properties of the selected population. Table 1 illustrates that 300 individual participated out of which 155 (51.7%) were male. The majority of the sample (39.7%) lies between the age bracket of 22-26. Out of 300 young adults most of them (38.3%) were enrolled in fifth to eighth semester of their university. Table informs that majority of the population (53.7%) lives with their parents.

Table 2

Psychometric properties of the scales used in the current study (N=300)

Scale	N	A	M	SD	R	Skew			Kurtosis		K-S		Shapiro-Wilk		p
						Stats	SE	z	Stats	SE	Stats	SE	Stats	SE	
RSSEQ	10	0.80	17.20	10.44	22	-.17	.14	-	-1.43	.28	.02	<.02	.048	<.001	<.05
CTS PCQ	11	0.60	29.38	14.30	25	.17	.14	1.20	-1.07	.28	.04	<.04	.039	<.001	<.05

Note= Number of items (N), Range=R, Standard Error(SE), Statistics(Stats), Cronbach's Alpha

reliability, coefficients (a) with Mean (M) and Standard Deviation (SD), skewness (skew), kurtosis

(Kurt), (K-S) Kolmogorov–Smirnov, (p) significant value, Rosenberg Scale of Self-Esteem Questionnaire

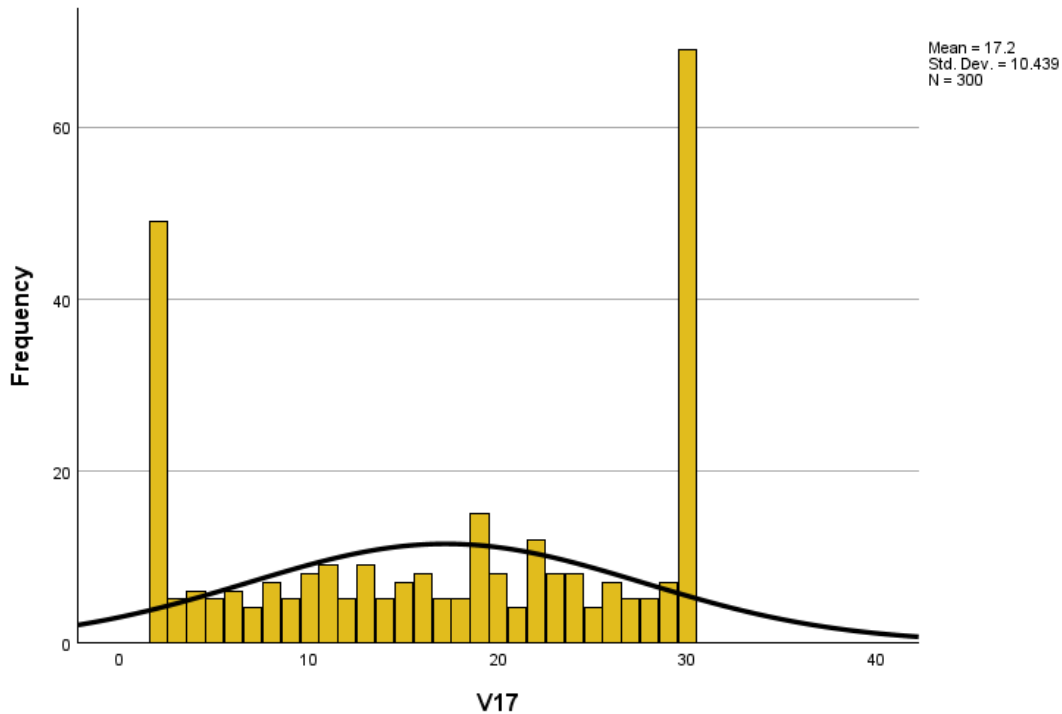
(RSSEQ), Conflict Tactics Scale Parent-Child Version (CTS PC).

The values for the “Self-Esteem” and “Parent-Child Conflict” scales’ Cronbach’s Alpha were determined, as given in Table 2. These numbers show if each scale is internally consistent. The, Rosenberg Scale of Self-Esteem Questionnaire (RSSEQ) scale’s Cronbach’s Alpha value of 0.80 suggests good internal consistency, while the “Conflict Tactics Scale Parent-Child Version (CTS PC)” scale had a value of 0.60, showing moderate internal consistency. These findings show that the items within each scale consistently reflect the target dimensions and

support the validity of the measurement tools utilized in our investigation. The range of scores around the mean score of 17.20 is shown by the “RSSEQ Score” standard deviation, which is 10.44. This implies that the scores of participants deviate from the mean score by an average of 10.44 units. In the case of “CTS PCQ Score” the standard deviation is 14.30, indicating a wider range of results around the mean result of 29.38 for the CTS PCQ Score variable. The scores of participants for this element of the study show an average difference from the mean score of roughly 14.30 units. For “RSSEQ Score” the data distribution appears to be slightly left-skew, as shown by the skewness of -0.17 and the z-score of -1.20. A modest right-skewness in the data distribution is shown for “CTS PCQ Score” with a skewness of 0.17 and a z-score of 1.21. Table 2 shows that the distributions of “RSSEQ Score” and “CTS PCQ Score” are platykurtic, with negative kurtosis values. The data points in both sets are more dispersed and show fewer extreme values in the tails of a platykurtic distribution, which is distinguished by thinner tails and a flatter shape than a normal distribution. With a standard error (SE) of 0.28 for each data set, it appears that the kurtosis values are estimated in a reasonably stable manner. Table 2 have p-values (Significance Level) less than 0.001, with the Kolmogorov-Smirnov Statistics for “RSSEQ Score” and “CTS PCQ Score” being 0.02 and 0.04, respectively. This shows that, as the p-value is smaller than the traditional significance level of 0.05, the data in “RSSEQ Score” and “CTS PCQ Score” both significantly deviate from a normal distribution. This clearly indicate that the dataset does not follow normal Distribution. According to Table 6, the Shapiro-Wilk Statistic for “RSSEQ Score” is 0.048, while for “CTS PCQ Score” it is 0.039. The p-values, which signify significance levels, are less than 0.05, suggesting that there is a significant deviation from a normal distribution. Hence, this confirm the finding of the Kolmogorov-Smirnov Statistics.

Figure 1

Distribution across the scores of scales “Rosenberg Scale of Self-Esteem”



The distribution of results from the research population’s Rosenberg Scale of Self-Esteem Questionnaire (RSSEQ) is shown in Figure 1. Notably, the individuals’ self-esteem levels were represented across a wide range of RSSEQ values, ranging from 2 (the lowest score) to 30 (the highest score).

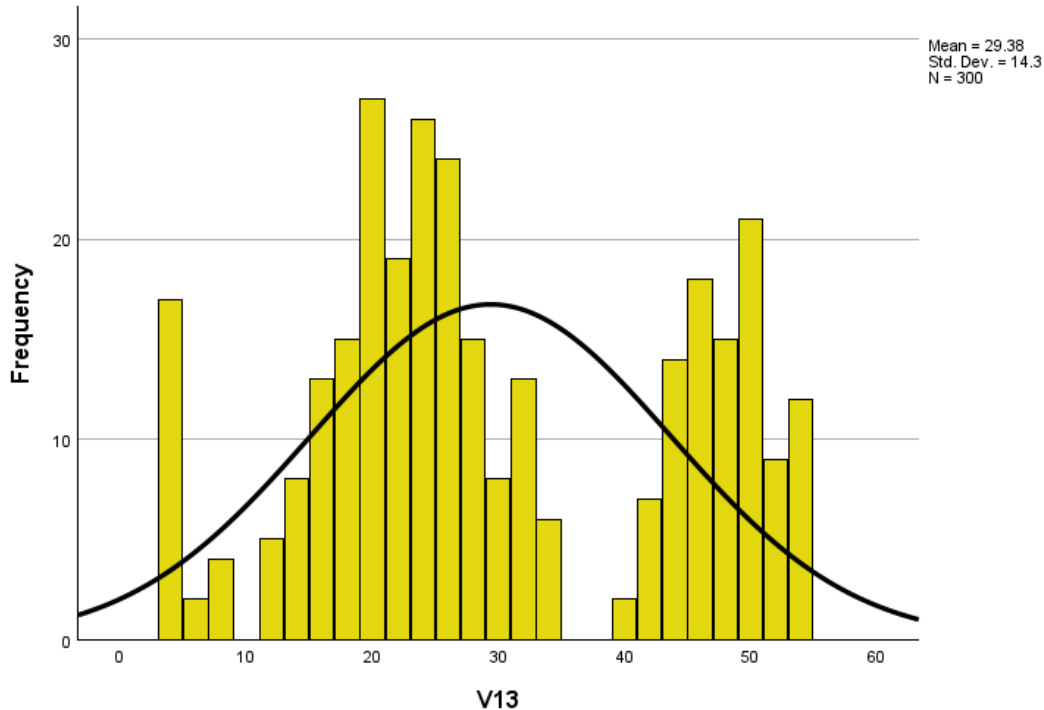
The histogram, which shows that this distribution does not closely fit a typical normal distribution curve, is clear proof that it is not normally distributed. As a result, the curve is less bell-shaped and more flattened, indicating that the data is not tightly concentrated around the mean score of 17.20, but rather broadly distributed about it.

Some noteworthy features of Figure 1 become apparent upon closer inspection. The scores of 2, 19, 22, and 30 show the concentration of people at these score levels because they are located above the predicted curve for a normal distribution. On the other hand, the scores are distributed throughout the whole range. About 50 people had the lowest possible score of 2, and about 69 people received the maximum score of 30.

Essentially, Figure 1 illustrates the non-normal distribution of self-esteem levels in the research population by providing a visual depiction of the RSSEQ score distribution. This complex score distribution deepens our comprehension of this important variable in the context of the study by providing insightful information about the individuals' various levels of self-esteem.

Figure 2

Distribution across the scores of scales "Conflict Tactics Scale Parent-Child Version (CTS C)"



The distribution of scores obtained from the Conflict Tactics Scale Parent-Child Version (CTS

PCQ) across the study participants is examined in Figure 2. There is a wide variety of reactions in our sample, as seen by the scores that were recorded, which vary from 4 to 53. It is clearly shown by this visual aid that the data is not regularly distributed. We have superimposed a black line, which represents the expected normal distribution curve, to draw attention to this deviation from normalcy. It becomes clear that, except in two noteworthy areas, the histogram does not follow this expected curve exactly. First, the data exceeds the expected boundaries of a normal distribution regularly between scores 15 and 25, and second, between scores 40 and 53. The average score in the center of this distribution is 29.38, with a standard deviation of 14.30. These statistics highlight the wide range of reactions within our research sample by reflecting a notable variability in scores around the mean. A clearly defined bell-shaped normal curve indicates that the population is evenly distributed with a noticeable positive skew across all score points. This skew suggests that scores on the positive end of the spectrum are more common.

The frequency of scores at 20, where 17 people scored the maximum frequency, is a noteworthy finding from Figure 2. A significant proportion of the population was also in the 15–25 age range, suggesting that answers were concentrated in this range.

The distribution of CTS PCQ scores is shown graphically in Figure 2, emphasizing the non-normal character of the data and the wide range of scores around the mean of 29.38. While the concentration in the 15–25 range highlights the distinct dynamics of parent-child conflict experiences across our study sample, the positive skew highlights the predominance of higher scores.

Table 3*Spearman Correlation analysis for scales (N=300)*

Variable	Argumentation	Psychological Violence	Mild Physical Violence	Severe Physical Violence	M	SD	RSS EQ	CTS PCQ
RSSEQ					17.20	10.44	1.00	-.916
CTS PCQ					29.38	14.30	-.916	1.000
Argumentation								
Psychological Violence	0.27				4.56			
Mild Physical Violence	0.07	0.42			1.09			
Severe Physical Violence	-0.03	0.05	0.17		0.02			

Note: Number of items (N), Mean (M), Standard Deviation (SD), Rosenberg Scale of Self-Esteem Questionnaire (RSSEQ), Conflict Tactics Scale Parent-Child Version (CTS PC).

Table 3 indicates a substantial and strong inverse link between RSSEQ and CTS PCQ that can be seen by the strong negative correlation coefficient of -0.916. CTS PCQ scores typically decline while RSSEQ values rise, and vice versa. This shows that in the 300 participants in the study, there may be a significant correlation between parent-child conflict (CTS PCQ) and self-esteem (RSSEQ).

Table 4*Mann-Whitney test along with genders (N=300)*

Variable	Male		Female		U	p
	N	M	N	M		
<i>RSSEQ</i>	155	129.59	145	170.06	14270.000	< 0.001
<i>CTS PCQ</i>	155	168.66	145	133.51	8604.000	< 0.001

Note: Number of participants(N), mean(M), Mann-Whitney-u(U), Significant(p), Rosenberg Scale of Self-Esteem Questionnaire (RSSEQ), Conflict Tactics Scale Parent-Child Version (CTS PC).

Significant gender differences in the areas of self-esteem and parent-child conflict are evident from the Mann-Whitney test results, as shown in Table 4. Upon examining the answers from a 300-person sample, the research found notable variations. Male participants showed differences in their judgments of their own self-worth, as seen by their lower self-esteem scores (M = 129.59) as compared to female participants (M = 170.06). Male participants reported higher levels of parent-child conflict (M = 168.66), whereas female participants reported lower levels (M = 133.51). These results highlight the influence of gender on parent-child conflict and self-esteem, leading to a more sophisticated comprehension of these factors in the context of the study's subjects.

CHAPTER 4**DISCUSSION**

This study sought to explore the association between PUBG use, self-esteem, and parent-child conflict among young adults in Islamabad and Rawalpindi, aged 18 to 26. The research was based on the hypotheses. The study employed a comprehensive research technique that included calculating means and standard deviations to give a brief overview of the features of the sample. The measuring scales used to assess self-esteem and parent-child conflict were examined using Cronbach's alpha. The study discovered a substantial correlation between young adults' use of PUBG and parent-child conflict as well as between young adults' self-esteem and PUBG use. Furthermore, it was discovered that the association between young adults' usage of PUBG and self-esteem was mediated by parent-child conflict.

Using the SPSS program, statistical analysis was carried out, and certain tests were selected based on the properties of the data. The study used the Spearman correlation to investigate the connections between self-esteem, Parents Child Conflict and PUBG. The data showed non-normal distributions, hence the Spearman correlation coefficient may be used to evaluate both the direction and strength of monotonic correlations between variables, it is a preferred tool for studying non-parametric data. Understanding the connections between self-esteem, Parents Child Conflict and PUBG was made possible using the Spearman correlation coefficient. Using this method, we could investigate the possible correlations without making any assumptions about the data's normalcy or linearity. Our comprehension of the interaction between these crucial variables has improved because of the analysis's findings, which highlighted the nature and importance of these connections within the framework of the study.

Apart from analyzing the correlations between variables, the research investigated possible distinctions between groups based on gender. This was accomplished by utilizing the Mann-Whitney test, a non-parametric test created specially to evaluate differences between two independent groups, to compare demographic characteristics. As a result, we were able to look at whether gender significantly affected the variables we were looking into. It is interesting to notice that the non-normal distribution of the data had an impact on the use of non-parametric tests like the Mann-Whitney test and Spearman correlation. The examination of data that deviates from a normal distribution is a good fit for these tests as they don't rely on the assumption of normalcy. Despite the non-normality of the data, the study's use of these non-parametric techniques guaranteed reliable and accurate results that offered insightful information.

Parent-child conflict and self-esteem were two dimensions that were crucially assessed by the questionnaires used in this study. To record these dimensions, two essential tools were utilized, offering fascinating details about the relationships that were being studied. The self-esteem in our study was assessed using the widely recognized and validated Rosenberg Scale of Self-Esteem (RSSEQ). A key tool in the evaluation of self-esteem is the RSSEQ, which Morris Rosenberg created in 1965. The items in it are designed to elicit an individual's positive self-esteem, self-worth, and self-acceptance. Our research provided a dependable and validated method for assessing self-esteem using the RSSEQ. Its reliability in capturing this important dimension was confirmed by the scale's internal consistency, which was supported by its Cronbach's Alpha score of 0.80. The Conflict Tactics Scale Parent-Child Version (CTS PC) was utilized in our study to evaluate parent-child conflict. The CTS PCQ

is a highly recognized measure in the analysis of parent-child interactions and disputes. Throughout the parent-child relationship, this questionnaire looks at several communication and conflict resolution topics. It provides information about the frequency and severity of parent-child disputes. This scale's moderate level of internal consistency was suggested by its Cronbach's Alpha score of 0.60, but it was nonetheless considered appropriate for evaluating the complexity of parent-child conflict, which frequently involves complicated and context-specific dynamics.

The distribution of scores from the Rosenberg Scale of Self-Esteem Questionnaire (RSSEQ) across the participants in our study is clearly depicted visually in Figure 1. Interestingly, this distribution captures a wide variety of self-esteem levels among our participants, ranging from the lowest conceivable score to the greatest. The non-normal character of this distribution is one startling finding. The curve shown in Figure 1 looks flatter than a conventional normal distribution curve. This departure from normalcy emphasizes the vast range of self-esteem scores as opposed to a centering around the mean. A deeper look at the histogram reveals a number of interesting traits. The scores are well above the normal distribution's predicted curve, indicating a significant concentration of people at these particular score levels. On the other hand, it is clear that the scores are distributed throughout the whole range.

One particularly notable feature is the dual-peaked curve. It shows a sizable percentage of people at both extremes of the self-esteem spectrum. Certain individuals who play Player Unknown's Battlegrounds (PUBG) have higher self-esteem than others. This contradiction highlights the nuanced effects of PUBG gaming on young people's self-esteem. According to our research, PUBG gaming affects people's self-esteem in a variety of ways, both positively

and negatively. To fully appreciate the complex relationship between PUBG gaming and self-esteem, it is imperative to understand this dual effect. These results call for more investigation into the complex mechanisms at work in the world of online gaming and how they affect self-esteem.

The first objective of the study was to examine the Parent Children Conflict among PUBG players. The main purpose of it was to judge whether this game is affecting the youth's family relations or not. It can be seen in Figure 2 that there is variation and wide range of score people has achieved on the questionnaire. In this study high score represent crumbling family relation. As table 2 suggest positive skew, this clearly points that most of the youngster are having conflict with parents. Based on the literature it can be said that people playing PUBG has higher chances of conflict with parents. Based on this knowledge it can be hypothesized that PUBG player has more conflicts with Parents.

The second objective of the study was to examine the level of self-esteem in the youth that is involved in PUBG Gaming. The results in table 2 demonstrate that although there is high number of people that are PUBG player and have high self-esteem but most of the population has low self-esteem as indicated by negative skewness. The literature suggests that people who play PUBG have more chances of having low self-esteem. Based on the current knowledge it can be hypothesized that PUBG players have lower self-esteem.

The third objective of this study was to study the relationship between self-esteem and Parents child conflict. The results in table 3 indicate a significant negative correlation between self-esteem and parent-child conflict, as demonstrated by a Spearman correlation

coefficient of -0.916. This suggests that as self-esteem scores increase, parent-child conflict scores tend to decrease, and vice versa. Our findings support the hypothesis that higher levels of parent-child conflict are associated with lower self-esteem among PUBG game players.

Young adults who play PUBG conflict with their parents.

The scores from the Conflict Tactics Scale ParentChild Version (CTS PCQ) indicate a possible correlation between high gaming habits and more family strife, with a skewed distribution towards greater conflict levels. Responses concentrated in the 1525 score range suggest a common area of disagreement. These results suggest a potential connection between the amount of time spent playing PUBG and increased stress in family dynamics, which calls for more research into the precise effects of gaming habits on parent-child disputes.

Young adults who play PUBG game have low self-esteem. This hypothesis is backed by the fact that the distribution of the score of the RSSEQ has a negative skew indicating the low self-esteem score. This suggests the individual who plays PUBG has low esteem.

The departure from a normal distribution highlights an interesting divergence that is consistent with the theory, particularly between scores 15–25 and 40–53.

Parents' child conflict is negatively correlated with self-esteem. This hypothesis is backed by table 3 which shows a strong correlation between them. This suggests that higher the Parents child conflict lower the self-esteem.

This study highlights the existence of notable gender differences in the areas of self-esteem and parent-child conflict, as shown by the Mann-Whitney test results shown in Table 4. Using data from a sample of 300 people, our research revealed fascinating new information on how gender affects these important factors.

Notably, the levels of self-esteem in the male and female participants differed significantly according to our research. In contrast to female participants, who had an average self-esteem score of $M = 170.06$, male participants had an average self-esteem score of $M = 129.59$. This notable gender disparity in self-esteem highlights the complex nature of self-worth and the role that gender plays in influencing how people view themselves.

Fascinatingly, among our study cohort, parent-child conflict experiences were significantly shaped by gender as well. Parent-child conflict was reported at significantly higher levels by male participants ($M = 168.66$) compared to lower levels by female participants ($M = 133.51$). This distinction underscores the significance of considering these subtle differences in understanding and resolving parent-child conflicts as well as the complexity of parent-child dynamics within the framework of gender.

These findings have ramifications for gender studies, family dynamics, psychology, and other fields in addition to the statistical results. They offer insight on the complex interactions between these variables among the study's subjects and advance our understanding of the ways in which gender interacts with self-esteem and parent-child conflict.

Studies on the impact of Player Unknown's Battlegrounds (PUBG) on kids and teens have been conducted in the past. In 2013, Kernis conducted study on this subject and found that there is a complicated interaction between the good and bad consequences. This supports the theory that PUBG might have a variety of effects on people, enhancing their psychological well-being as well as their sense of self. It is crucial to remember that while Kernis's findings were relevant in some cases, our research showed a distinct aspect of PUBG's influence, mostly related to low self-esteem.

Unlike the research conducted by Kernis, the study conducted in 2022 by Hollebeek et al. suggested that there might be a favorable correlation between PUBG and increased self-

confidence among youth. The results of their study are intriguing, but they should be considered in the context of the larger body of research on this topic. The findings of our study, which show a link between PUBG and low self-esteem, offer a further viewpoint that deepens the conversation. This discrepancy emphasizes the necessity of thorough studies that take into account the varied aspects of self-esteem development and its relationships with video game use, as well as the need to include a wide range of groups.

Moreover, the research conducted in 1994 by Cummings and Davies, which looked at how kids felt when their parents argued, is consistent with our findings. The striking similarities between their research and our findings provide insight into how parent-child conflict influences children's self-esteem. A common theme in psychological literature is the connection between parent-child conflict and poorer self-esteem; our study offers important empirical evidence for this idea.

By examining the relationship between parent-child conflict, self-esteem, and PUBG, our research adds nuance to the field's body of knowledge. While other research has looked at PUBG's effects on youth from a variety of perspectives, our study focuses on a particular interaction between these factors. We have shed light on the potential mediation of parent-child conflict by PUBG on self-esteem, contributing to our growing comprehension of these complex interactions.

The disparity in results between research conducted by researchers such as Kernis, Hollebeek et al., and ourselves highlights the contextual and individual differences in the ways that PUBG affects self-esteem. It is critical to understand that a variety of factors, including player characteristics, playtime duration, and the existence of additional confounding variables, may influence the results. As such, our work highlights the need to consider the wider range of consequences PUBG may have rather than discounting the favorable results noted in some

earlier research.

Furthermore, our findings have ramifications beyond just comprehending PUBG's consequences. They also include the more general backdrop of video game use and its impact on young adults' psychological health. Our research emphasizes how crucial it is to consider how family dynamics—especially parent-child conflict—shape self-esteem. Understanding these dynamics can help design methods and interventions to reduce any potential negative impacts while maximizing video games' beneficial effects on personal growth.

Thus, our study's results add to the current conversation about how PUBG affects self-esteem and how it interacts with parent-child conflict. We acknowledge the wide range of results observed in earlier studies, and our findings deepen the conversation by bringing to light the complex interactions between these variables. In the end, our research offers insightful information on the complex dynamics of video game consumption and how it affects young adults' psychological health.

In summary, this study provided important new understandings into the complex connections among young adults' PUBG usage, self-esteem, and parent-child conflict. According to the research, the majority of PUBG players seem to have poor self-esteem, which suggests that the game may be linked to such traits. Additionally, it draws attention to how common parent-child conflict is among PUBG players, raising the possibility that the game influences family dynamics. Parent-child conflict and self-esteem have a substantial negative connection that highlights the interdependence of these variables and clarifies their intricate interactions in this situation. The ramifications of these findings for gender research, family studies, and psychology is significant.

In conclusion, our study offered significant new insights regarding the intricate relationships between young adults' use of PUBG, self-esteem, and parent-child conflict. The majority of

PUBG players appear to have low self-esteem, based on the research, which raises the possibility that the game is associated with these characteristics. It also highlights how often parent-child conflict is among players of Player Unknown's Battlegrounds, suggesting that the game may have an impact on family dynamics.

There is a strong negative correlation between self-esteem and parent-child conflict, which emphasizes how these variables are interdependent and explains how they interact in this scenario. These findings have important implications for psychology, family studies, and gender studies.

Limitations of the Study

The limitations of the proposed research are as follows:

1. The data collection has focused exclusively on young adults. This age restriction means that the results could not be representative of people of other ages such as children, young adults, or older adults. Each age group may have unique experiences, perspectives, and developmental factors that could influence the relationship between PUBG games, parent-child conflict, and self-esteem.
2. Furthermore, the sample size of the study is limited. Collecting data from a limited number of participants may impact the statistical power and precision of the results. The findings may not fully capture the complexity and variability of the population, which could limit the generalizability of the results.
3. Another limitation of this study is the potential for low generalizability. The research has been conducted in a specific context, namely within Pakistani society. Thus, the specific cultural and contextual factors of the study setting have limited the applicability of the results to other regions or cultures.

Implications

The implications of this research are significant for psychologists, counsellors, and parents, as it sheds light on the consequences of parent-child conflicts on the self-esteem of children. By understanding the relationship between self-esteem, parent-child conflict, and the PUBG game, professionals in the field can develop effective interventions and strategies to promote healthy parent-child relationships and enhance young adults' self-esteem. Moreover, psychologists and counsellors can utilize the findings of this study to inform their therapeutic approaches when working with individuals who have experienced parent-child conflicts. Recognizing the potential negative consequences of such conflicts on self-esteem, professionals can tailor interventions to address these specific issues and help individuals develop a positive self-perception.

Furthermore, the research outcomes serve as a valuable tool for raising awareness among parents about the potential impact of their conflicts on their children's self-esteem. Parents can be encouraged to foster open and supportive communication with their children, addressing conflicts constructively and nurturing their self-esteem. By understanding the importance of maintaining a positive and nurturing environment, parents can actively contribute to their children's overall well-being and self-esteem development. Furthermore, it is essential for future research to build upon these findings and explore additional elements that could mediate the relationship between PUBG games, parent-child conflict, and self-esteem among young adults. This will further enhance the understanding of the complex dynamics at play and provide more comprehensive guidelines for practitioners and parents.

Future Recommendations

A number of suggestions can be made to build on the current study when thinking about future paths for research on the connections between parent-child conflict and self-esteem among PUBG players. Carrying out longitudinal studies would provide insightful information about how these dynamics change over time. PUBG players' self-esteem and parent-child conflict might be monitored over time through longitudinal studies, which would let researchers to see possible causal linkages and developmental paths. Researchers could gain a better understanding of the long-term impacts of gaming and familial connections on self-esteem by keeping track of participants for a prolonged length of time. Further investigation into potential mediating factors that might affect the connection between parent-child conflict and PUBG players' self-esteem is another avenue for future research. Examining elements like personality traits, coping strategies, and social support may help clarify the ways in which parent-child relationships affect the gaming community's sense of self. A better understanding of these mediating mechanisms may help develop focused therapies that support players' psychological health and strong familial ties.

In order to inform interventions and policies aimed at promoting healthier gaming habits and familial relationships, researchers can advance our understanding of the complex interplay between parent-child conflict, self-esteem, and gaming behavior among young adults in Islamabad and Rawalpindi by addressing these future recommendations.

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APPENDICES

APPENDIX A

Below is a list of statements dealing with your general feelings about yourself. Please indicate the extent to which each item applied to you using the following scale will be scored as:

1 2 3 4
 Strongly agree Agree Disagree Strongly disagree

Statements	1	2	3	4
1. On the whole, I am satisfied with myself				
2. At times I think I am no good at all.				
3. I feel that I have a number of good qualities.				
4. I am able to do things as well as most other people				
5. I feel I do not have much to be proud of.				
6. I certainly feel useless at times.				
7. I feel that I'm a person of worth, at least on an equal plane with others.				
8. I wish I could have more respect for myself.				
9. All in all, I am inclined to feel that I am a failure				
10. I take a positive attitude toward myself.				

APPENDIX B

Children often do things that are wrong, disobey or make their parents angry. We would like to know what you have done when your [SAY age of referent child] year old child, did something wrong or make you upset or angry.

I am going to read a list of things you might have done in the past year and I would like you to tell me whether you have: done it once in past year, done it twice in the past year, 3-5 times in the past year, 6-10 times, 11-20 times, or more than 20 times in the past year. If you haven't done it in the past year but have done it before that, I would like to know this, too.

	Once in the past year	Twice in the past year	3-5 times in the past year	6-10times in the past year	11-20 times in the past year	More than 20 times in the past year	Not in the past year, but it did happen before	This has never happened
Explained why something was wrong	1	2	3	4	5	6	7	0
Put him/her in "time out" (or sent to his/her room)	1	2	3	4	5	6	7	0
Shook him/her	1	2	3	4	5	6	7	0
Hit him/her on the bottom with something like a belt, hairbrush, a stick or some other hard object	1	2	3	4	5	6	7	0
Gave him/her something else to do instead of what he/she was	1	2	3	4	5	6	7	0

doing wrong								
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Shouted, yelled, or screamed at him/her	1	2	3	4	5	6	7	0
Hit him/her with a fist or kicked him/her hard	1	2	3	4	5	6	7	0
Spanked him/her on the bottom with your bare hand	1	2	3	4	5	6	7	0
Grabbed him/her around the neck and choked him/her	1	2	3	4	5	6	7	0
Swore or curse at him/her	1	2	3	4	5	6	7	0
Beat him/her up, that is you hit him/her over and over as hard as you could	1	2	3	4	5	6	7	0
Said you would send him/her away or kick him/her out of the house	1	2	3	4	5	6	7	0
Burned or scalded him/her on purpose	1	2	3	4	5	6	7	0
Threatened to spank or hit him/her but did not actually do it	1	2	3	4	5	6	7	0

Hit him/her on some other part of the body besides the bottom with something like a belt, hairbrush, a stick or some other hard object	1	2	3	4	5	6	7	0
Slapped him/her on the hand, arm, or leg	1	2	3	4	5	6	7	0
Took away privileges or grounded him/her	1	2	3	4	5	6	7	0
Pinched him/her	1	2	3	4	5	6	7	0
Threatened him/her with a knife or gun	1	2	3	4	5	6	7	0
Threw or knocked him/her down	1	2	3	4	5	6	7	0
Called him/her dumb or lazy or some other name like that	1	2	3	4	5	6	7	0
Slapped him/her on the face or head or ears	1		3	4	5	6	7	0

APPENDIX C**Demographic Information Form**

For the following items, please select the response that is most descriptive of you

Gender: Male Female

Age:

Marital status of Parents: Married Divorced Widow Separated

Family structure: Single parent household Nuclear Joint

Are you a PUBG player: Yes No

Gaming Experience:

APPENDIX D**INFORMED CONSENT FORM**

I am a student of BS psychology at Capital University of Science and Technology. I hereby invite you to take part in my study. The title of my research study is “**Relationship of Parent-Child conflict and self-esteem among PUBG game player**” The purpose of the research is partial fulfillment of BS degree.

I request you to support my purpose and participate in this research study. You will be given two questionnaires, Rosenberg Scale of Self-Esteem and the Conflict Tactics Scale Parent-Child Version (CTS PC). I assure you that information taken from you will not disclose any of your information, will be kept confidential and used only for research purpose. If you feel uncomfortable you can withdraw from the research, and your provided data will be discarded after analysis.

Your help, support and participation will be highly appreciated. Thankyou!

Signature: _____

(I am willing to participate in this research)

Date: _____

Hhj

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