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| **Children’s mobile gaming, exposure to violent/sexual content, and psychosocial adjustment** |
| **Background/Objectives**  Children spend more time on mobile devices and play mobile games. Parents and experts concern excessive use of mobile gaming and exposure to violence and sexual content may have negative impact on children’s health. According to social learning theory (Bandura 1978), children might model aggressive behaviours from media. This study aims to examine the relationships between children’s mobile gaming, exposure to violent/sexual content, and psychosocial adjustment.  **Methods**  A representative sample of 1,108 and 1591 (3th- 4th grade) primary school students from Shouguang, Shandong, China and Taipei and Pintung, Taiwan completed the survey in 2018. Strengths and Difficulties Questionnaire was used to assess children’s psychosocial adjustment. Multiple regression was conducted to examine the relationship between children’s mobile gaming, exposure to violent/sexual content, and psychosocial adjustment.  **Results**  Children in China and Taiwan spent 8 hours and 11 hours a week, respectively, using mobile devices, while children in China and Taiwan spent 4.2 hours and 7.8 hours a week playing mobile games. Children’s amount of time playing mobile games was positively associated with online violent/sexual content exposure. Multiple regression results indicated that children who were boys, from China, spent more time playing mobile games, and had higher levels of exposure to online violent and sexual content were more likely to have higher total behavioural problem scores. In addition, children who were girls, from China, spent less time playing mobile games, and had lower levels of exposure to sexual content were more likely to have higher prosocial behaviour scores.  **Discussion**  The findings indicated that children’s increase in mobile game playing and violent/sexual content exposure was positively associated with the total behavioural problem scores and negatively associated with the prosocial behaviour scores. Parental mediation could limit the amount of time children spend on mobile gaming to reduce violent/sexual content exposure and behavioural problems. Gender-specific and culture-sensitivity mobile gaming addiction prevention interventions could be developed and implemented in schools and families to prevent excessive use of mobile gaming.  **Keywords**  Children, mobile gaming, violence exposure, psychosocial adjustment |