Despite the concerns raised about video games fostering aggressive behavior, some scholars argue that the correlation is minimal or overstated. Critics of the aggression link highlight that other factors, such as peer influence and environmental conditions, play a more significant role in shaping behavior. Sun and Sun's research supports this view by demonstrating that peer norms mediate the relationship between video games and aggression, suggesting that adolescents' perceptions of their friends' behaviors, rather than the games themselves, are more influential (Ref-s336207). Additionally, Addo and Fang's study emphasizes that adverse environmental factors like poverty and social isolation exacerbate aggression independently of video game exposure, indicating that these contextual elements are critical determinants of aggressive tendencies (Ref-s336207). This evidence underscores the necessity of considering broader social and environmental contexts when evaluating the impact of video games on adolescent behavior, challenging the notion that video games alone are a primary cause of aggression.