Violent Video Games

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Empathy and Violent Video Games - C. Happ 2014-11-21
Through three empirical studies, this book explores the mechanisms behind moderating functions of empathy in violent video games, revealing new insights that will inform the ongoing debates about the effects violent media content.

Assassination Generation - Lieutenant Colonel Dave Grossman 2016-11-15
The author of the 400,000-copy bestseller On Killing reveals how violent video games have ushered in a new era of mass homicide--and what we must do about it. Paducah, Kentucky, 1997: a 14-year-old boy shoots eight students in a prayer circle at his school. Littleton, Colorado, 1999: two high school seniors kill a teacher, twelve other students, and then themselves. Utoya, Norway, 2011: a political extremist shoots and kills sixty-nine participants in a youth summer camp. Newtown, Connecticut, 2012: a troubled 20-year-old man kills 20 children and six adults at the elementary school he once attended. What links these and other horrific acts of mass murder? A young person's obsession with video games that teach to kill. Lt. Col. Dave Grossman, who in his perennial bestseller On Killing revealed that most of us are not "natural born killers" -- and who has spent decades training soldiers, police, and others who keep us secure to overcome the intrinsic human resistance to harming others and to use firearms responsibly when necessary -- turns a laser focus on the threat posed to our society by violent video games. Drawing on crime statistics, cutting-edge social research, and scientific studies of the teenage brain, Col. Grossman shows how video games that depict antisocial, misanthropic, casually savage behavior can warp the mind -- with potentially deadly results. His book will become the focus of a new national conversation about video games and the epidemic of mass murders that they have unleashed.

The Link Between Video Games and Violence - Rahul Massey 2009-07
Research Paper (undergraduate) from the year 2007 in the subject Information Management, grade: 2:1, University of West Scotland, course: Professional, Legal and Ethical Issues in IT, language: English, abstract: From humble beginnings in the late 1970's, when they were considered to be a passing fad and catered mostly to a niche of technology lovers, the video game industry has mushroomed and now caters to a huge market worth $7.1 billion in the United States alone. However, despite this level of popularity and the fact that video games are fast eclipsing Hollywood as the premier entertainment industry, the amount of research that has gone into the effects of games is still insignificant. The purpose of this paper, then, is to investigate existing research into this field, and see if there is any basis behind the reasoning that video games actually promote violence in real life, or whether this is just a tide that has caught on due to sensationalist reporting.

Violent Video Game Effects on Children and Adolescents - Craig A. Anderson 2007-01-11
Violent video games are successfully marketed to and easily obtained by children and adolescents. Even the U.S. government distributes one such game, America's Army, through both the internet and its recruiting offices. Is there any scientific evidence to support the claims that violent games contribute to aggressive and violent behavior? As the first book to unite empirical research on and public policy options for violent video games, Violent Video Game Effects on Children and Adolescents will be an invaluable resource for student and professional researchers in social and developmental psychology and media studies.

Violence in Video Games - Diane Marczely Gimpel 2013-01-01
Details the evolution of violence in video games and looks at both sides of the debate concerning whether

violent video games cause violent behavior.

Assassination Generation - Dave Grossman 2016-08-09
The author of the 400,000-copy bestseller On Killing reveals how violent video games have ushered in a new era of mass homicide--and what we must do about it. Paducah, Kentucky, 1997: a 14-year-old boy shoots eight students in a prayer circle at his school. Littleton, Colorado, 1999: two high school seniors kill a teacher, twelve other students, and then themselves. Utoya, Norway, 2011: a political extremist shoots and kills sixty-nine participants in a youth summer camp. Newtown, Connecticut, 2012: a troubled 20-year-old man kills 20 children and six adults at the elementary school he once attended. What links these and other horrific acts of mass murder? A young person's obsession with video games that teach to kill. Lt. Col. Dave Grossman, who in his perennial bestseller On Killingrevealed that most of us are not "natural born killers" - and who has spent decades training soldiers, police, and others who keep us secure to overcome the intrinsic human resistance to harming others and to use firearms responsibly when necessary - turns a laser focus on the threat posed to our society by violent video games. Drawing on crime statistics, cutting-edge social research, and scientific studies of the teenage brain, Col. Grossman shows how video games that depict antisocial, misanthropic, casually savage behavior can warp the mind - with potentially deadly results. His book will become the focus of a new national conversation about video games and the epidemic of mass murders that they have unleashed.

Are Video Games Too Violent? - Nick Christopher 2017-12-15
Violence in the media is a major topic of debate, and video games are often at the center of these debates. Are they too violent? Does playing a violent video game have any impact on a young person becoming violent themselves? Readers are encouraged to form their own answers to these challenging questions and to back them up with facts from the enlightening text. A detailed graphic organizer, vivid photographs, and helpful fact boxes are also included to guide readers as they explore the many facets of this controversial issue.

Violence | Perception | Video Games - Federico Alvarez Igarzábal 2019-11-30
This volume compiles papers from the Young Academics Workshop at the Clash of Realities conferences of 2017 and 2018. The 2017 workshop - Perceiving Video Games - explored the video game medium by focusing on perception and meaning-making processes. The 2018 workshop - Reframing the Violence and Video Games Debate - transcended misleading claims that link video games and violent behavior by offering a range of fresh topical perspectives. From BA students to postdoctoral researchers, the young academics of this anthology stem from a spectrum of backgrounds, including game studies, game design, and phenomenology. This volume also features an entry by renowned psychologist Christopher J. Ferguson.

Are Video Games Too Violent? - Nick Christopher 2017-12-15
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Grand Theft Childhood - Lawrence Kutner 2008-04-15

Listening to pundits and politicians, you'd think that the relationship between violent video games and aggressive behavior in children is clear. Children who play violent video games are more likely to be socially isolated and have poor interpersonal skills. Violent games can trigger real-world violence. The best way to protect our kids is to keep them away from games such as Grand Theft Auto that are rated M for Mature. Right? Wrong. In fact, many parents are worried about the wrong things! In 2004, Lawrence Kutner, PhD, and Cheryl K. Olson, ScD, cofounders and directors of the Harvard Medical School Center for Mental Health and Media, began a $1.5 million federally funded study on the effects of video games. In contrast to previous research, their study focused on real children and families in real situations. What they found surprised, encouraged and sometimes disturbed them: their findings conform to the views of neither the alarmists nor the video game industry boosters. In Grand Theft Childhood: The Surprising Truth about Violent Video Games and What Parents Can Do, Kutner and Olson untangle the web of politics, marketing, advocacy and flawed or misconstrued studies that until now have shaped parents' concerns. Instead of offering a one-size-fits-all prescription, Grand Theft Childhood gives the information you need to decide how you want to handle this sensitive issue in your own family. You'll learn when -- and what kinds of -- video games can be harmful, when they can serve as important social or learning tools and how to create and enforce game-playing rules in your household. You'll find out what's really in the games your children play and when to worry about your children playing with strangers on the Internet. You'll understand how games are rated, how to make best use of ratings and the potentially important information that ratings don't provide. Grand Theft Childhood takes video games out of the political and media arenas, and puts parents back in control. It should be required reading for all families who use game consoles or computers. Almost all children today play video or computer games. Half of twelve-year-olds regularly play violent, Mature-rated games. And parents are worried... "I don't know if it's an addiction, but my son is just glued to it. It's the same with my daughter with her computer...and I can't be watching both of them all the time, to see if they're talking to strangers or if someone is getting killed in the other room on the PlayStation. It's just nerve-racking!" "I'm concerned that this game playing is just the kid and the TV screen...how is this going to affect his social skills?" "I'm not concerned about the violence; I'm concerned about the way they portray the violence. It's not accidental; it's intentional. They're just out to kill people in some of these games." What should we as parents, teachers and public policy makers be concerned about? The real risks are subtle and aren't just about gore or sex. Video games don't affect all children in the same way; some children are at significantly greater risk. (You may be surprised to learn which ones!) Grand Theft Childhood gives parents practical, research-based advice on ways to limit many of those risks. It also shows how video games -- even violent games -- can benefit children and families in unexpected ways. In this groundbreaking and timely book, Drs. Lawrence Kutner and Cheryl Olson cut through the myths and hysteria, and reveal the surprising truth about kids and violent games.

Video Game Influences on Aggression, Cognition, and Attention - Christopher J. Ferguson 2018-08-21
This book addresses the ongoing scientific debates regarding video games and their effects on players. The book features opposing perspectives and offers point and counterpoint exchanges in which researchers on both sides of a specific topic make their best case for their findings and analysis. Chapters cover both positive and negative effects of video games on players' behavior and cognition, from contributing to violence and alienation to promoting therapeutic outcomes for types of cognitive dysfunction. The contrasting viewpoints model presents respectful scientific debate, encourages open dialogue, and allows readers to come to informed conclusions. Key questions addressed include: · Do violent video games promote violence? · Does video game addiction exist? · Should parents limit children's use of interactive media? · Do action video games promote visual attention? · Does sexist content in video games promote misogyny in real life? · Can video games slow the progress of dementia? · Are video games socially isolating? Video Game Influences on Aggression, Cognition, and Attention is a must-have resource for researchers, clinicians and professionals as well as graduate students in developmental psychology, social work, educational policy and politics, criminology/criminal justice, child and school psychology, sociology, media law, and other related disciplines.

Violence in Video Games - Diane Marczely Gimpel 2013-01-01
Violence in Video Games provides a balanced look at a hot-button topic. Discover the controversy over

whether video game violence affects players and crime statistics, as well as the history of video games, ratings systems, and the First Amendment. Full-color photos, a glossary, an index, sidebars, primary source documents, and other creative content enhance the book. It also includes prompts and activities that directly engage students in developing the reading, writing, and critical thinking skills required by the Common Core standards. This well-researched title has a credentialed content consultant and aligns with Common Core and state standards. Aligned to Common Core Standards and correlated to state standards. Core Library is an imprint of Abdo Publishing, a division of ABDO.

Media Violence and Children - Douglas A. Gentile 2003
Presents a collection of essays on the role media violence plays in a child's development and behavior.
New Horizons in Web Based Learning - Dickson K.W. Chiu 2014-04-30
This book constitutes the revised selected papers of the workshops of the 10th and 11th International Conference of Web-based Learning, ICWL 2011, held in Hong Kong, in December 2011 and ICWL 2012, held in Sinaia, Romania, in September 2012. This volume comprises papers from one symposium that took place both in 2011 and 2012 and four workshops (two from 2011 and two from 2012): 1. The 1st and 2nd International Symposium on Knowledge Management and E-Learning (KMEL2011 / 2012); 2. The 1st International Workshop on Enhancing Learning with Social (ELSM 2011); 3. The 4th International Workshop on Social and Personal Computing for Web-Supported Learning (SPeL 2011); 4. International Workshop on Learning within and from Smart Cities (SciLearn 2012); 5. International Workshop on Creative Collaboration through Supportive Technologies in Education (CCSTED 2012).
The Impact of Interactive Violence on Children - United States. Congress 2018-02-14
The impact of interactive violence on children : hearing before the Committee on Commerce, Science, and Transportation, United States Senate, One Hundred Sixth Congress, second session, March 21, 2000.
Does Playing Video Games Make Players More Violent? - Barrie Gunter 2016-06-21
This book is an academic work which reviews and critiques the research literature concerning violent games and their alleged effects on players. It examines the debates about the potential effects of these games and the divisions between scholars working in the field. It places the research on violent video games in the longer historical context of scholarly work on media violence. It examines research from around the world on the nature of video games and their effects. It provides a critique of relevant theories of media violence effects and in particular theories developed within the older media violence literature and then considers how useful this and newer scholarly work might be for policy-makers and regulators. The book identifies where gaps exist in the extent literature and where future research attention might be directed.
How Does Video Game Violence Affect Society? - Patricia D. Netzley 2012-12-01
Discusses video game violence and whether video games can encourage real violence or other antisocial behavior.
The Video Game Debate - Rachel Kowert 2015-09-01
Do video games cause violent, aggressive behavior? Can online games help us learn? When it comes to video games, these are often the types of questions raised by popular media, policy makers, scholars, and the general public. In this collection, international experts review the latest research findings in the field of digital game studies and weigh in on the actual physical, social, and psychological effects of video games. Taking a broad view of the industry from the moral panic of its early days up to recent controversies surrounding games like Grand Theft Auto, contributors explore the effects of games through a range of topics including health hazards/benefits, education, violence and aggression, addiction, cognitive performance, and gaming communities. Interdisciplinary and accessibly written, The Video Game Debate reveals that the arguments surrounding the game industry are far from black and white, and opens the door to richer conversation and debate amongst students, policy makers, and scholars alike.
The Video Game Debate 2 - Rachel Kowert 2020-11-30
This student-friendly book provides an accessible overview of the primary debates about the effects of video games. It expands on the original The Video Game Debate to address the new technologies that have emerged within the field of game studies over the last few years. Debates about the negative effects of video game play have been evident since their introduction in the 1970s, but the advent of online and

mobile gaming has revived these concerns, reinvigorating old debates and generating brand new ones. The Video Game Debate 2 draws from the latest research findings from the top scholars of digital games research to address these concerns. The book explores key developments such as virtual and augmented reality, the use of micro-transactions, the integration of loot boxes, and the growth of mobile gaming and games for change (serious games). Furthermore, several new chapters explore contemporary debates around e-sports, gamification, sex and gender discrimination in games, and the use of games in therapy. This book offers students and scholars of games studies and digital media, as well as policymakers, the essential information they need to participate in the debate.

The Game Believes in You - Greg Toppo 2015-04-21

What if schools, from the wealthiest suburban nursery school to the grittiest urban high school, thrummed with the sounds of deep immersion? More and more people believe that can happen - with the aid of video games. Greg Toppo's The Game Believes in You presents the story of a small group of visionaries who, for the past 40 years, have been pushing to get game controllers into the hands of learners. Among the game revolutionaries you'll meet in this book: *A game designer at the University of Southern California leading a team to design a video-game version of Thoreau's Walden Pond. *A young neuroscientist and game designer whose research on "Math Without Words" is revolutionizing how the subject is taught, especially to students with limited English abilities. *A Virginia Tech music instructor who is leading a group of high school-aged boys through the creation of an original opera staged totally in the online game Minecraft. Experts argue that games do truly "believe in you." They focus, inspire and reassure people in ways that many teachers can't. Games give people a chance to learn at their own pace, take risks, cultivate deeper understanding, fail and want to try again—right away—and ultimately, succeed in ways that too often elude them in school. This book is sure to excite and inspire educators and parents, as well as provoke some passionate debate.

Violent Games - Gareth Schott 2016-07-28

It was over a decade ago that experimental psychologists and media-effects researchers declared the debate on the effects of violent video gaming as "essentially over," referring to the way violence in videogames increases aggressive thoughts, feelings and behaviors in players. Despite the decisive tone of this statement, neither the presence nor popularity of digital games has since diminished, with games continuing to attract new generations of players to experience its technological advancements in the narration of violence and its techniques of depiction. Drawing on new insights achieved from research located at an intersection between humanities, social and computer sciences, Gareth Schott's addition to the Approaches in Digital Game Studies series interrogates the nature and meaning of the "violence" encountered and experienced by game players. In focusing on the various ways "violence" is mediated by both the rule system and the semiotic layer of games, the aim is to draw out the distinctiveness of games' exploitation of violence or violent themes. An important if not canonical text in the debates about video games and violence, Violent Games constitutes an essential book for those wishing to make sense of the experience offered by games as technological, aesthetic, and communicational phenomena in the context of issues of media regulation and the classification of game content "as" violence.

Moral Combat - Patrick M. Markey 2017-03-21

In family rooms across America, millions of children and teenagers are playing video games, such as Call of Duty, Halo, and Grand Theft Auto, roaming violent virtual worlds—with virtual guns in their hands. In what sometimes seems like an increasingly violent world, it's only natural to worry about the effects of all this pixelated gore. But is that concern misplaced? Authors and psychologists Patrick M. Markey and Christopher J. Ferguson say it is. The media and politicians have been sounding the alarm for years, and with every fresh tragedy involving a young perpetrator comes another flurry of articles about the dangers of violent media. The problem is this: Their fear isn't supported by the evidence. In fact, unlike the video game–trained murder machines depicted in the press, school shooters are actually less likely to be interested in violent games than their peers. In reality, most well-adjusted children and teenagers play violent video games, all without ever exhibiting violent behavior in real life. What's more, spikes in sales of violent games actually correspond to decreased rates of violent crime. If that surprises you, you're not alone—the national dialogue on games and violence has been hopelessly biased. But that's beginning to

change. Scholars are finding that not only are violent games not one of society's great evils, they may even be a force for good. In Moral Combat, Markey and Ferguson explore how video games—even the bloodiest—can have a positive impact on everything from social skills to stress, and may even make us more morally sensitive. Tracing the rise of violent games from arcades to online deathmatches, they have spent years on the front lines of the video game debate and now offer a comprehensive overview of the scientific research on gaming. With humor, complete honesty, and extensive research, they separate the myth from the medium. Moral Combat is an irreverent and informative guide to the worries—and wonders—of our violent virtual world.

Mass Media Effects Research - Raymond W. Preiss 2007

Publisher description

What Video Games Have to Teach Us About Learning and Literacy. Second Edition - James Paul Gee 2007-12-26

Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

Living and Learning with New Media - Mizuko Ito 2009-06-05

This report summarizes the results of an ambitious three-year ethnographic study, funded by the John D. and Catherine T. MacArthur Foundation, into how young people are living and learning with new media in varied settings—at home, in after school programs, and in online spaces. It offers a condensed version of a longer treatment provided in the book Hanging Out, Messing Around, and Geeking Out (MIT Press, 2009). The authors present empirical data on new media in the lives of American youth in order to reflect upon the relationship between new media and learning. In one of the largest qualitative and ethnographic studies of American youth culture, the authors view the relationship of youth and new media not simply in terms of technology trends but situated within the broader structural conditions of childhood and the negotiations with adults that frame the experience of youth in the United States. The book that this report summarizes was written as a collaborative effort by members of the Digital Youth Project, a three-year research effort funded by the John D. and Catherine T. MacArthur Foundation and conducted at the University of California, Berkeley, and the University of Southern California. John D. and Catherine T. MacArthur Reports on Digital Media and Learning

The Psychology of Video Games - Celia Hodent 2020-10-08

What impact can video games have on players? How does psychology influence video game creation? Why do some games become cultural phenomena? The Psychology of Video Games explores the relationship between psychology and video games from the perspective of both game developers and players. It looks at how games are made and what makes them fun, and the benefits gaming can have on players in relation to education and healthcare, concerns over potential negative impacts such as pathological gaming, and ethics considerations. With gaming being one of the most popular forms of entertainment today, The Psychology of Video Games shows the important role played by an understanding of the human brain and its mental processes in the development of ethical and inclusive video games.

Entertainment Computing - ICEC 2004 - Matthias Rauterberg 2004-08-23

The advancement of information and communication technologies (ICT) has enabled broad use of ICT and facilitated the use of ICT in the private and personal domain. ICT-related industries are directing their business targets to home applications. Among these applications, entertainment will differentiate ICT applications in the private and personal market from the of?ce. Comprehensive research and development on ICT - plications for entertainment will be different for the promotion of ICT use in the home and other places for leisure. So far engineering research and development on enterta- ment has never been really established in the academic communities. On the other hand entertainment-related industries such as the video and computer game industries have been growing rapidly in the last 10 years, and today the entertainment computing bu- ness outperforms the turnover of the movie industry. Entertainment robots are drawing theattentionofyoungpeople. TheeventcalledRoboCuphasbeenincreasingthenumber of participants year by year. Entertainment technologies cover a broad range of pr- ucts and services: movies, music, TV (including upcoming interactive TV), VCR, VoD (including music on demand), computer games, game consoles, video arcades, g- bling machines, the Internet (e. g. , chat rooms, board and card games,

MUD), intelligent toys, edutainment, simulations, sport, theme parks, virtual reality, and upcoming service robots. The?eldofentertainmentcomputingfocusesonusers'growinguseofentertainment technologies at work, in school and at home, and the impact of this technology on their behavior. Nearly every working and living place has computers, and over two-thirds of childreninindustrializedcountrieshavecomputersintheirhomesaswell.

Handbook of Research on Mass Shootings and Multiple Victim Violence - Gordon A. Crews 2020
The Handbook of Research on Mass Shootings and Multiple Victim Violence is a pivotal reference source that provides vital research on contributing factors to gun violence, characteristics of shooters and victims, solutions for preventing incidents from occurring, and the impact these shootings have on the community.

Game On! - Craig A Anderson 2019-12-17
When someone brings up the subject of violent video games, it's usually for one of two reasons: a) To insist that media violence is turning our kids into killers, or b) To deny that media have any effects on us and to call anyone who says otherwise a moral crusader.Like most complex issues, the effects of media violence aren't so black-and-white. This book cuts through the rhetoric and grandstanding to directly answer the questions that parents, gamers, and researchers have. Condensing more than 50 years worth of scientific research into a easy-to-read book that provides clear, practical answers, the authors also "show their work" with detailed explanations and scientific references for those who want that level of detail. Written in an FAQ format, this book is the first of its kind: A handy reference guide that bridges the gap between media researchers and those who want scientifically accurate and informed answers stripped of the polarizing rhetoric."This outstanding book is absolutely the best I have ever read for supporting parents and professionals alike with accurate information about the impact of media violence. The short answer/long answer to all the questions is a brilliant way to give practical information that can immediately be put into decisive, confident action. I love this book and can't thank the authors enough for writing it and compiling mountains of relevant research in extremely useable ways. I am sharing it with everyone I know." - Gloria DeGaetano, Founder/Director, Parent Coaching Institute; Author: Parenting Well in a Media Age, Keep Our Kids Human"The authors know exactly what questions need answering, and they answer them in a clear style that should dispel many of the myths and misconceptions. I hope that this book will lead to a more civilised and rational debate about violent games and their place in society." - Professor Elizabeth Handsley, President, Australian Council on Children and the Media"The issues surrounding mass media violence are complex. This book helps us navigate this complex terrain in an easy and structured manner. It is a must read for educators, parents, researchers, and policy-makers." - Edward Donnerstein, Ph.D., Dean Emeritus, University of Arizona

Effects of Video Games on Children's Behavior - Patrick Kimuyu 2018-05-02
Project Report from the year 2018 in the subject Medicine - Neurology, Psychiatry, Addiction, grade: 1.2, Egerton University, language: English, abstract: In retrospect, technology seems to have a dark shadow behind its benefits. Effects of computer games on the behavior of children is one of the most debated topics in psychology studies because of the robust growth in video game industry in the last few years. A background study on the growth of the video industry shows that it is one of the fastest growing industries in the entertainment industry with the video games of all genres becoming the most popular form of media. The children are one of the most players in the industry and as a result, its effect on children cannot be ignored. Contrary to the public perception, the video game industry is catching speed as research shows that over 45 million households in the United States posses a video game console. It is also debatable that young children are gaining access to violent video gamers in the United States and other countries across the globe. As a result, the young people are more susceptible to the negative effects of video games compared to the older adults (above 34 years of age). The effects of the video games among children have, therefore, attracted concerns among the parents, medical professionals, educators, society, and policy makers. Research shows that school shooting and youth violence are on the rise in the United States attributed to the growth of video games hence attracting public concerns in the country. For instance, the growth of several violent games such as brutality and gore, two games well known for their use of guns, and doom and resident evil are popular violent video games in the United States and their increasing violent content has been linked with the school shootings and youth violence in the country. Therefore, this

report explores the link between video games and children's behavior. The methodology used in this report is the analysis of both primary and secondary literature that focuses on the correlation between violent video games and acts of aggression in the society such as violent crimes. Relevant books and journals have been utilized with intensive research and debates on the effects of video games on the behavior of children.

Violence and Video Games - John L. Hakala 2019
In the early 1990s, video games began getting more violent and more realistic, sparking debates over the effects of such content. Since then, the violence has become more technologically advanced and often more gruesome. Violence and Video Games examines the history of violent video games, explores the controversies in the video game industry, and discusses the future advances of violent video games.

The Impact of Violent Video Games on Executive Functioning and Aggression - Christopher R. Engelhardt 2010
Previous research suggests a causal link between violent video games and aggression (Anderson; 2004; Anderson & Bushman, 2001), but the underlying mechanisms remain unclear. Here, even-related brain potentials (ERPs) were recorded from 83 undergraduates who were randomly assigned to play a nonviolent or violent video game for 20 min prior to completing a go/no-go spatial Stroop task and an impulsive aggression task. Task order was manipulated between subjects. Results showed that, relative to nonviolent video game participants, violent video game participants had difficulty with cognitive control, but only after an intervening aggression task. Violent video games also caused increases in post-game aggressive behaviors, but only for dispositionally angry and low executive functioning (EF) participants. Trait aggressiveness also was found to moderate the relationship between violent video game exposure and both evaluative and regulatory control. These findings underscore the importance of individual differences in understanding violent media effects on both aggression and neurocognitive function.

The Oxford Handbook of Digital Technologies and Mental Health - Marc N. Potenza 2020
"This book provides an academically oriented and scientifically based description of how technological advances may have contributed to a wide range of mental health outcomes, covering the spectrum from problems and maladies to improved and expanded healthcare services"--

Handbook of Research on Effective Electronic Gaming in Education - Ferdig, Richard E. 2008-07-31
"This book presents a framework for understanding games for educational purposes while providing a broader sense of current related research. This creative and advanced title is a must-have for those interested in expanding their knowledge of this exciting field of electronic gaming"--Provided by publisher.

Violent Video Games - Roman Espejo 2014-12-02
While organizations such as the American Psychological Association release statements that research supports a link between violent video game use and an increase in aggressive behavior, independent studies (such as one by Whitney DeCamp), show little or no relationship between the two. Those who believe that there are no significant links, caution researchers to avoid compiling evidence 'in a vacuum.' This sets the stage for a very hot debate, especially amongst any of your readers who love violent video games. A variety of narratives are compiled through eyewitness accounts, governmental views, scientific analysis, and newspaper accounts, so readers can decide for themselves how they feel about this issue. Important facts are pulled out from the main text and highlighted so that readers can isolate details for their research or report writing.

Growing Friendships - Eileen Kennedy-Moore 2017-07-18
From psychologist and children's friendships expert Eileen Kennedy-Moore and parenting and health writer Christine McLaughlin comes a social development primer that gives kids the answers they need to make and keep friends. Friendship is complicated for kids. Almost every child struggles socially at some time, in some way. Having an argument with a friend, getting teased, or even trying to find a buddy in a new classroom...although these are typical problems, they can be very painful. And friendships are never about just one thing. With research-based practical solutions and plenty of true-to-life examples--presented in more than 200 lighthearted cartoons--Growing Friendships is a toolkit for both girls and boys as they make sense of the social order around them. Children everywhere want to fit in with a group, resist peer pressure, and be good sports--but even the most socially adept children struggle at times. But after reading this highly illustrated guide on their own or with a caring adult, kids everywhere will be well equipped to

face any friendship challenges that come their way.

Video Games, Violence, and the Ethics of Fantasy - Christopher Bartel 2020-07-23
Is it ever morally wrong to enjoy fantasizing about immoral things? Many video games allow players to commit numerous violent and immoral acts. But, should players worry about the morality of their virtual actions? A common argument is that games offer merely the virtual representation of violence. No one is actually harmed by committing a violent act in a game. So, it cannot be morally wrong to perform such acts. While this is an intuitive argument, it does not resolve the issue. Focusing on why individual players are motivated to entertain immoral and violent fantasies, Video Games, Violence, and the Ethics of Fantasy advances debates about the ethical criticism of art, not only by shining light on the interesting and under-examined case of virtual fantasies, but also by its novel application of a virtue ethical account. Video games are works of fiction that enable players to entertain a fantasy. So, a full understanding of the ethical criticism of video games must focus attention on why individual players are motivated to entertain immoral and violent fantasies. Video Games, Violence, and the Ethics of Fantasy engages with debates and critical discussions of games in both the popular media and recent work in philosophy, psychology, media studies, and game studies.

Violent Video Game Effects on Children and Adolescents - Craig A. Anderson 2007
This volume uses General Aggression Model (GAM) as a basis for explaining and predicting effects and changes in aggression related to exposure to violent video games. The authors also describe how a developmental risk and resilience model can be integrated into GAM to enhance our ability to predict long-term changes.

Does Playing Video Games Make Players More Violent? - Barrie Gunter 2016-07-08
This book is an academic work which reviews and critiques the research literature concerning violent games and their alleged effects on players. It examines the debates about the potential effects of these games and the divisions between scholars working in the field. It places the research on violent video games in the longer historical context of scholarly work on media violence. It examines research from around the world on the nature of video games and their effects. It provides a critique of relevant theories of media violence effects and in particular theories developed within the older media violence literature and then considers how useful this and newer scholarly work might be for policy-makers and regulators. The book identifies where gaps exist in the extent literature and where future research attention might be directed.

Violent Video Games and Society - Gloria Adams 2017-04
The video game industry is big business, and with the improvement of Virtual Reality technology, video games will only become more realistic and immersive. Fears abound that they drive their players to commit violent acts. While many people believe the games desensitize kids to violence, others argue that there has been no scientific connection between aggressive behavior and video games. Is immersion in violent video games a bridge to committing real-life acts of violence, demeaning women, and bullying? Or can video games actually help troubled kids, by providing them with a safe outlet for their aggression and a way to work out their frustrations?