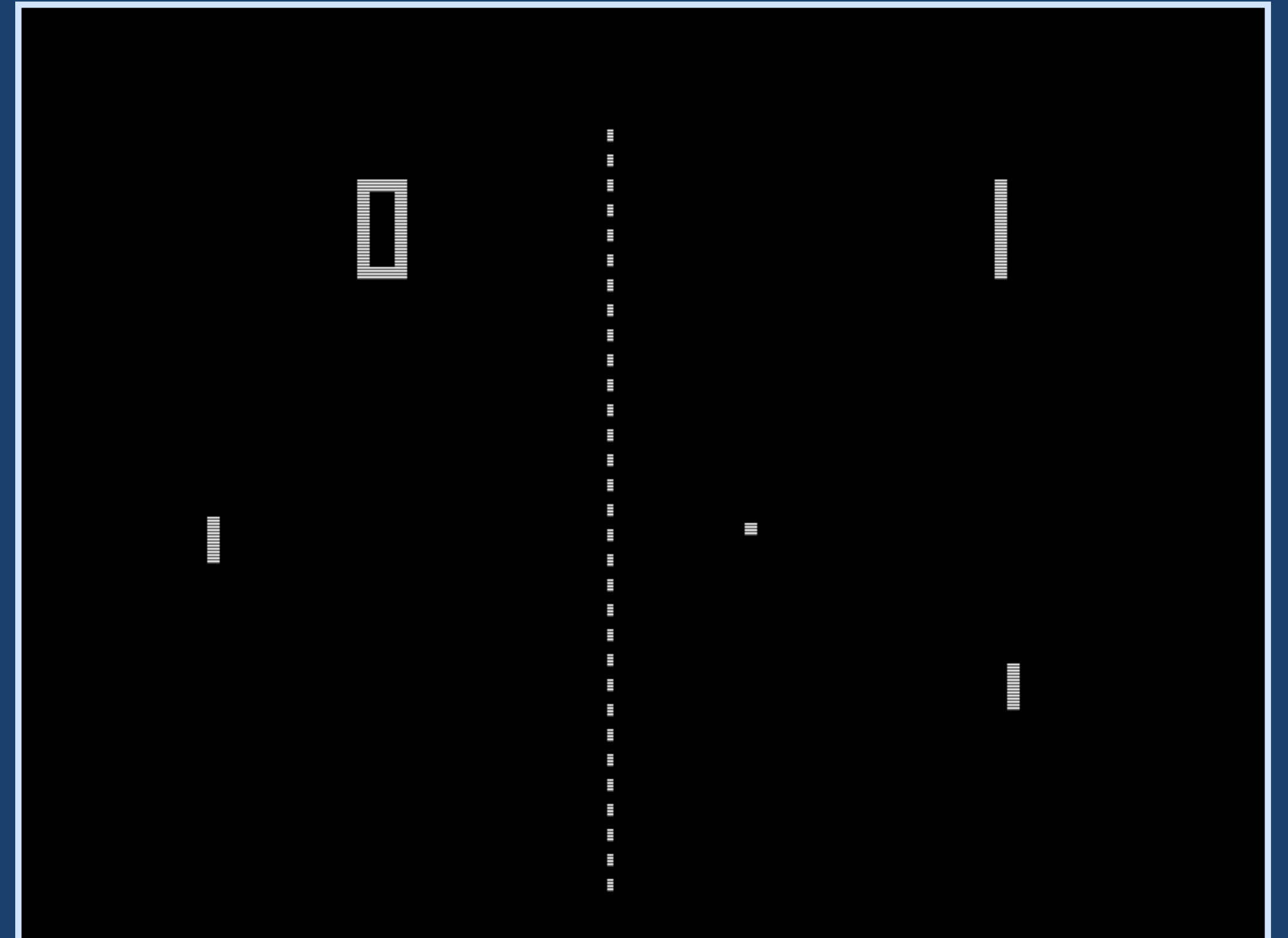


The Negative Effects of Violent Video Games

Psychology 101

Background Information

- Pong 1970s
- 1.2 billion players worldwide
- 90% of kids / 2 hours per day



Background Information

- Relief from the stresses of daily life
- Sense of community that comes with playing online multiplayer games



Background Information

Pediatrics, August 2018

Girls and boys aged 10-15 who played video games for less than an hour a day:

- fewer emotional problems
- less hyperactivity
- more sociable

Background Information

Violent Video Games



Background Information

Objectives:

Describe research on the harmful effects of video games

Discuss implications for the future of psychology research on video games

Background Information



The Journal of Personality and Social Psychology

Findings

Teens + violent
video games



Wake Forest University

Findings

Violent video games → increased levels of hostility & aggression

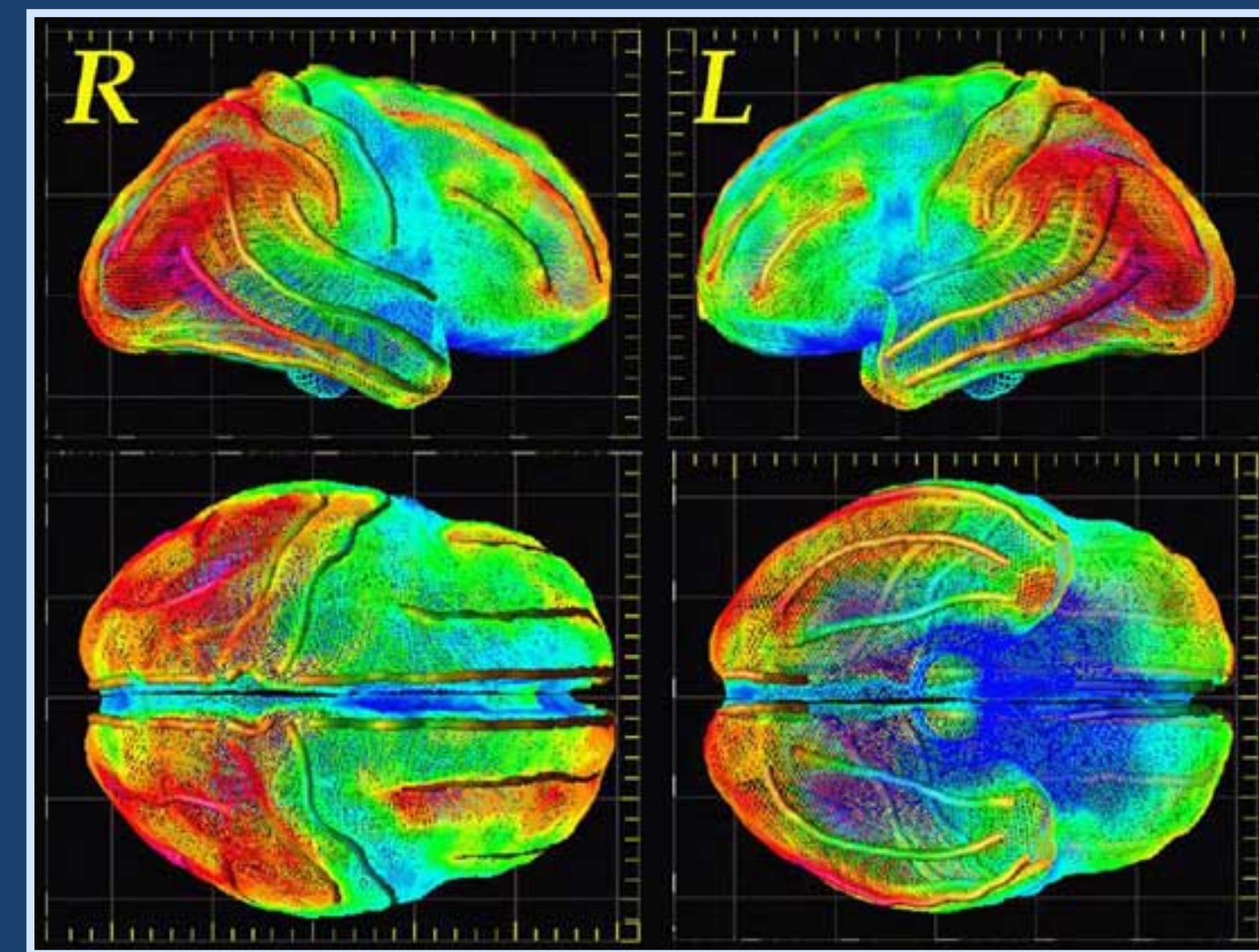


Wake Forest University

Findings

Observed neurological activity of non-players playing video games over one week

MRI scans showed activity in the brain areas which control emotion & aggression



Observed neurological activity of players over 1 week

University of Missouri

Findings

Why violent video games increase aggression → desensitized to violence

- 70 participants: $\frac{1}{2}$ played non-violent
 $\frac{1}{2}$ played violent
- Engaged in a variety of tasks
- Violent game players were more aggressive

**grand
theft
auto**

CALL OF DUTY

Bruce Bartholow





Future Research

Long-term effects?

All violent content the same?

Age effect results?

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