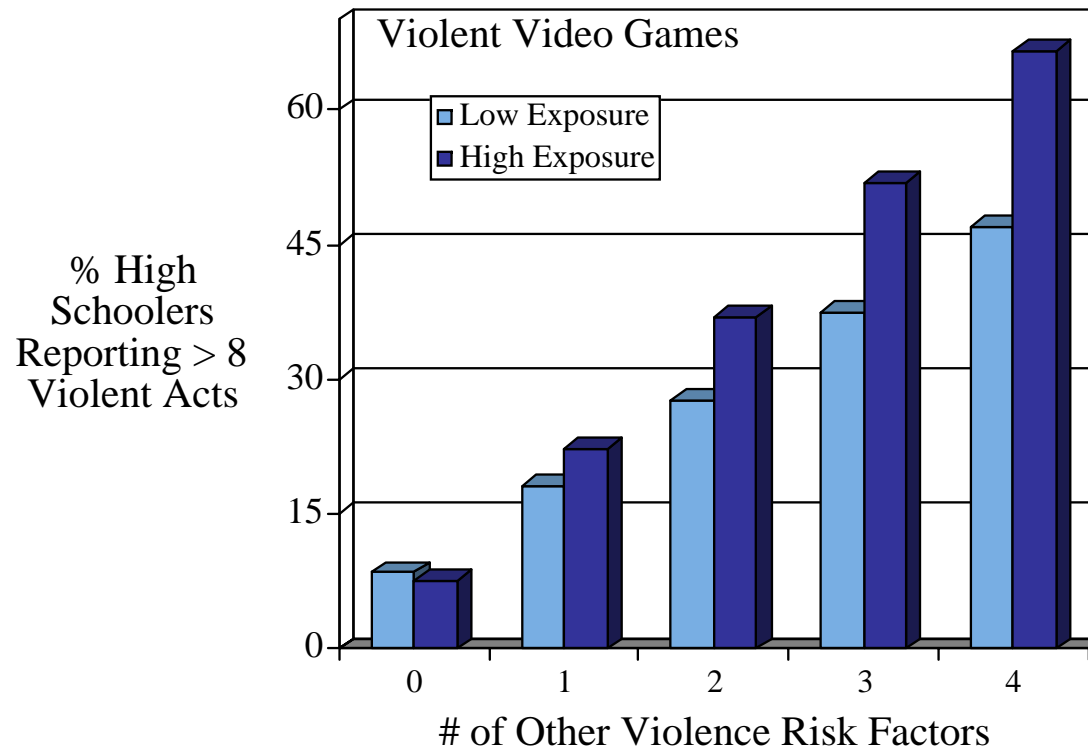


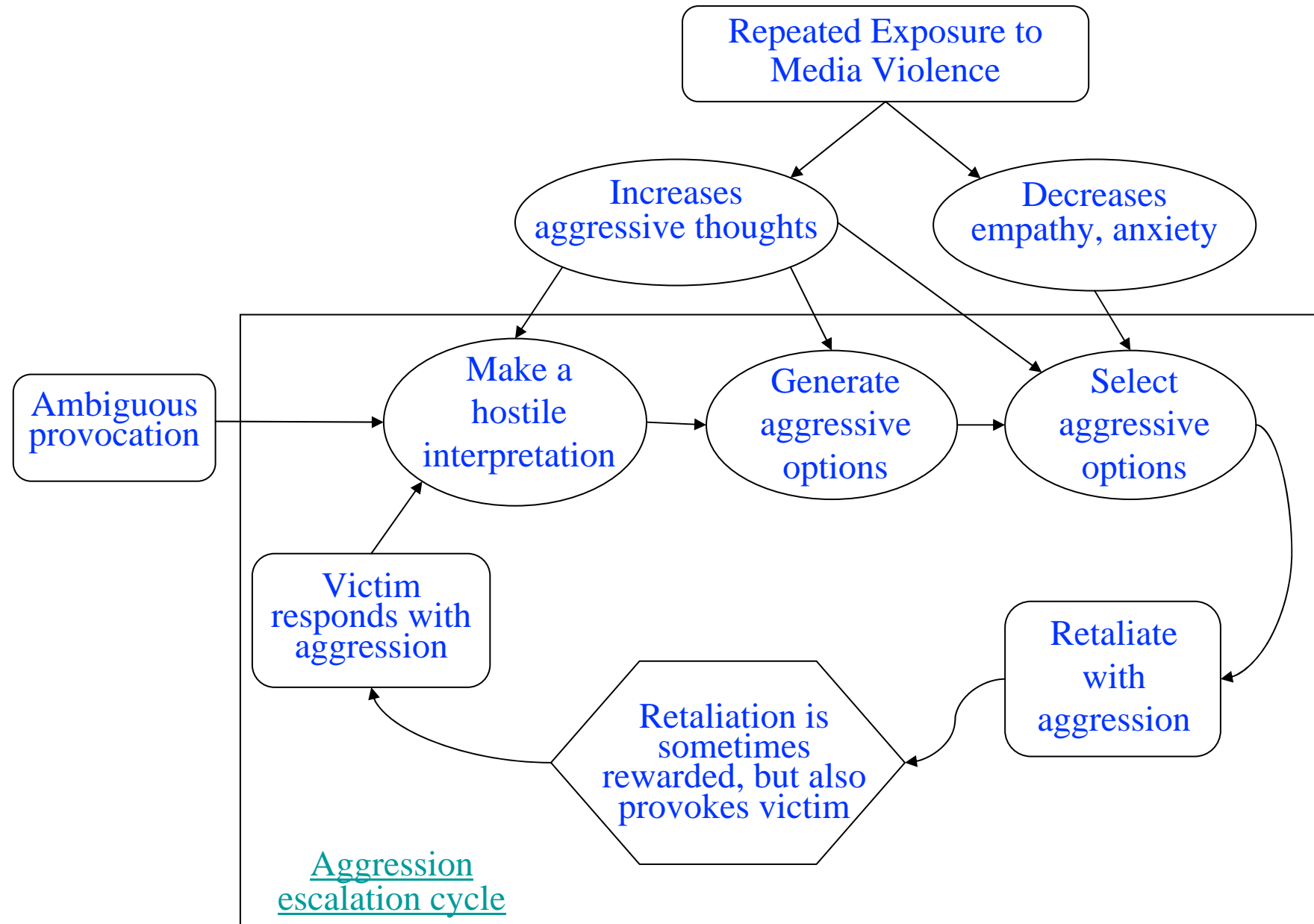
Violent Behavior by High School Students



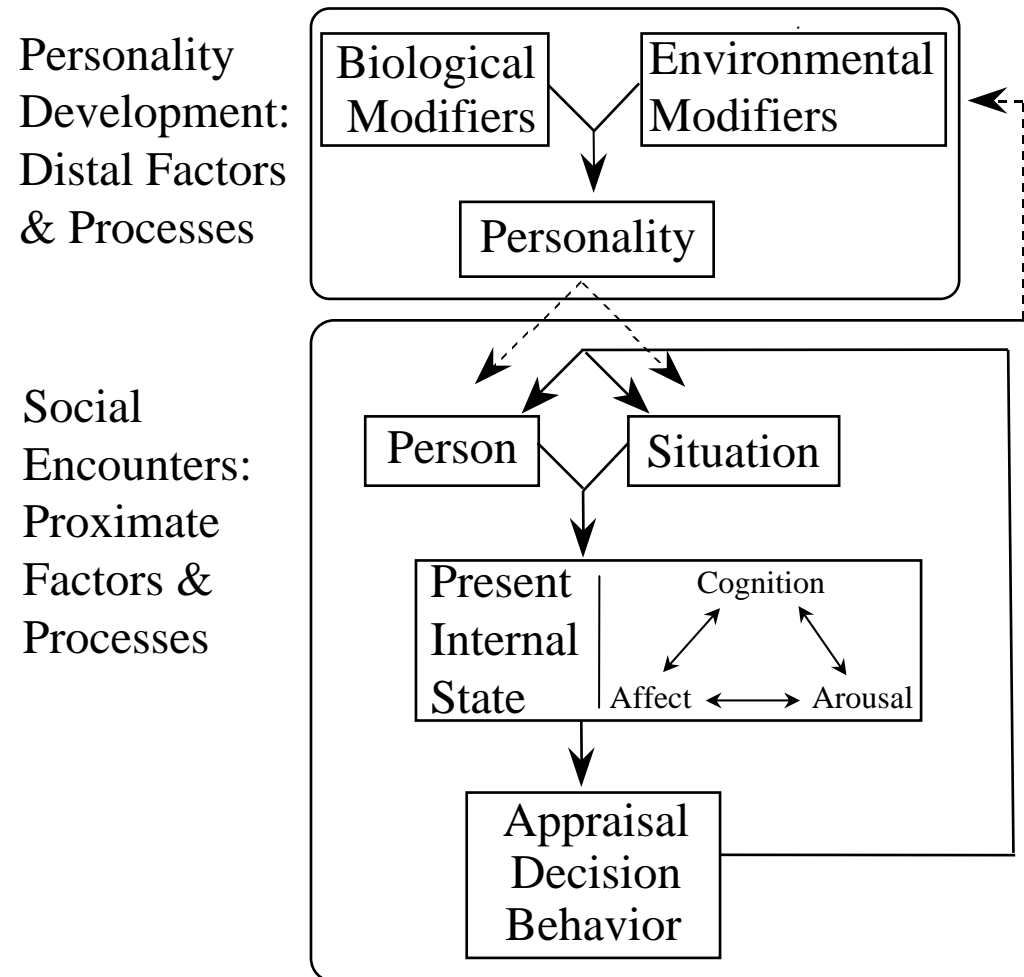
From Study 2 of Anderson, C. A., Gentile, D. A., & Buckley, K. E. (2007). *Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy*. Oxford University Press. Additional analysis.



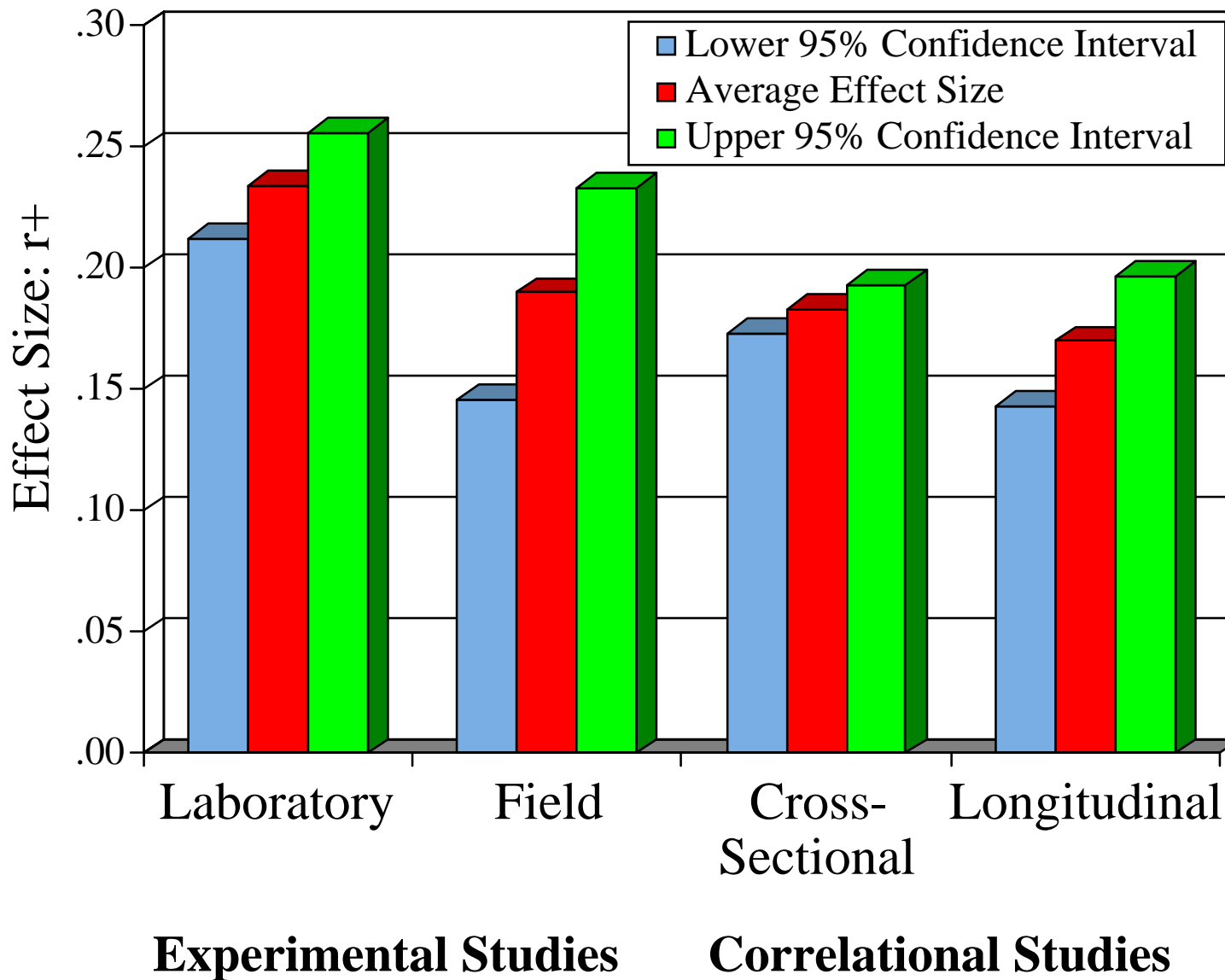
Violent Media Effects on Aggressive Personality: Retaliation



General Aggression Model: Overall View



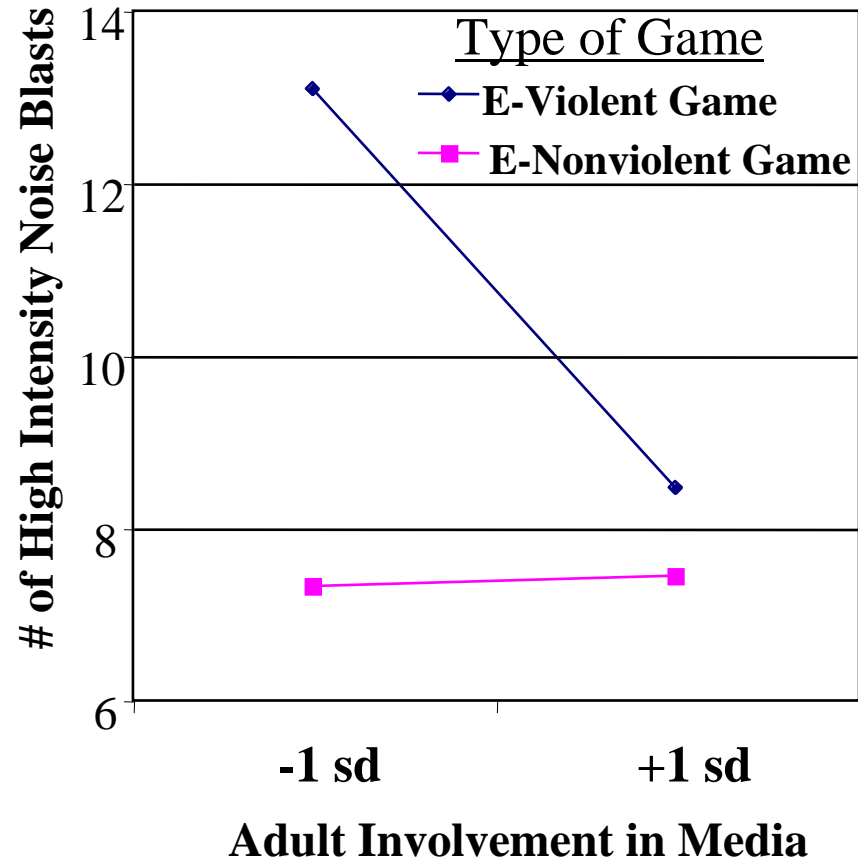
Meta-Analysis of Media Violence/Aggression



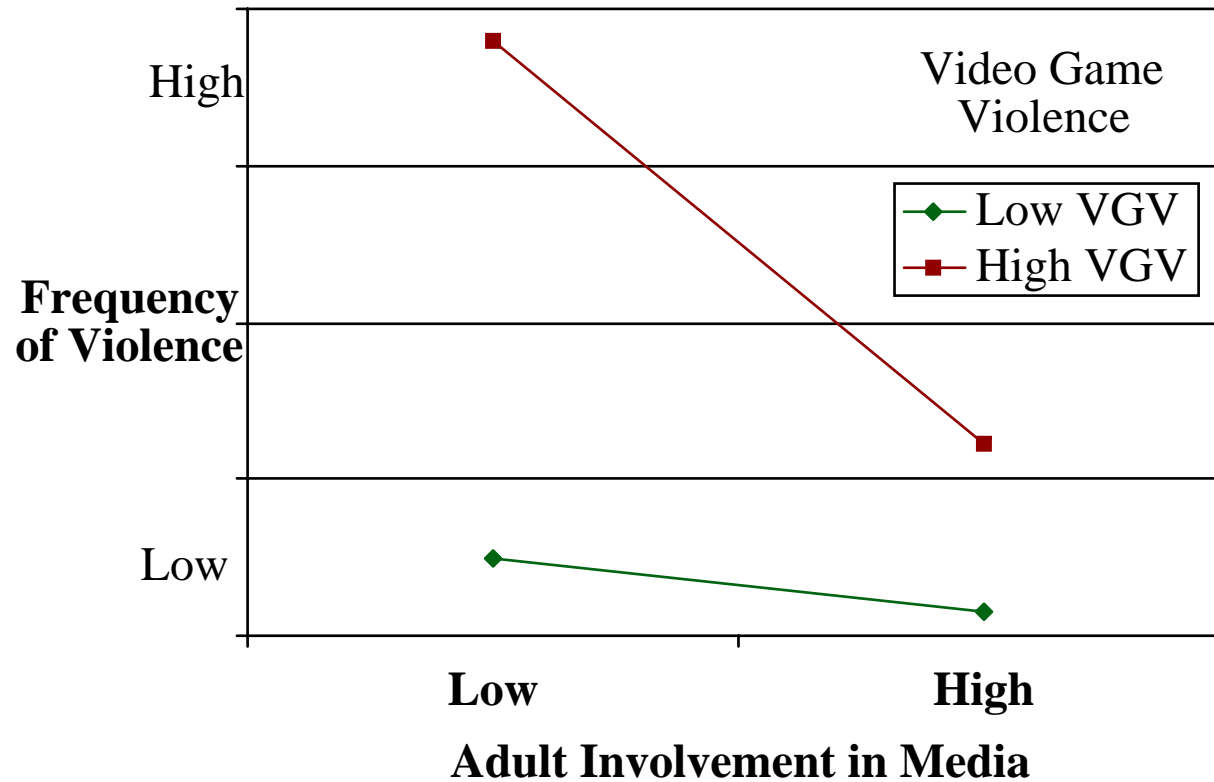
Anderson & Bushman, 2002, *Science*.



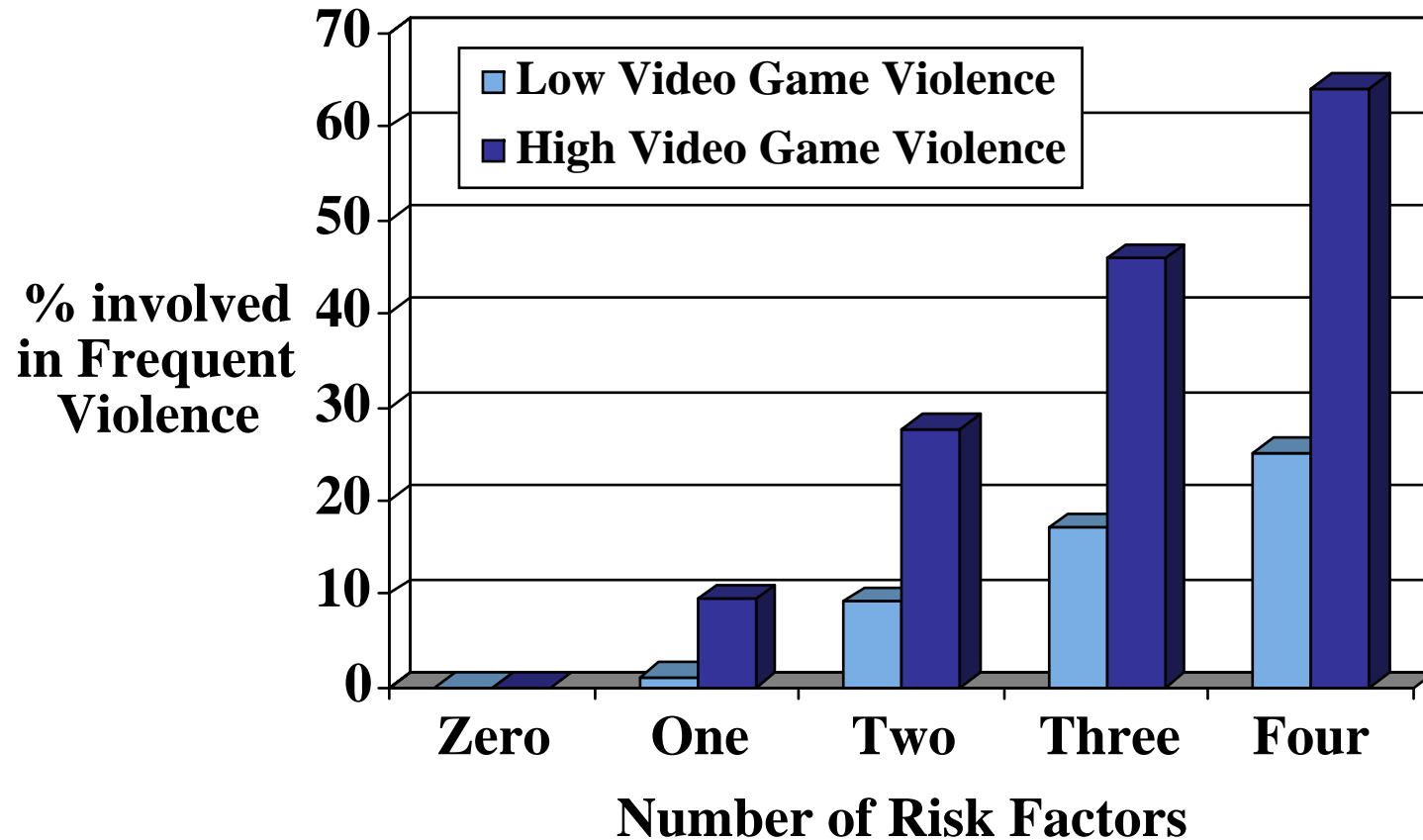
Moderation of Short Term VG Effect



Moderation of Long Term VG Effect Elementary School Children



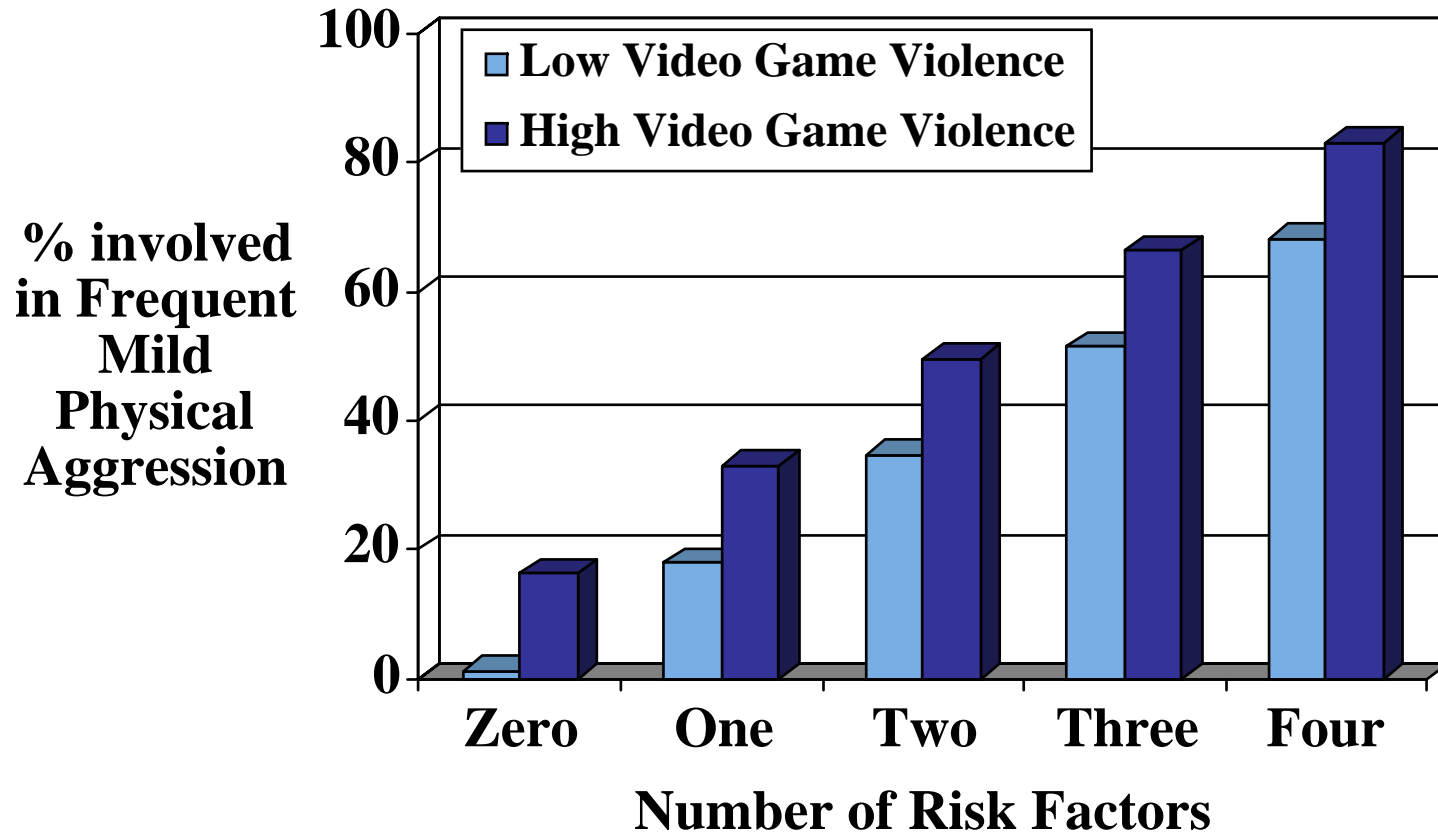
High School Students



Possible risk factors: VGV, sex, POV, Forgiveness, Agg. Norm

Based on Study 2, Anderson, Gentile, & Buckley, 2007, Oxford University Press. Outcome variable is > 8 acts. Additional analysis.

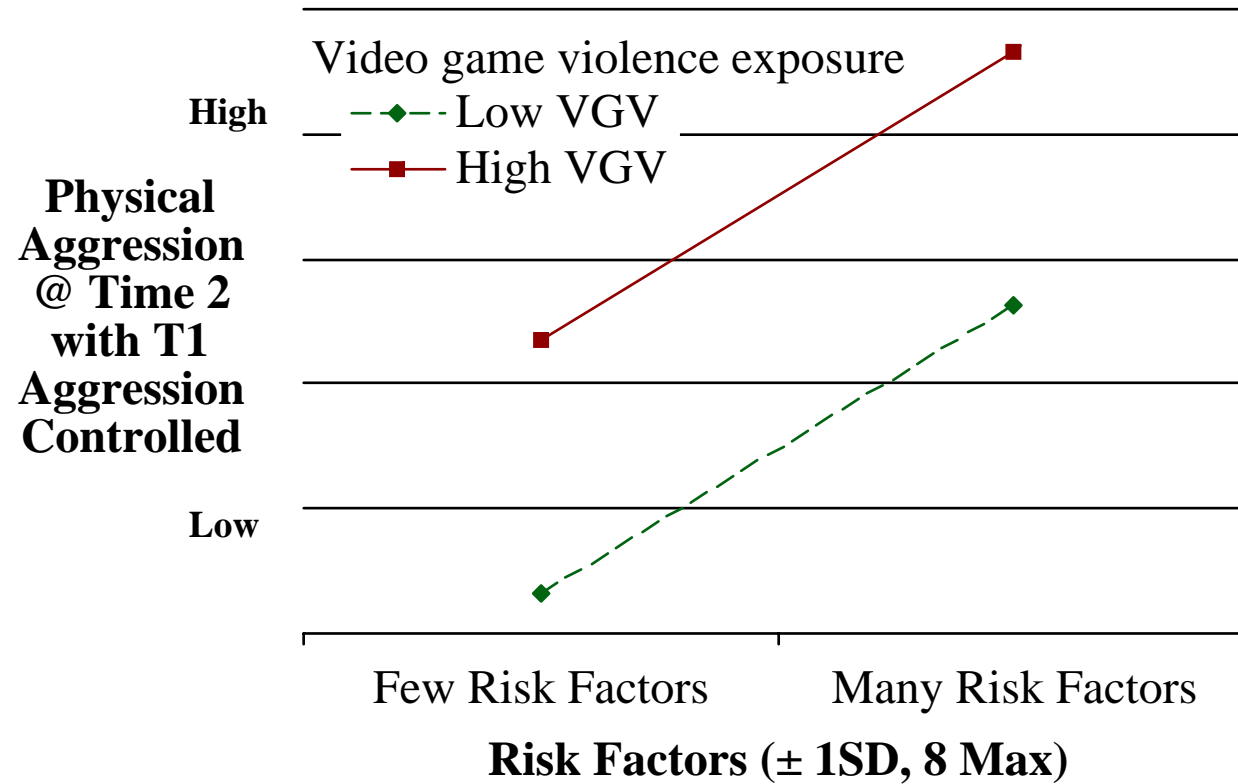
High School Students



Possible risk factors: VGV, sex, POV, Forgiveness, Agg. Norm

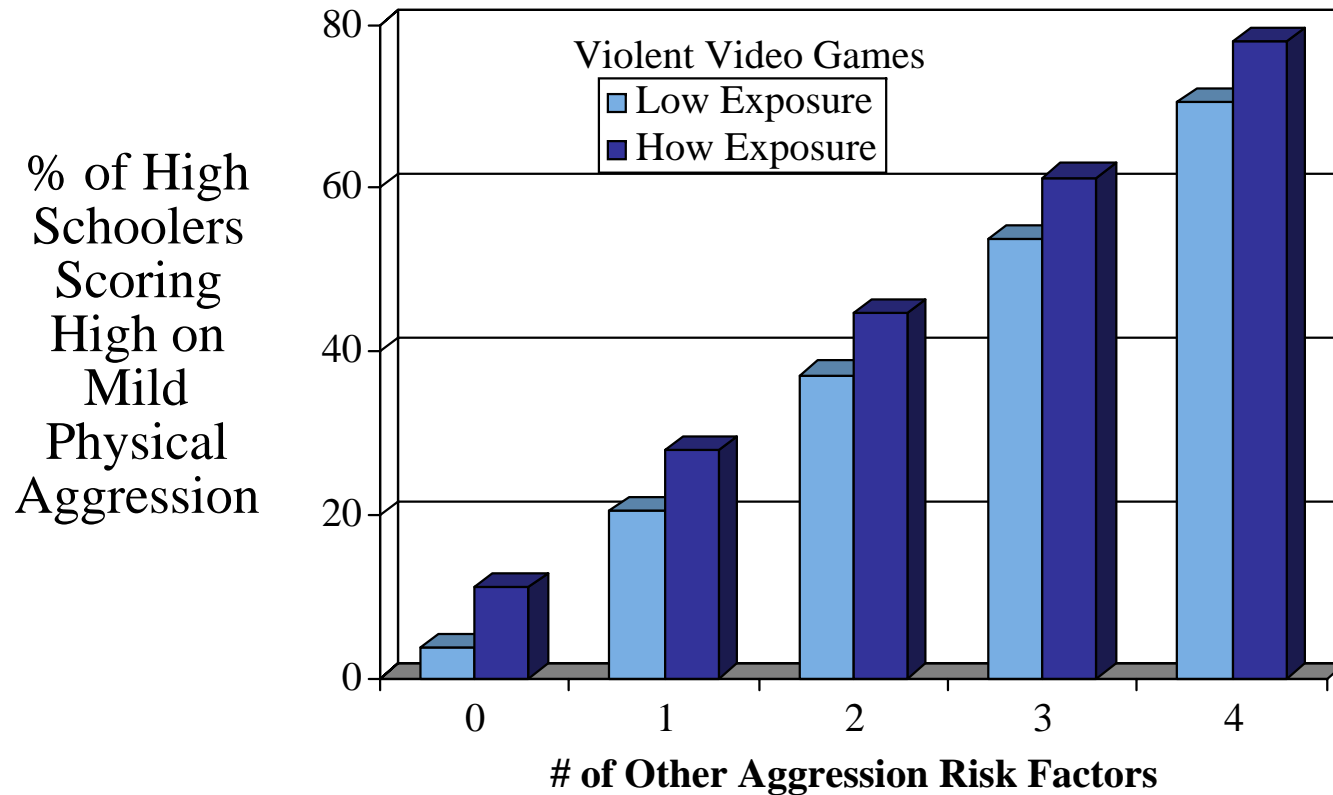
Based on Study 2, Anderson, Gentile, & Buckley, 2007, Oxford University Press. Outcome variable is > 75th %tile. Additional analysis.

Longitudinal Study- Risk Factors



No evidence of moderation of the longitudinal effects.

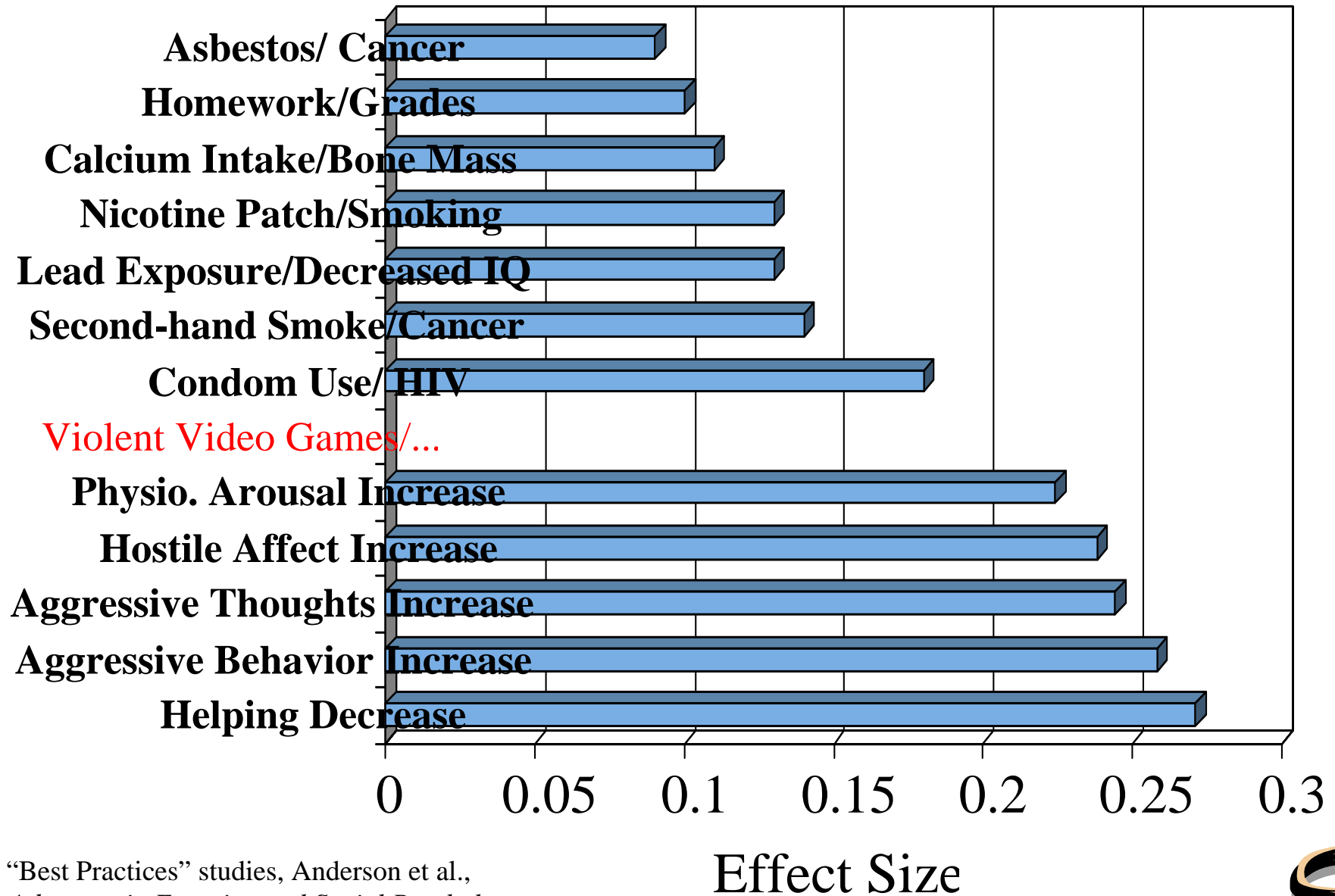
Physical Aggression by High School Students



From Study 2 of Anderson, C. A., Gentile, D. A., & Buckley, K. E. (2007). *Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy*. Oxford University Press. Additional analysis.



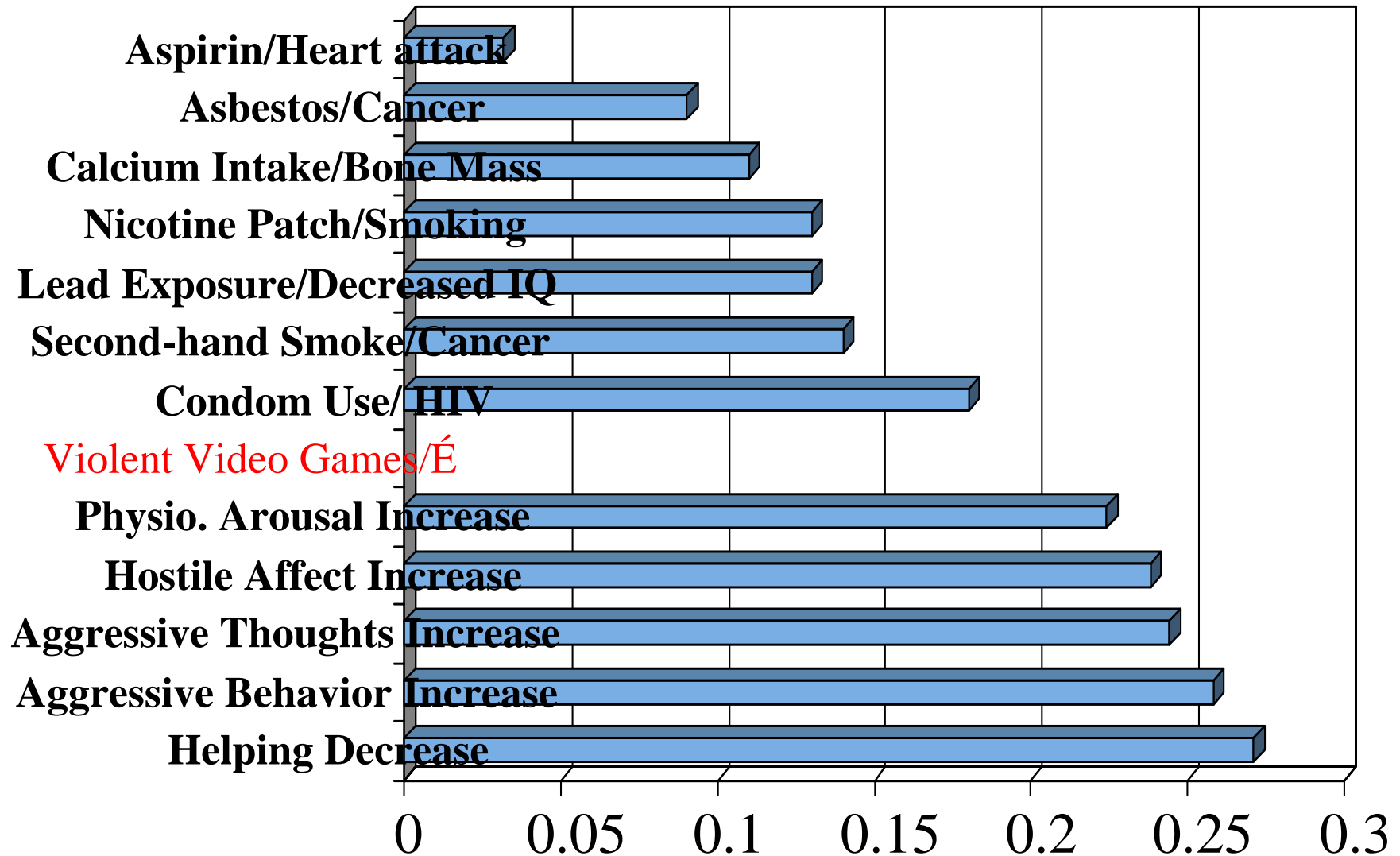
How “big” are the video game effects?



From “Best Practices” studies, Anderson et al.,
2004, *Advances in Experimental Social Psychology*.



How “big” are the video game effects?

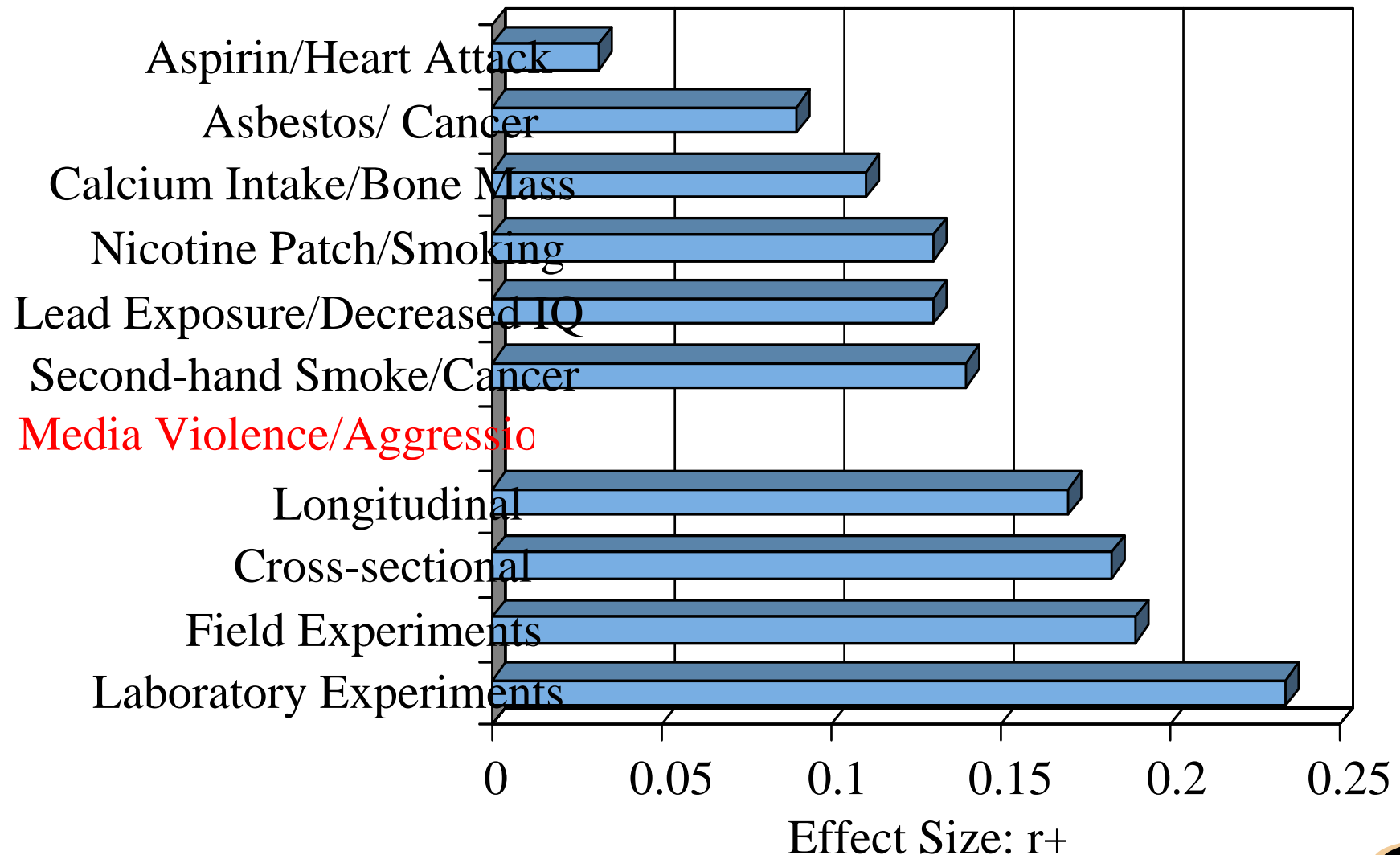


*From “Best Practices” studies, Anderson et al.,
2004, *Advances in Experimental Social Psychology*.

Effect Size



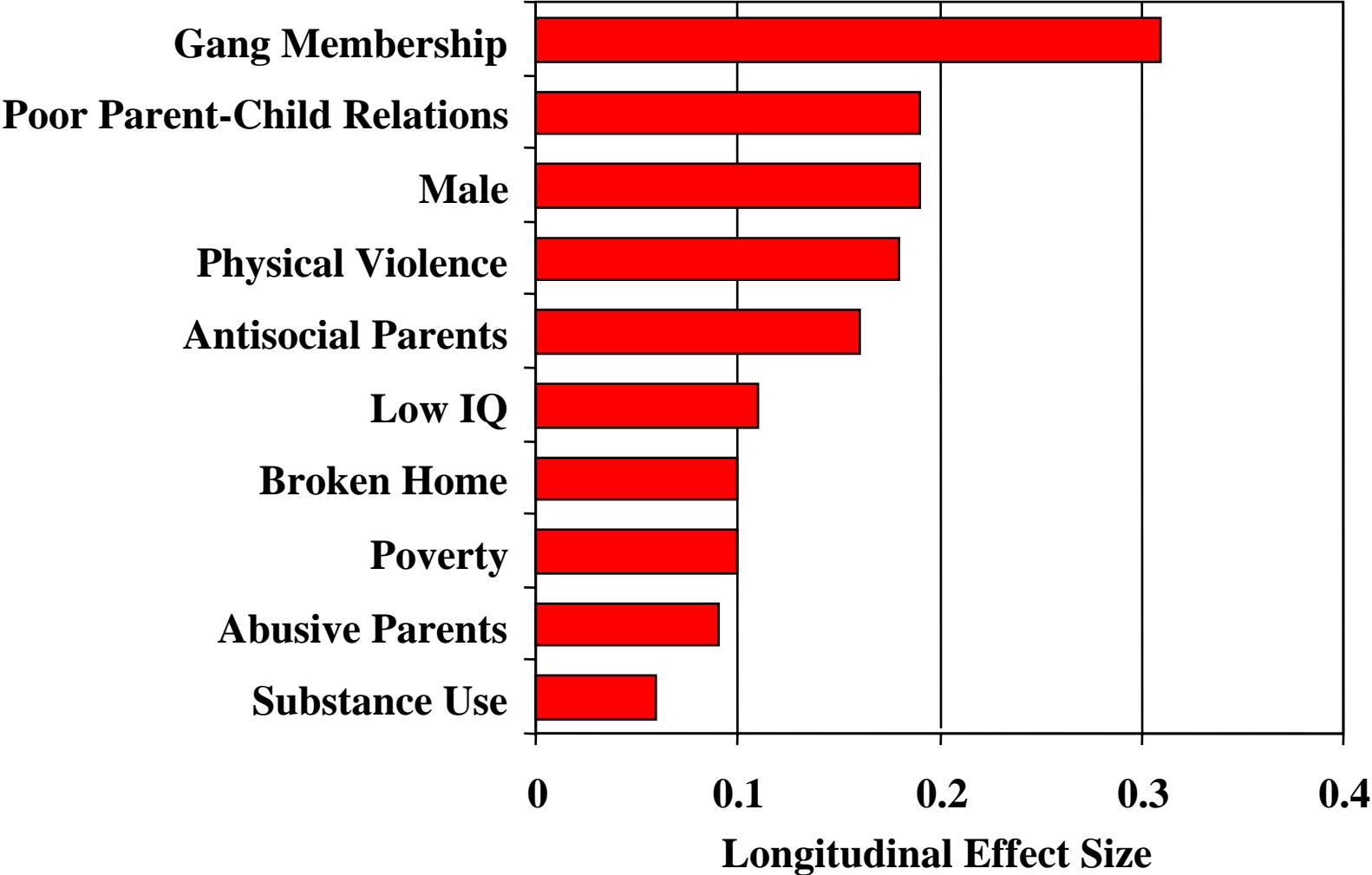
How “big” are media violence effects?



* Anderson & Bushman, 2002, *Science*.

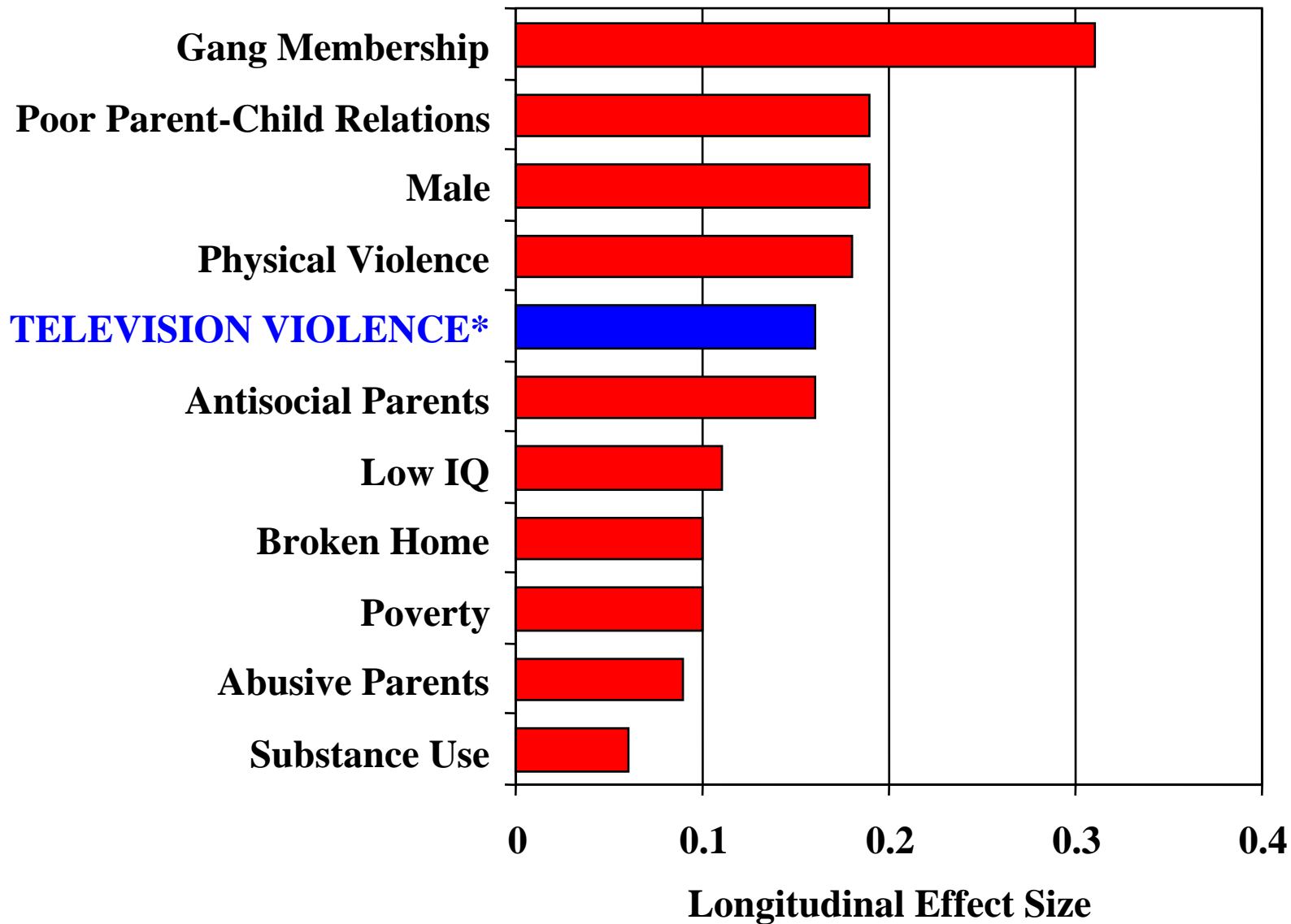


Some Risk Factors for Youth Violence



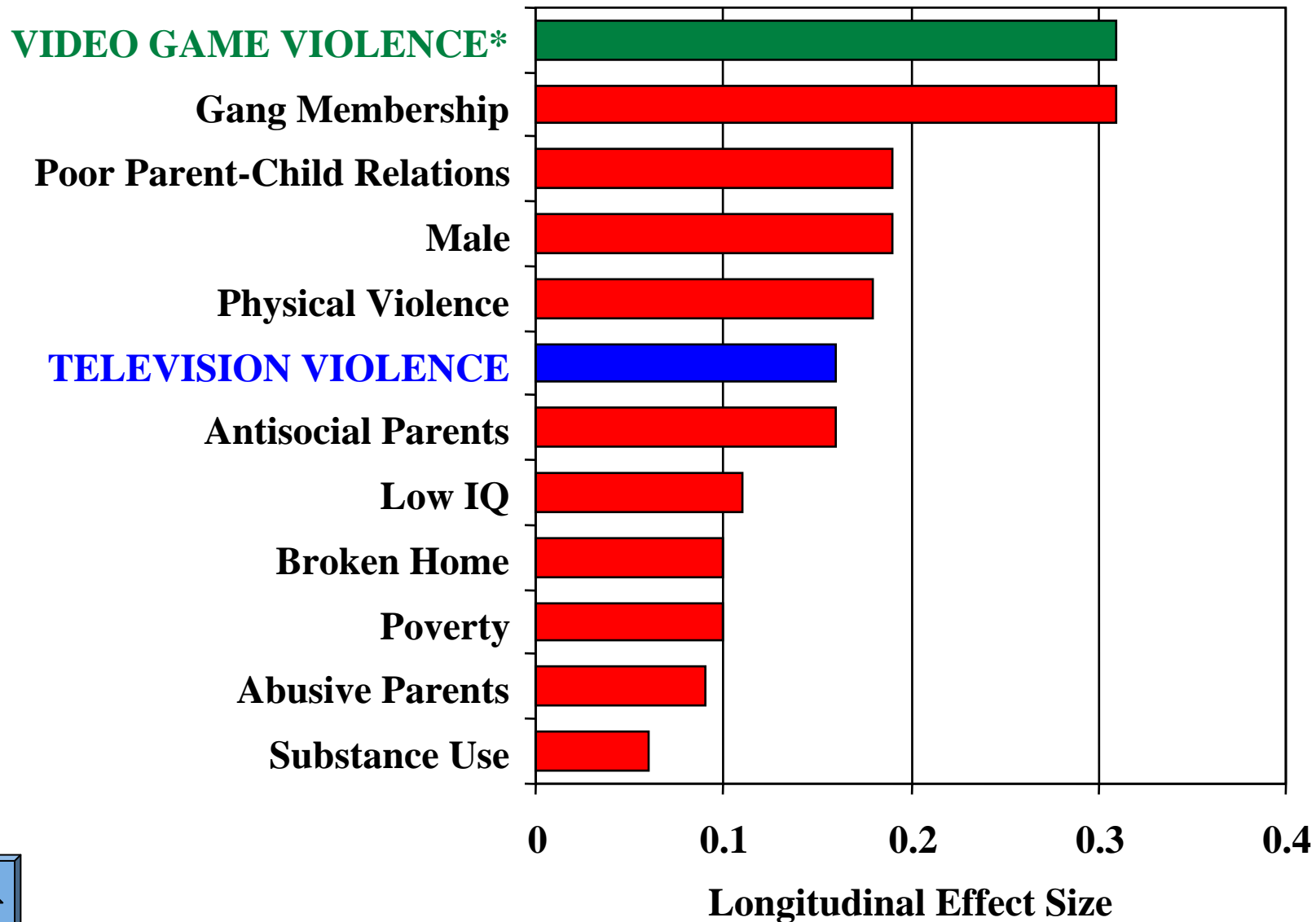
Source: Adapted from U.S. Department of Health and Human Services (2001). *Youth violence: A report of the Surgeon General*. Rockville, MD: U.S. Government Printing Office. Effect sizes are in *r* scale.

Some Risk Factors for Youth Violence



*From Huesmann, L. R., Moise-Titus, J. Podolski, C. L., & Eron, L. (2003). Longitudinal relations between children's exposure to TV violence and their aggressive and violent behavior in young adulthood: 1977-1992. *Developmental Psychology*, 39, 201-221. Mean of male & female rs.

Some Risk Factors for Youth Violence

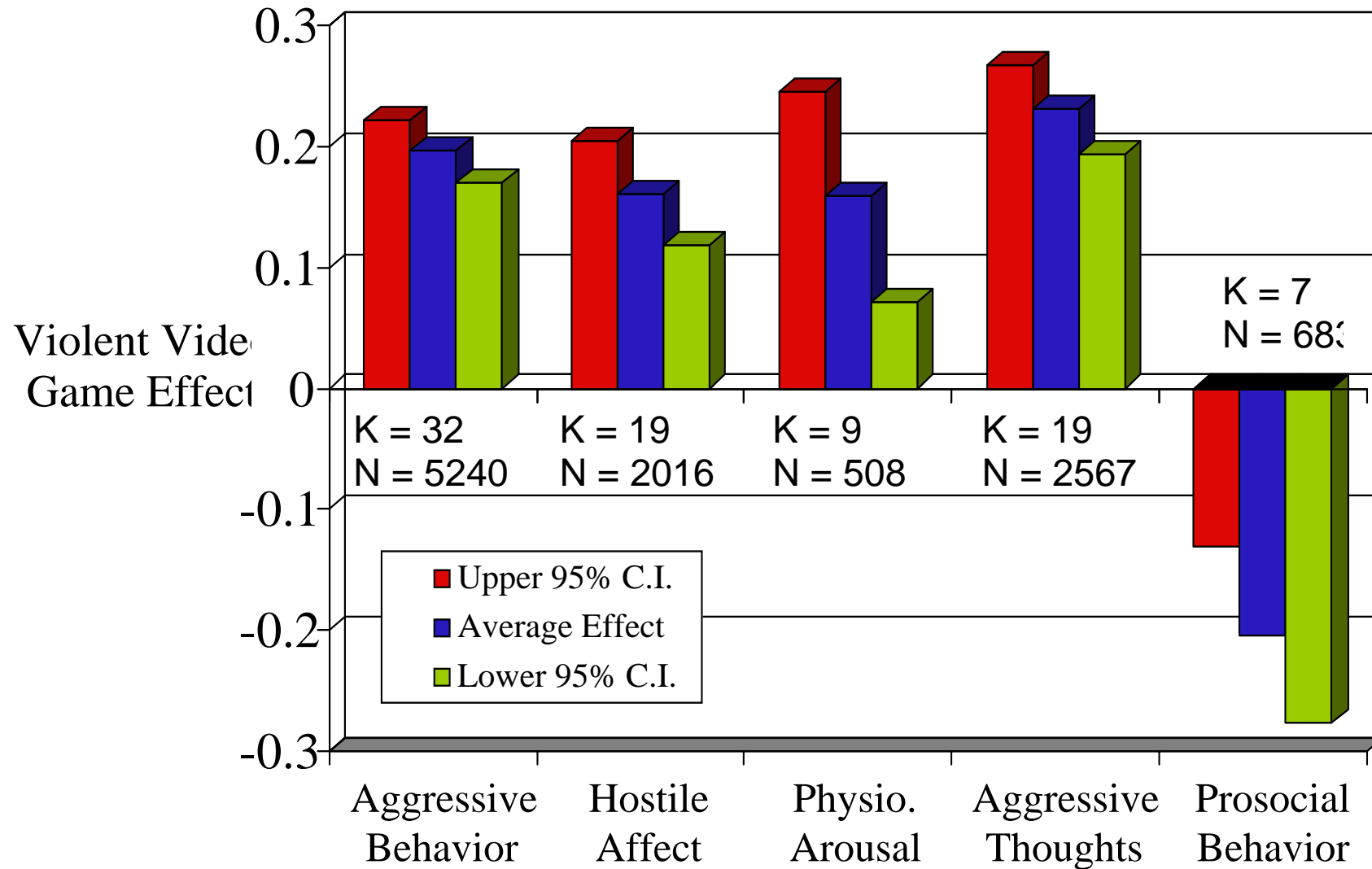


[IllCon](#)



*Anderson, C. A., Gentile, D. A., & Buckley, K. E. (in press). *Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy*. Oxford University Press. Partial r , adjusted for sex. Outcome variable is physical aggression, not just violence.

Meta-analysis of Video Game Research: Overall

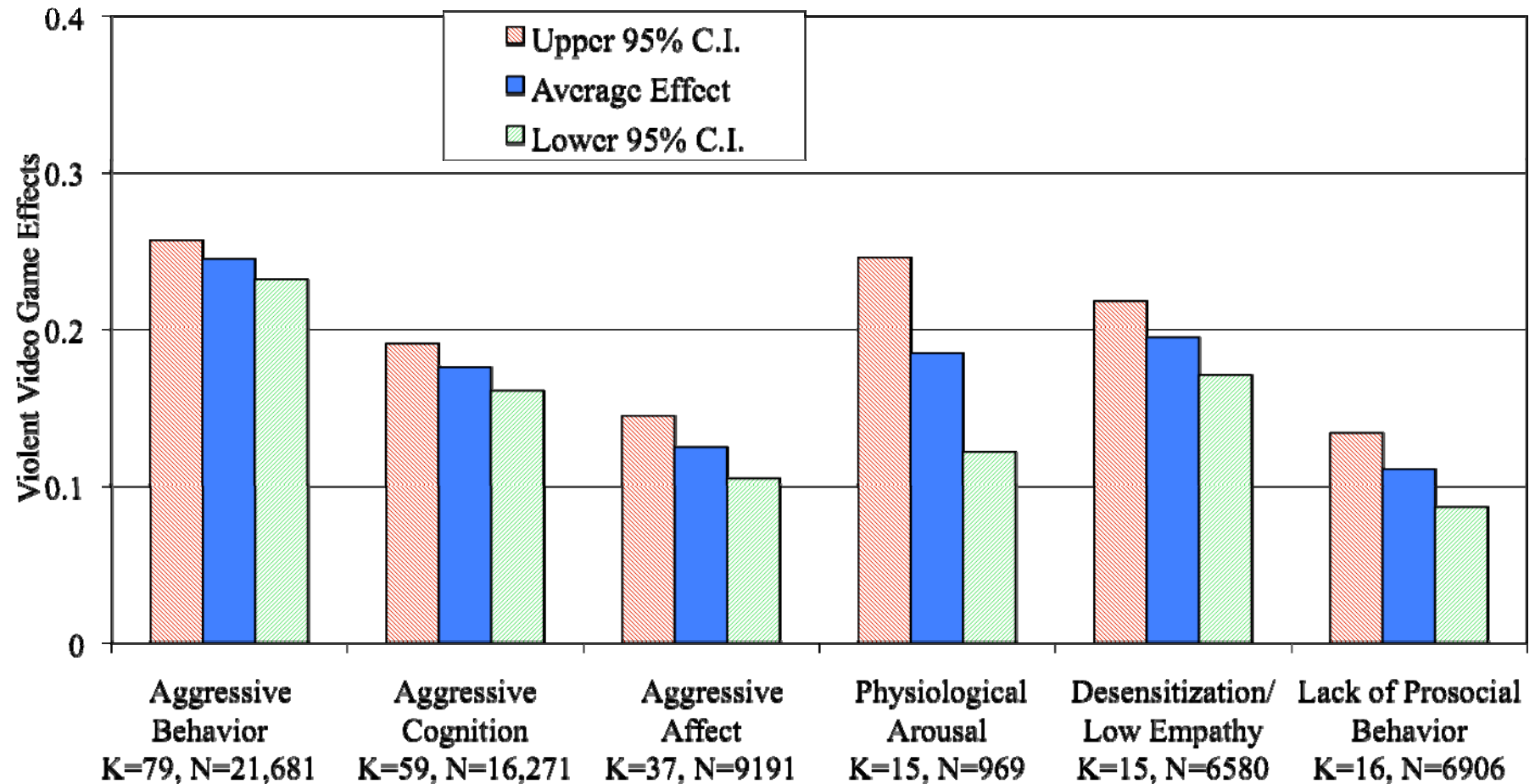


From Anderson, *Journal of Adolescence*, 2004

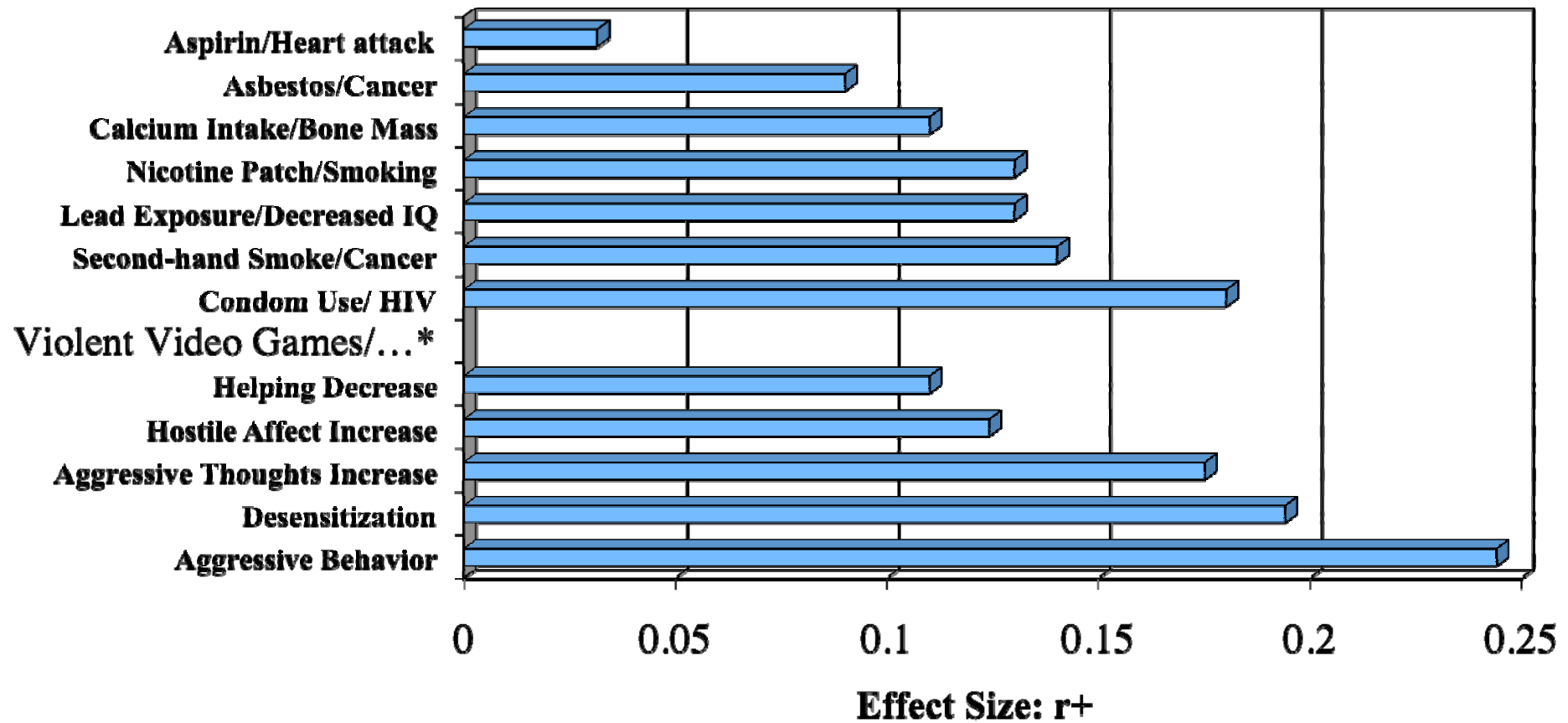


[IllCon](#)

Video Game Meta-analysis: Overall

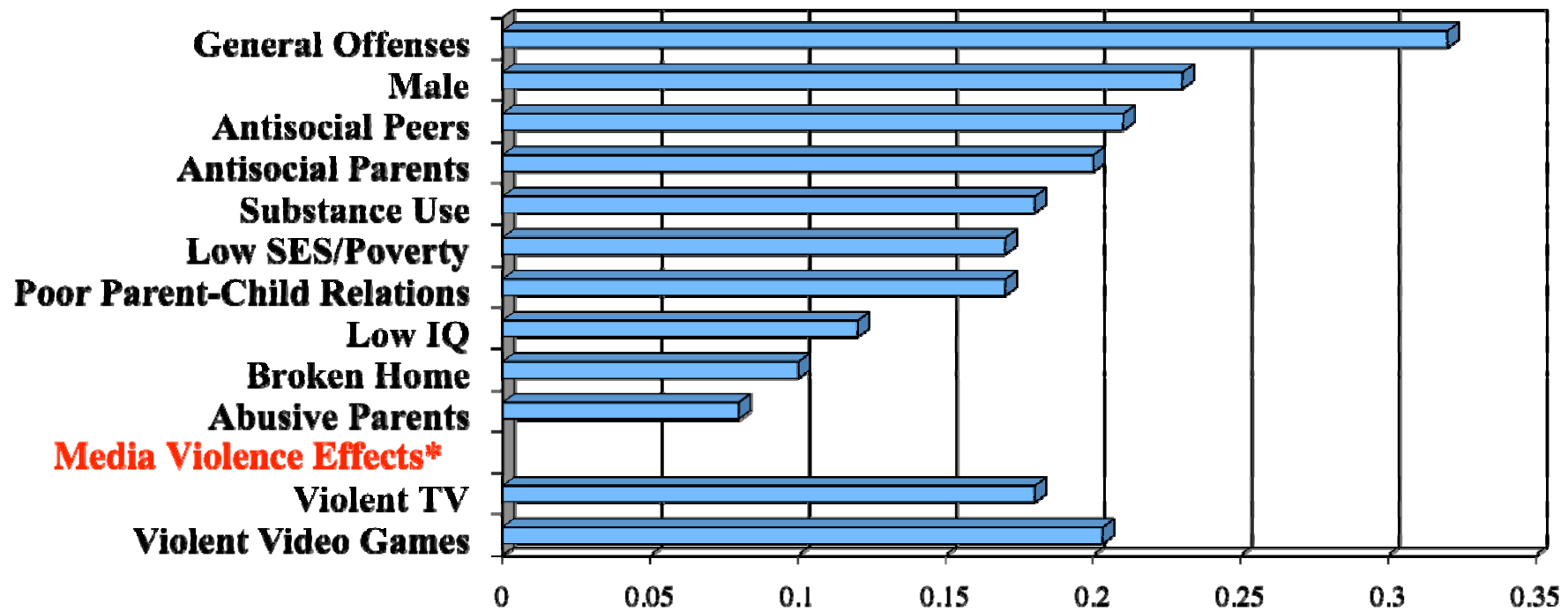


How “big” are the video game effects?



*From Best practices studies, Anderson et al., *Psychological Bulletin*, 2010

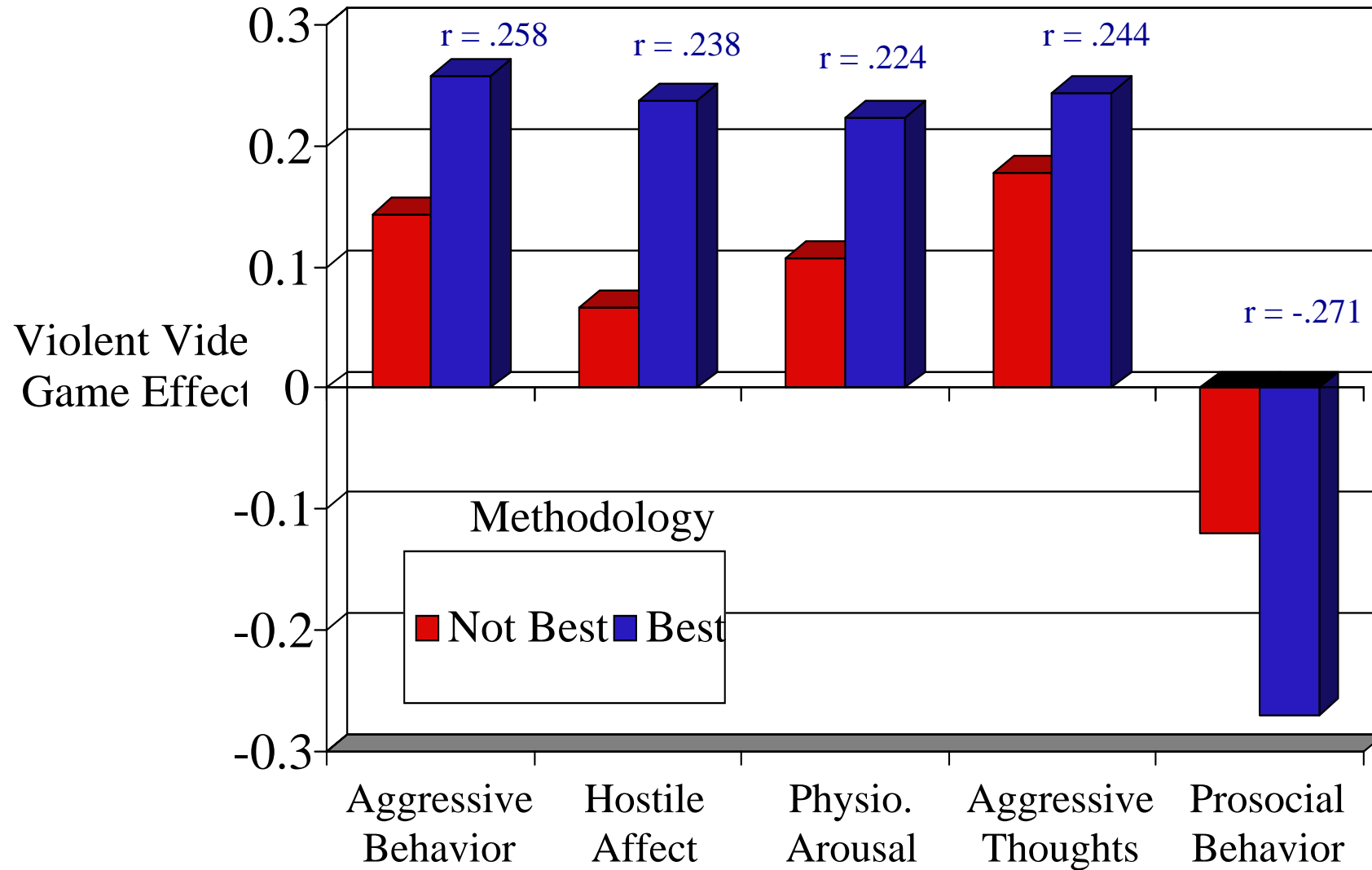
Some Longitudinal Risk Factors for Youth Violence



Adapted from U.S. Department of Health and Human Services (2001). *Youth violence: A report of the Surgeon General*. Rockville, MD: U.S. Government Printing Office. * TV estimate from Bushman & Huesmann, 2006, *Archives of Pediatric & Adolescent Medicine*, 160, 348-352. Video games estimate from Anderson et al. (2010) *Violent Video Game Effects on Aggression in Japan and Western Countries*.



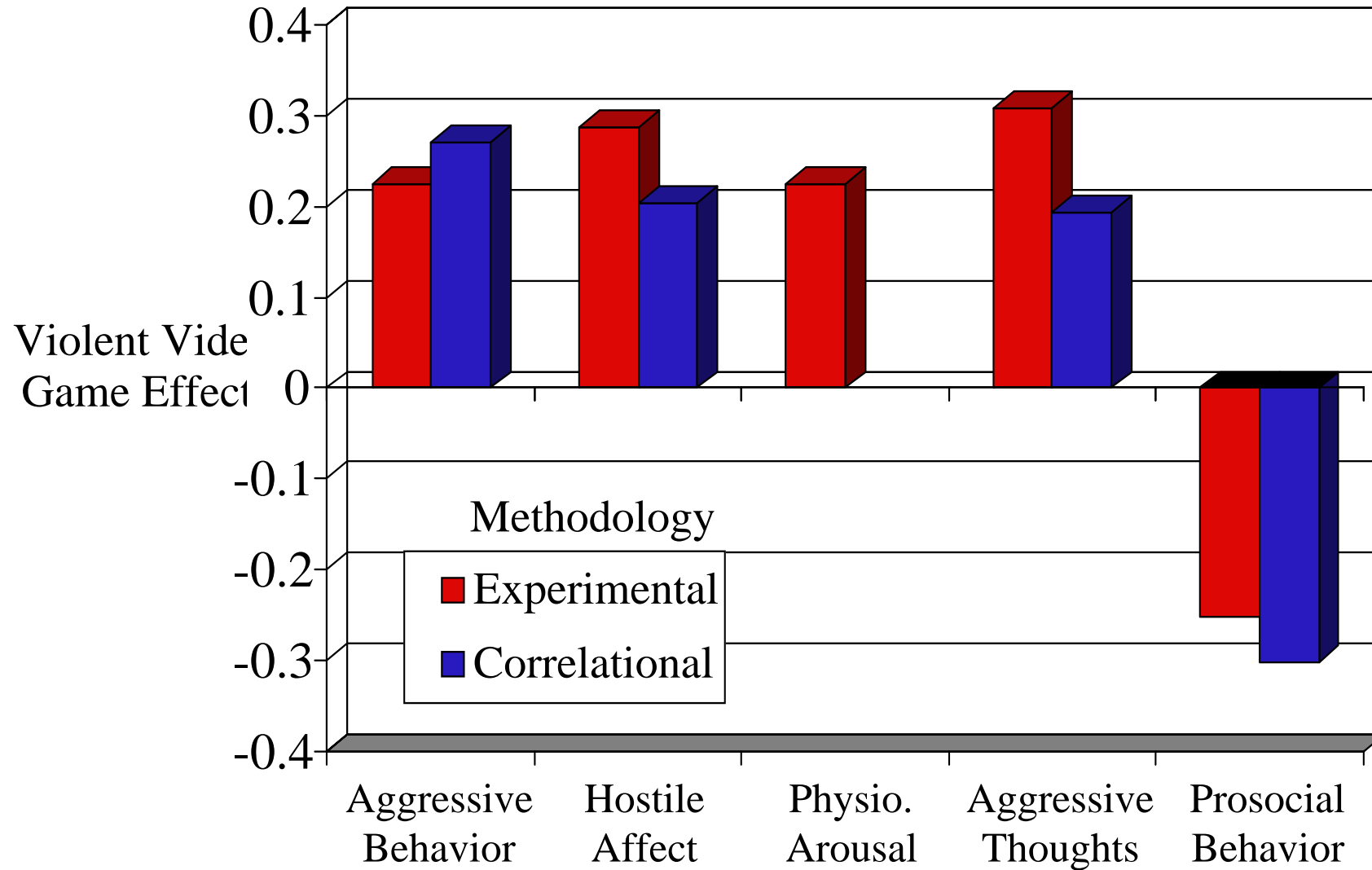
Meta-analysis of Video Game Research: Methods



Anderson et al., 2004, *Advances in Experimental Social Psychology*



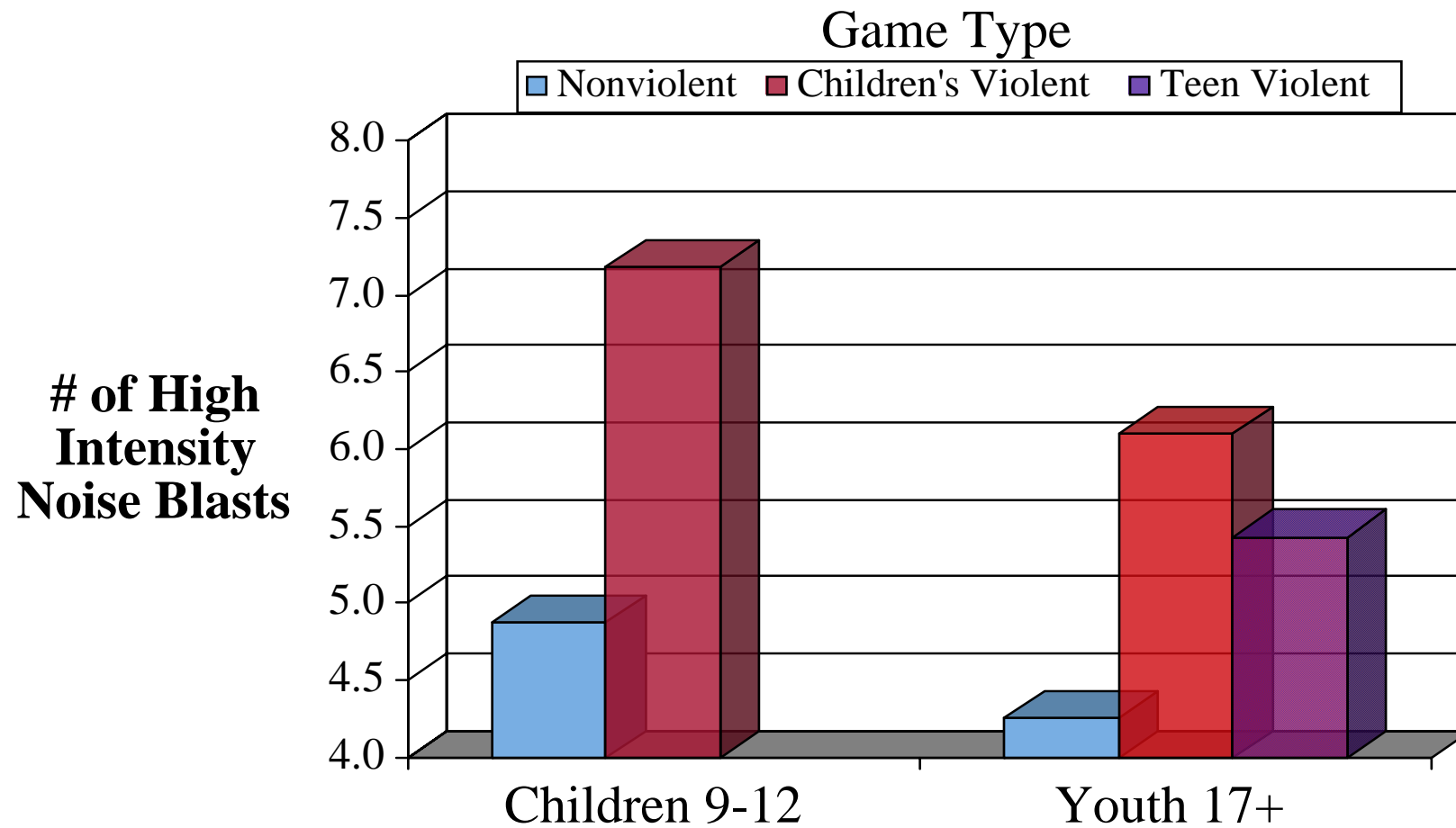
Meta-analysis of Video Game Research: Best



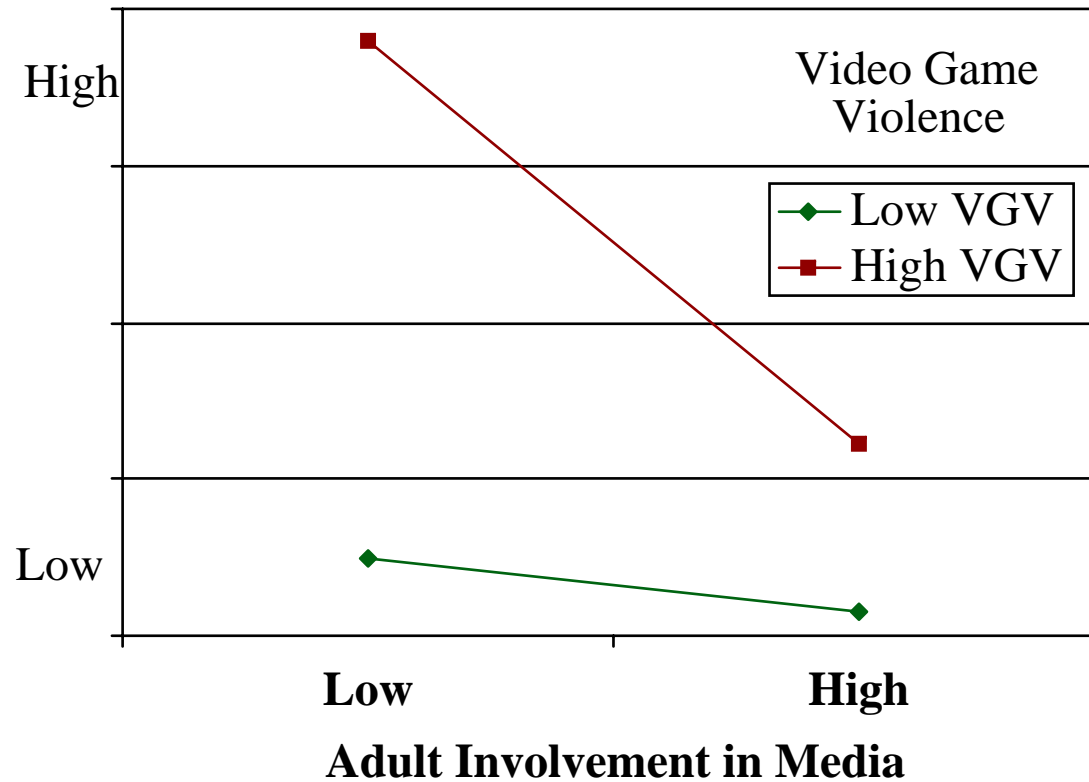
Anderson et al., 2004, *Advances in Experimental Social Psychology*



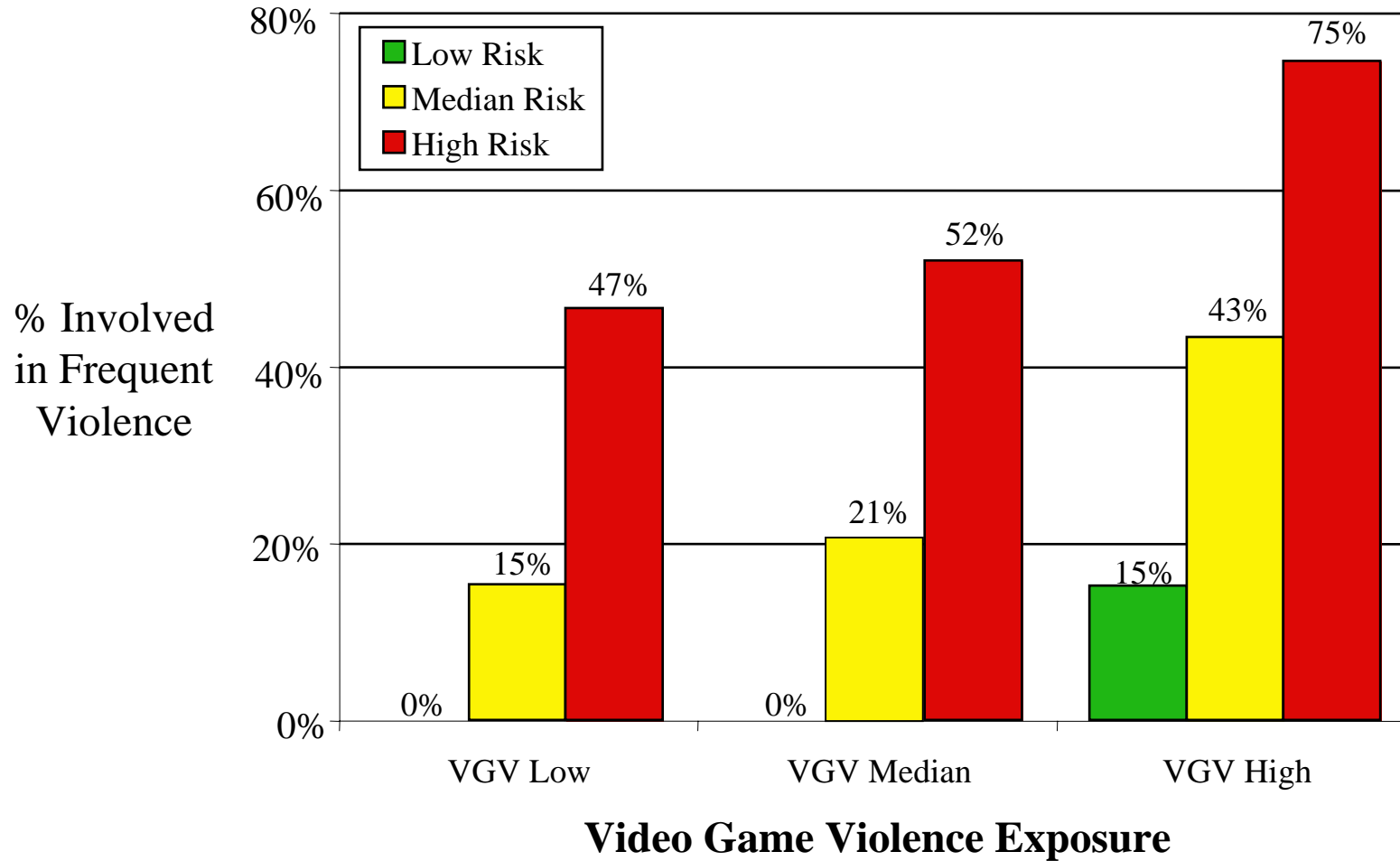
Short Term Video Game Effects



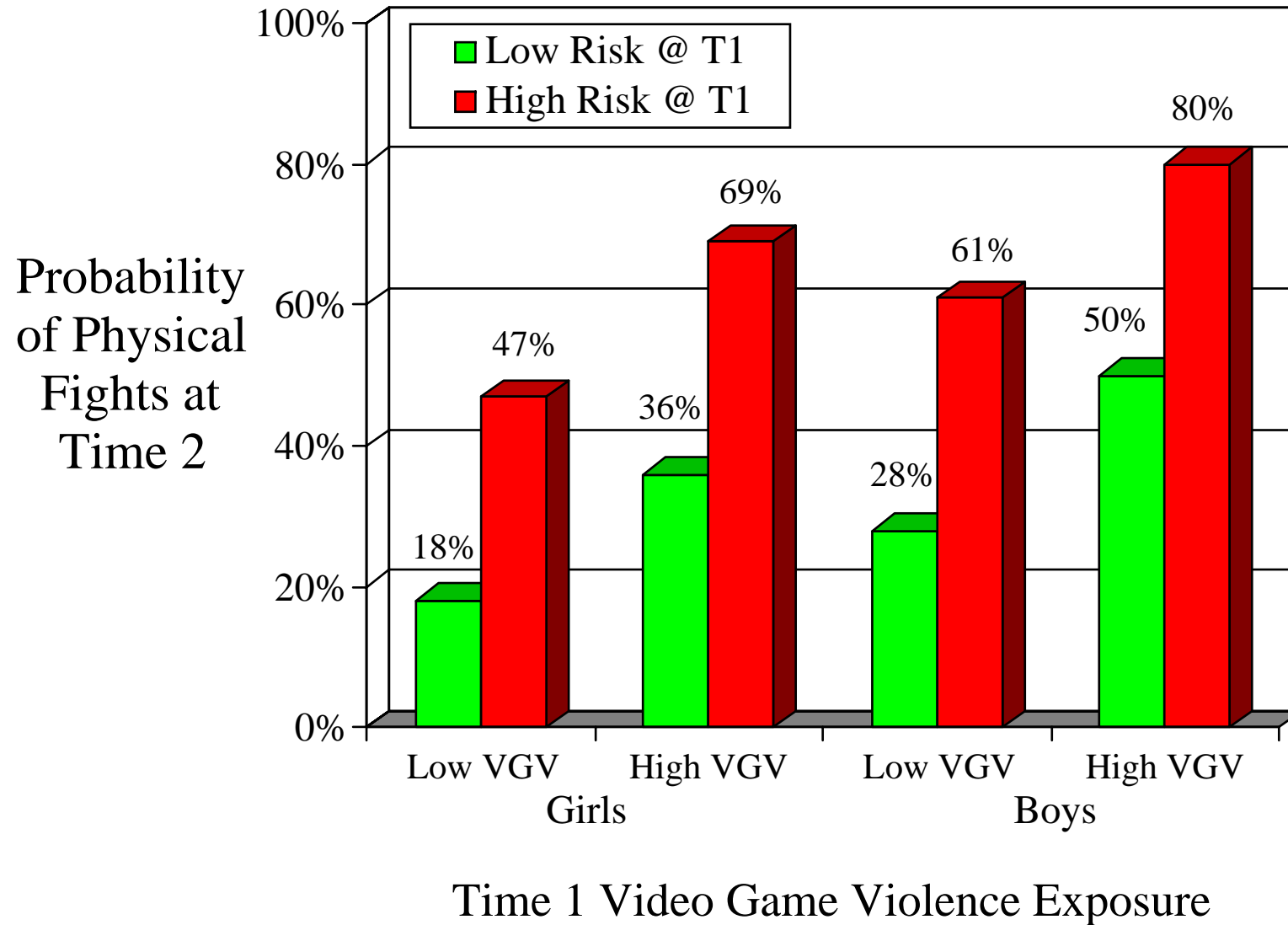
Moderation of Long Term VG Effect Elementary School Children



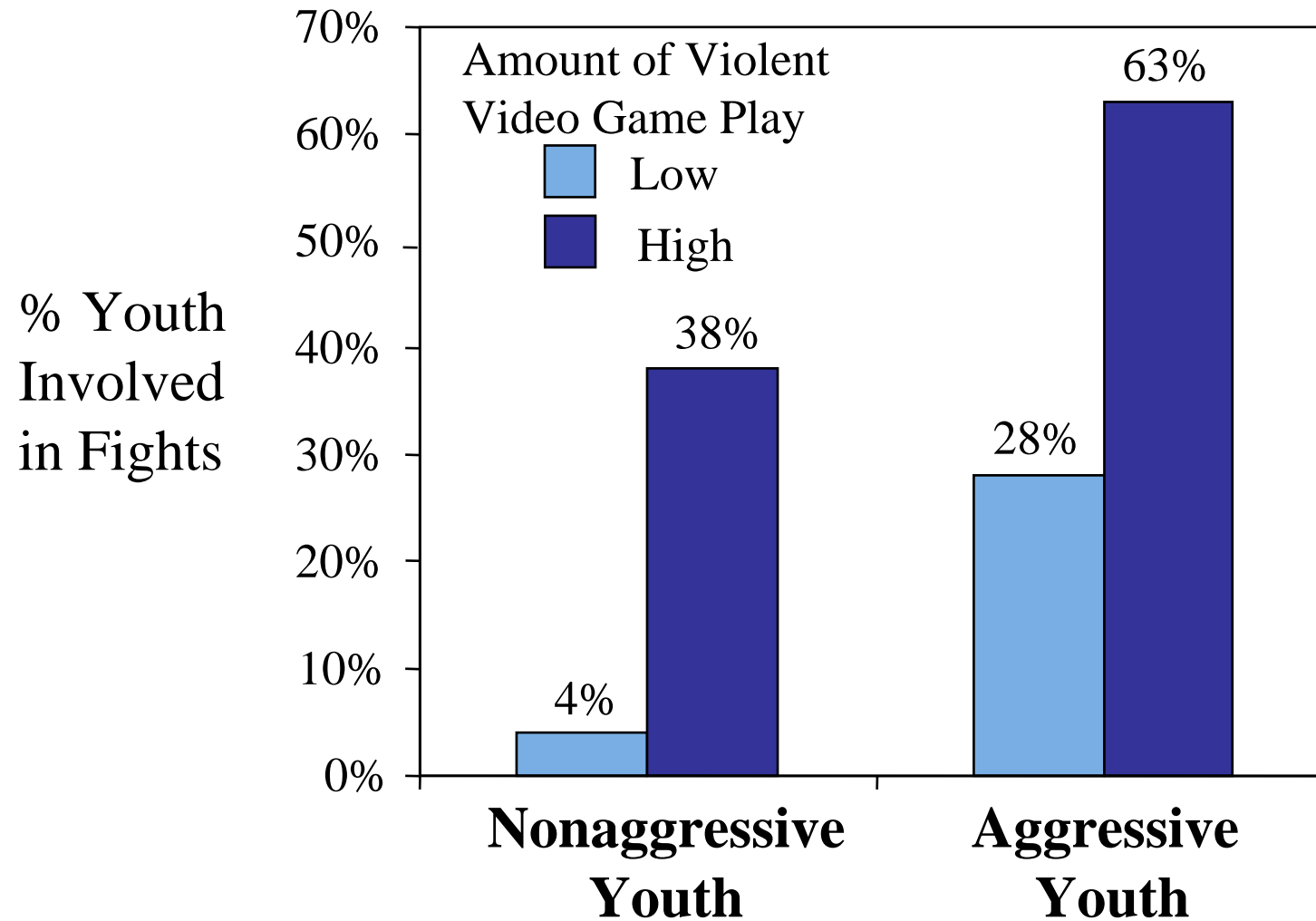
High School Students



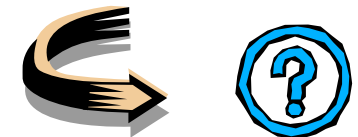
Longitudinal Study



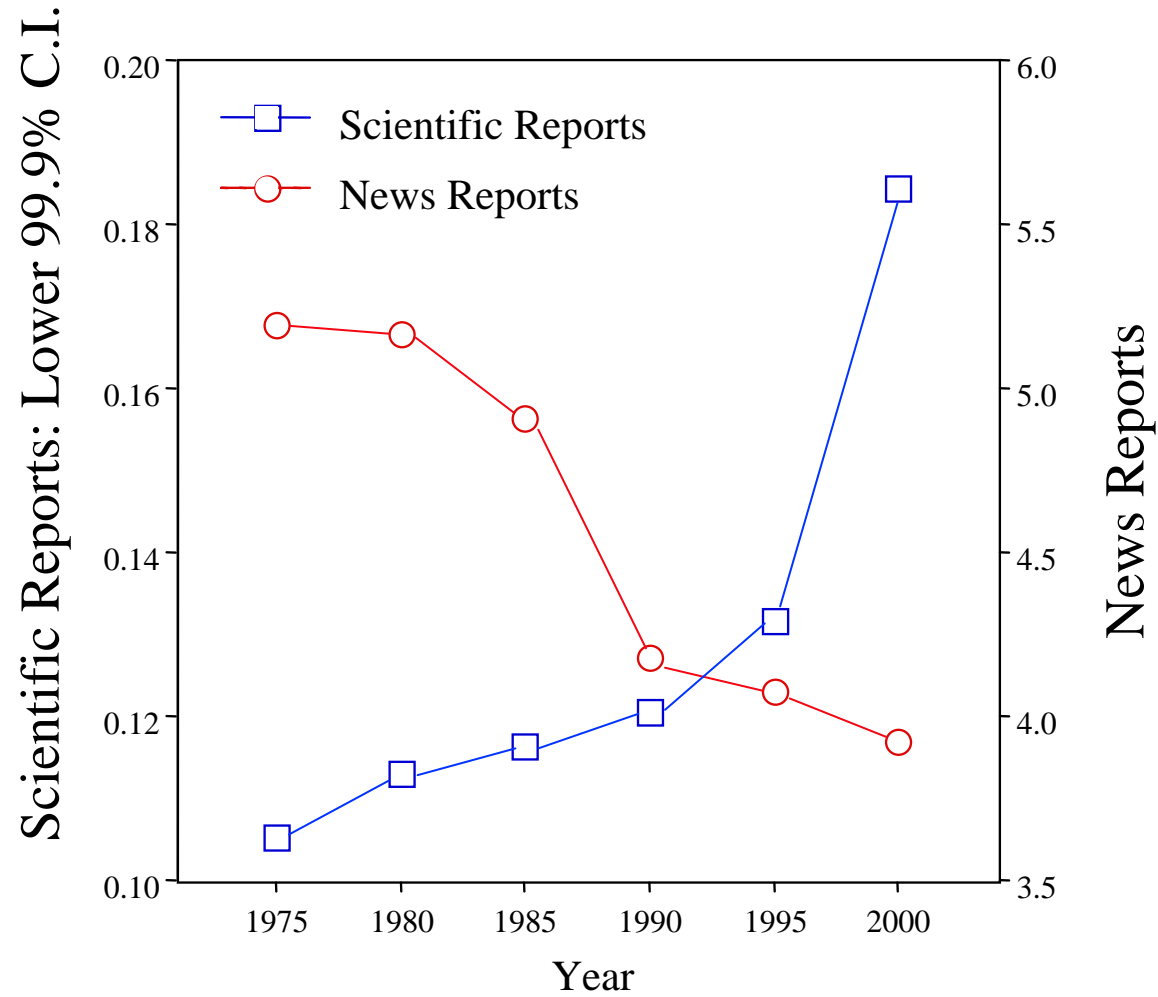
Physical Fights by 8th & 9th Graders in the Last Year by Aggressive & Nonaggressive Youth



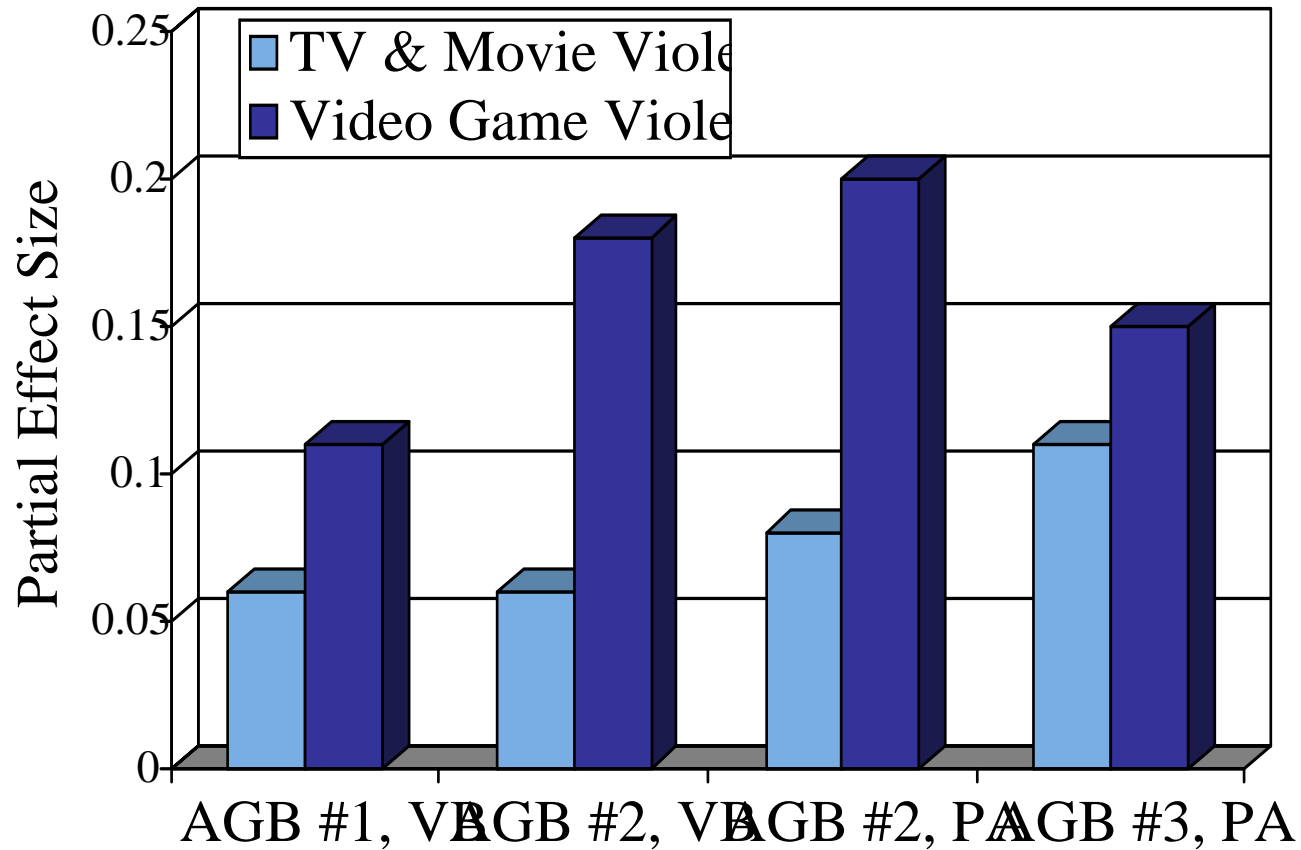
Gentile & Anderson, 2003.



News Reports Unresponsive to Changes in State of Science



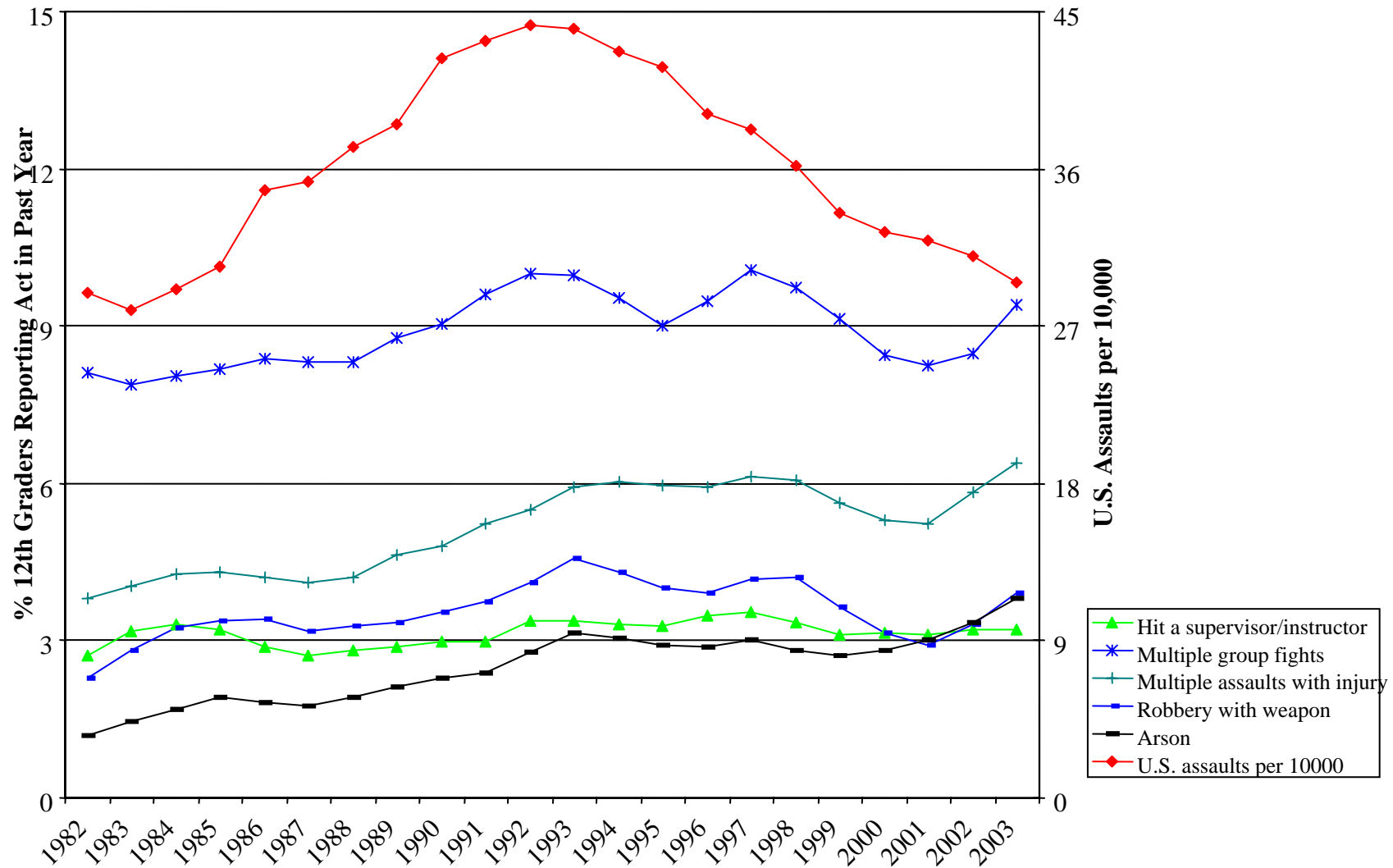
Violent video games: Worse than TV/movies?



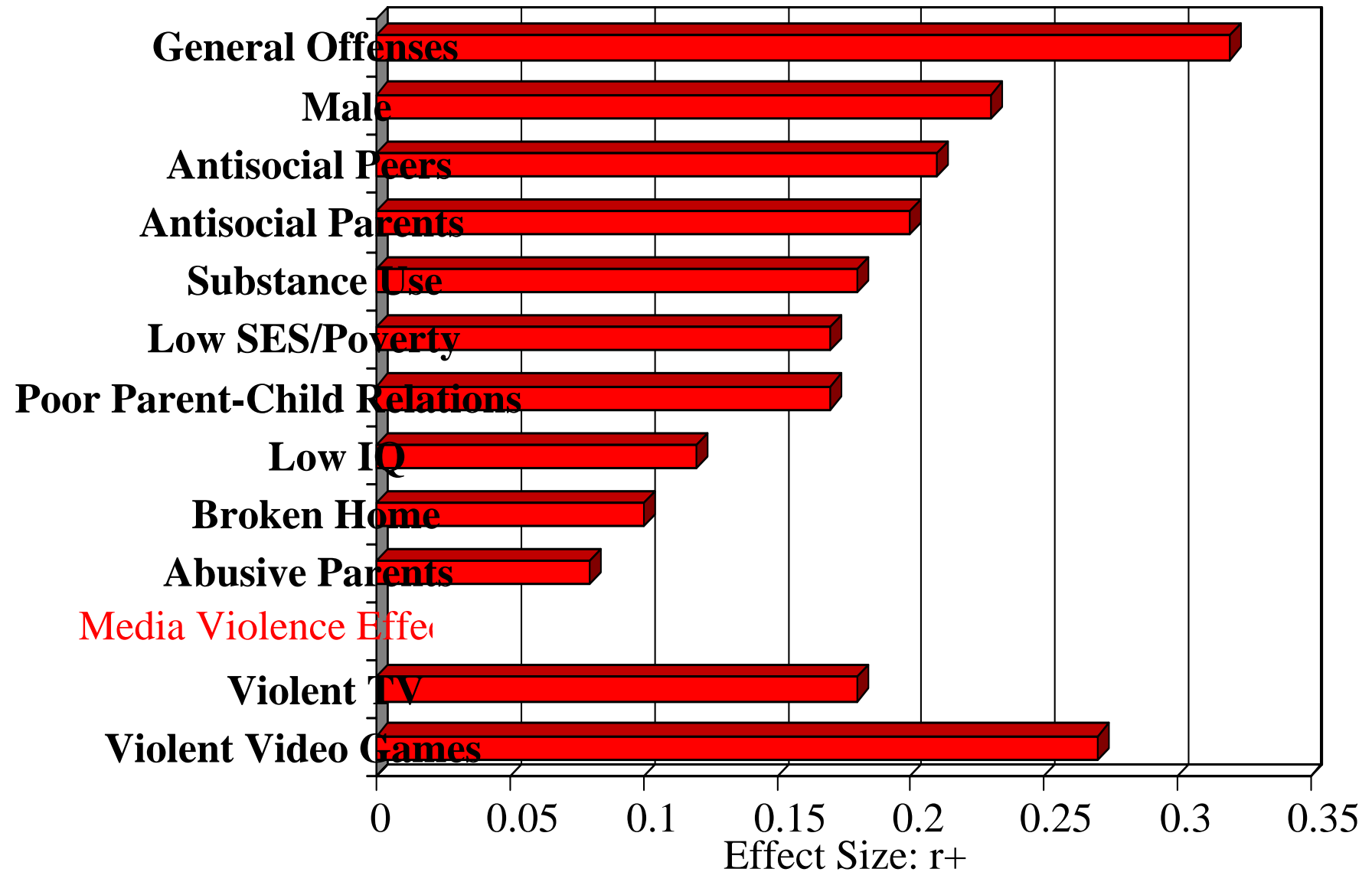
Study #, VB = Violent Beh
PA = Physical Aggression



U.S. Assault Rates, and U.S. 12th Grader Violence Prevalence Rates, 1982-2003. Note: Violence Prevalence Rates are 3-year Averages of Self-reported Acts of Violence.



Some Longitudinal Risk Factors for Youth Violence



Adapted from U.S. Department of Health and Human Services (2001). *Youth violence: A report of the Surgeon General*. Rockville, MD: U.S. Government Printing Office. * TV estimate from Bushman & Huesmann, 2006, *Archives of Pediatric & Adolescent Medicine*, 160, 348-352. Video games estimate from Anderson et al. (in press), *Pediatrics*.