



Read this to yourself

Todd was on his way home from work one evening when he had to brake quickly for a yellow light. The person in the car behind him must have thought Todd was going to run the light because he crashed into the back of Todd's car, causing a lot of damage to both vehicles. Fortunately, there were no injuries. He then walked over to the other car.

Now think to yourself, what would Todd do next?

the Evidence...

Both sides have relied on scientific studies to support their position, particularly the work of



Craig Anderson, Ph.D.

"Dr. Anderson's work provides proof that violent videogames promote aggressive behavior and violence"

"Neither Dr. Anderson's testimony or research establish a solid causal link between violent videogame exposure and aggressive thinking or behavior"

What is a CAUSAL link?



the Research...

Anderson's most cited studies generally involve two groups, one that is exposed to violent video games and one that is not.

The groups are then compared on their performance on some measure of "aggression."

Measures of aggressive thoughts / behaviors:
Finishing word stems
Administering noise blasts

One study examined how video games influenced "aggressive affect, cognition, and behavior"

Half of the participants played violent video games, half played non-violent games for 20 minutes

They then completed three ambiguous story stems which were measured for "violent" or "non-violent" content

Participants had to give 20 examples of what the characters in each story thought, felt, and did/said

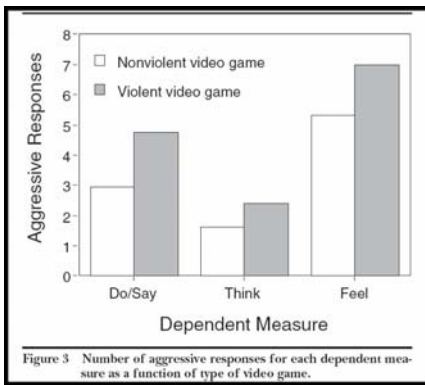
Bushman & Anderson (2002)

This was one of the stories:

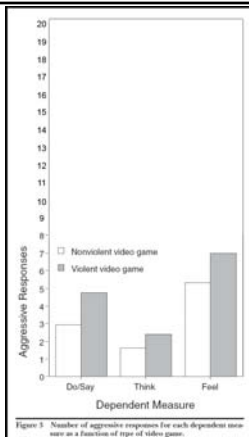
Todd was on his way home from work one evening when he had to brake quickly for a yellow light. The person in the car behind him must have thought Todd was going to run the light because he crashed into the back of Todd's car, causing a lot of damage to both vehicles. Fortunately, there were no injuries. He then walked over to the other car.

The subjects then had to provide **20 things** that Todd did/said, thought, and felt.

The Original Graph



The Full Graph

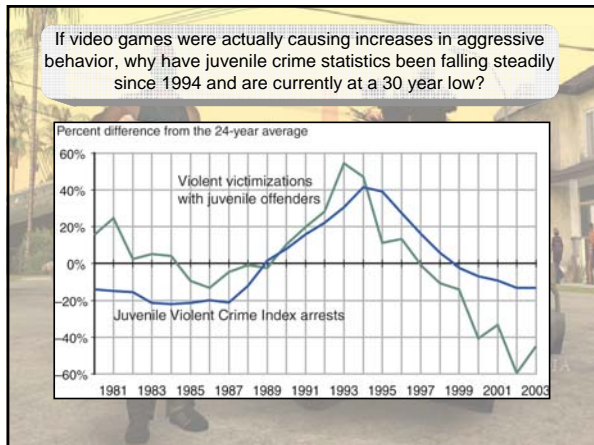


the Sides...

YES!
Video games are
less than
on them to alleviate
these harms

NO!
They are a new
form of
protected under the
First Amendment

So who is right?





Why do the legislators fail to mention the enormous amounts of research that show either no link between video games and aggression or positive impacts?

"Social scientific data to demonstrate a causative relationship between perceived harms associated with violent video games remains unproven."
(Loyola University Chicago Law Journal, Volume 37, No. 3, 2006)

There are "many inconsistencies in the reported amount of research into media violence. Put simply there are a lot of myths, misinterpretations and misrepresentations surrounding the quantity and quality of research on this issue."
(Siring Media Research Institute, 2005)

Violent video games enhance "the gamer's potential to cope with the inevitable insecurities of adolescence."
(Communication Theory, 15, 2005)

"The findings did not support the assertion that a violent game will cause substantial increases in real-world aggression."
(Communication Monographs, 2005)

Why do the legislators fail to mention the enormous amounts of research that show either no link between video games and aggression or positive impacts?

"[There is] no support for links between computer game playing and aggressive feelings, thoughts or behavior although these outcomes are well studied."
(National Swedish Public Health Institute, 2005)

"There is little evidence in favor of focusing on media violence as a means of remedying our violent crime problem."
(Aggression and Violent Behavior, 10, 2004)

"There's no indication that violence rose in lockstep with the spread of violent games."
(Academic Psychiatry, 2004)

"The results of [this] study showed a range of short-term effects of playing violent and non-violent video games on arterial pressure and on the state anxiety of subject, but not on hostility measurements."
(Stress and Health, 20, 2004)
