



Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy

By Craig A. Anderson, Douglas A. Gentile, Katherine E. Buckley

Oxford University Press Inc. Hardback. Book Condition: new. BRAND NEW PRINT ON DEMAND., Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy, Craig A. Anderson, Douglas A. Gentile, Katherine E. Buckley, 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 behaviour? Anderson, Gentile, and Buckley first present an overview of empirical research on the effects of violent video games, and then add to this literature three new studies that fill the most important gaps. They update the traditional General Aggression Model to focus on both developmental processes and how media-violence exposure can increase the likelihood of aggressive and violent behaviour in both short and long-term contexts. Violent Video Game Effects on Children and Adolescents also reviews the history of these games' explosive growth, and explores the public policy options for controlling their distribution. Anderson et al. describe the reaction of the games industry to scientific findings that exposure to violent video games and other forms of...



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Reviews

Extensive information for book fans. It is written in basic words and never hard to understand. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Otis Wisoky**

This publication is great. It is full of wisdom and knowledge. You will not really feel monotony at any time of the time (that's what catalogs are for relating to when you ask me).

-- **Dr. Everett Dicki DDS**