

**Annotated Bibliography:****Subtitle (if any)**

Name

Department, Lynn University

Course Number: Course Name

Instructor

Assignment Due Date

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#### Subtitle (if any)

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.

As psychology faculty at Iowa State University, the authors focus their research on popular media (video games) and violence in children. This peer-reviewed book, while dated, provides the reader with a strong foundation for understanding the issues and policies surrounding violence in videogames and its impact on youth and adolescent populations. The book offers three studies that test violent behavior tied to video games in elementary, high school, and college students. The evidence from these studies shows that there is no significant link between video games and violent behavior.

Decamp, W., & Ferguson, C. J. (2017). The impact of degree of exposure to violent video games, family background, and other factors on youth violence. *Journal of Youth Adolescence*, 46(2), 388-400. doi:10.1007/s10964-016-0561-8

The *Journal of Youth and Adolescence* is a peer-reviewed academic journal that covers psychology and criminology in youth and adolescent populations. The study, including survey data from fifth, eighth, and eleventh-grade students. The study found that when there is a diverse and large sample size, there is no significant correlation between video games and violence. Further, the article suggests that youth violence is instead associated with social and family factors.

Perrin, A. (2018, September 17). *5 facts about Americans and video games*. Pew Research Center. <https://www.pewresearch.org/fact-tank/2018/09/17/5-facts-about-americans-and-video-games/>

Pew Research Center is a nonpartisan fact think tank that regularly conducts public opinion polling and research. While providing demographic information on video game playing in the United States, the article also shows that most adults (65 and older) believe that violent video games cause violence. Despite the existing scholarly research, there is a disconnect between public opinion and reality when it comes to video games causing violent behavior.