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ENGL 170

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Annotated Bibliography

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Moral panic not fact! An analysis of research studies involving violent video game exposure increasing adolescent violence and the reason for their existence

Annotated Bibliography

Ferguson, Christopher J., et al. "A Longitudinal Test of Video Game Violence Influences on Dating and Aggression: A 3-Year Longitudinal Study of Adolescents." *Journal of Psychiatric Research*, vol. 46, no. 2, 2011;2012;, pp. 141-146.

Conducted a longitudinal study over the course of three years to test if there is a relationship between violent video game exposure and youth aggression or dating aggression. Using standardized input measures and analyzing data through hierarchical multiple regression equations and path analysis it was concluded that there was no significant relationship between violent video game exposure and youth aggression or dating aggression. Argues that likely explanation for the prevalence of the idea that violent video games cause violence is moral panic theory.

Ferguson, Christopher J., et al. "Digital Poison? Three Studies Examining the Influence of Violent Video Games on Youth." *Computers in Human Behavior*, vol. 50, 2015, pp. 399-410.

Employs three studies to determine if violent video games affect youth aggression using violent books to insure exposure to violence is not the cause of the relationship. The studies consist of two lab studies using different types of violent games (action based/narrative based) to test changes in aggression, and then one prospective study using hierarchical multiple regression equations and path analysis. None of their studies found any significant relationship between violent video games and youth aggression but found that third variables such as antisocial traits, depressive symptoms, and peer delinquency did have significant predictive values of youth aggression.

Ferguson, Christopher J. "Video Games and Youth Violence: A Prospective Analysis in Adolescents." *Journal of Youth and Adolescence*, vol. 40, no. 4, 2011, pp. 377-391.

Tests the relationship of violent video games and aggression over the course of one year using three different test intervals. Using validated measures through surveys and questionnaires they use hierarchical multiple regression equations and path analysis to show that there is no correlation between violent video games and youth aggression. Instead finding third variables like antisocial traits, depressive symptoms, and delinquent peers to be predictive of youth aggression. They conclude stating their evidence and the fact that youth violence has been in decline shows that there is no significant relationship.

Markey, Patrick M., and Christopher J. Ferguson. "Teaching Us to Fear: The Violent Video Game Moral Panic and the Politics of Game Research." *American Journal of Play*, vol. 10, no. 1, 2017, pp. 99-115.

Author argues that the basis behind the claim that violent video games cause aggression in youth is due to moral panic. They go on describing the creation of this moral panic, how to identify an instance of moral panic, and the effects of these moral panics on the scholarly community especially in the case of those doing good research and those falling into the moral panic themselves. They then go into ways to avoid future moral panics influencing the scientific community and how you as an individual can identify one.