Please find enclosed our research report “Null effects of game violence, game difficulty, and 2D:4D digit ratio on aggressive behavior.” In this research, we find that violent video games do not cause short-term increases in aggressive behavior, in contrast to the previous literature. Similarly, we find that digit ratios thought to indicate greater prenatal testosterone exposure (short index finger relative to longer ring finger) also do not predict aggressive behavior, again in contrast to previous research reports.

We submit these results to JESP beacause they are consistent with JESP’s emphasis on good statistical power, preregistered research, and open data and materials.

Our research has a number of unique advantages among studies on this topic. It is among the largest experimental datasets to date on the short-term effects of violent video games on aggression. We use preregistration to address concerns about optional stopping or selection among outcomes. We use custom-designed video game modifications to make conditions differ in violent and difficult game content while keeping all other constructs constant. These advantages give us strong experimental control, good statistical power, and a confirmatory analysis.

We hope these results will help to resolve the controversy in these research areas and establish stronger standards for effective research.

Sincerely,

Joseph Hilgard