**Game Violence, Game Mechanics, and 2D:4D Digit Ratio as Predictors of Aggressive Behavior**

Media shapes the world. In the absence of media, people’s perceived worlds would be limited to only that fraction of the world which they personally experience. Through media, however, people develop ideas, attitudes, and schema about people they’ve never met, experiences they’ve never had, and concepts they’ve never personally explored. Because these ideas, attitudes, and schema are the basis of behavior, media messages promise to influence human psychology and behavior, whether for good or for ill.

One of the newest and most popular forms of media is video games. Compared to traditional media such as books, movies, and film, video games are highly interactive; the player controls, to at least some degree, the game character. Moreover, video games are generally highly motivating and engaging and can be played for many hours at a time. These properties have inspired research that investigates whether video games are an effective way to teach skills and behaviors (Green & Bavelier, 2003).

However, not all learned skills and behaviors are desirable. While video games are a broad and heterogeneous form of media, many of the most popular video games contain violent content. Violent content ranges from the mild, fantastic, and cheerful (e.g., *Super Mario Galaxy*) to the graphic, realistic, and morally deviant (e.g., *Grand Theft Auto 3, Manhunt, Mortal Kombat*). Exposure to this violent content is expected to teach players aggressive behaviors and schema. It is further supposed that media effects of video games are more potent than those of other forms of media because the player is an active participant in the violent content, rather than a passive viewer. Over the past two decades, research has sought to measure and understand the possible relationships between consumption of violent media and changes in aggressive and violent behavior.

**Psychological theories of aggressive behavior**

Like most psychological and behavioral phenomena, aggressive and violent behavior is thought to be complex and multiply determined, with no single clear cause. However, a variety of theories have emerged to describe the diverse possible causal pathways from stimuli to aggression.

**Social learning theory.** Research of media effects on behavior began with Bandura’s social learning theory (Bandura & McClelland, 1977). In contrast to behaviorist theories, which proposed that individuals learn through experienced rewards and punishments for behaviors, social learning theory suggested that behavior also could be shaped through observational learning. Instead of having to experience a reward or punishment firsthand, a person could learn behavior through observing others’ behaviors and the rewards or punishments those others received.

An early study examined the possibility of such a learning process. Children were randomly assigned to watch a version of a video of a lab assistant in a room full of toys. Among the toys in the room is a “bobo doll”, an inflatable, durable doll with a weighted base, such that it springs upright when pushed over. In one version of the video, the lab assistant ignores the doll and plays with the other toys in the room. In another version, the lab assistant repeatedly attacks the doll, hitting it with a mallet, throwing it into the air, or sitting on it and punching it repeatedly. Children who watched this version of the video were more likely to engage in aggressive play with the doll or with other toys, imitating behaviors learned from watching the assistant’s behavior (Bandura, Ross, & Ross, 1961).

This theory had alarming implications for the possible effects of violent media. If behavior is easily and readily shaped by observing others, then watching media in which violent behaviors are justified and rewarded could teach people to use violence. Future research attempted to test Social Learning Theory models of violent media and aggressive behavior with more externally valid stimuli (e.g., violent cartoons) and dependent measures (e.g., aggressing against another person rather than hitting an inanimate doll) (e.g., Josephson, 1987; Potts, Huston, & Wright, 1986).

**The General Aggression Model.** The General Aggression Model (GAM) is an attempt to integrate social learning theory and later-developed theories into a single broad model that would still be specific enough to be falsifiable. GAM does this by describing a cycle consisting of person/situation inputs, an internal state of the individual, and outcomes resulting from the process. The theories integrated in the GAM explicate the theoretically-relevant inputs, states, and outcomes, as well as their relationships.

Causal pathways within the GAM reflect the predictions of many theories. For example, cognitive-neoassociation theory (Berkowitz, 1989) considers learned associations between cues and aggression, suggesting that a conditioned stimulus can later prime associated cognition or affect. Script theory (Huesmann, 1986, 1998) proposes that well-rehearsed sets of concepts are selected and applied for their resemblance to the current context; increased rehearsal of aggressive scripts, then, is expected to increase the likelihood that these scripts are activated and applied. Excitation transfer theory (Zillmann, 1983) argues that that arousal from a previous event can be applied to a later unrelated event, causing inappropriate affective overreactions to interpersonal situations and increased aggressive behavior. Cultivation theory (see Shanahan & Morgan, 1999), which argues that media portrayals influence the receivers’ perception of the real world, suggests that persons exposed to violent media develop a distorted worldview, overestimating the frequency and social normativity of aggressive or violent behavior. Desensitization theory (Wolpe, 1958), which proposes that repeated exposure to an affective stimulus causes decreased affective response over time, indicating that violent media may make aggressive or violent behaviors less affectively aversive and reduce others’ apparent need for help.

GAM broadly describes internal states leading to behavior as belonging to three categories: cognition, affect, and arousal. Violent media is expected to influence all of these in short-term contexts. Given the theories combined by GAM, increased aggressive thought accessibility, hostile feelings, arousal, rehearsal of aggressive behaviors, and expectations of aggressive behavior from others are all believed to increase aggressive behavior. Many experiments have found associations between violent media, violent behavior, and these hypothesized mediating processes.

GAM is also argued to predict *long-term* changes in behavior. Recall that GAM is a cycle. Its outcomes (e.g., aggressive behavior) are thought to shape the individual’s personality and future situations; an aggressive individual is thought to be more likely to find himself in aggressive contexts in the future. In those aggressive contexts, the individual is expected to use previously-exercised aggressive behavior. Repeated exposure to aggressive primes is argued to make the prime *chronically accessible,* causing prolonged priming of aggressive behavior(Anderson & Bushman, 2002).

GAM has recently been further generalized to explain effects of nonviolent media on prosocial behavior in a model called the General Learning Model (GLM; Buckley & Anderson, 2006). This model argues that games can be teaching tools and can teach aggressive or prosocial behaviors. This model is structurally analogous to the GAM, featuring the same series of person/situation inputs, which contribute to a present internal state, leading to outcomes such as appraisals and behaviors. Affect, cognitions, and arousal derived from media are again expected to influence a person’s internal states and choices of actions, allowing calming (Whitaker & Bushman, 2012) or prosocial (Greitemeyer & Osswald, 2010) video games to cause increased prosocial behavior.

**Evidence for violent game effects on aggressive outcomes**

To date, twenty five years of violent video game research indicates a causal effect of violent games on aggressive thoughts, feelings, and behaviors. Researchers have found significant effects of violent game contents on aggressive outcomes whether comparing early arcade games like *Centipede* and *Zaxxon* (Anderson & Ford, 1987) or more modern, realistic video games such as *Grand Theft Auto 4* (e.g., Gabbiadini, Riva, Andrighetto, Volpato, & Bushman, 2013).

In summarizing this literature, meta-analysists have argued that effects are positive and highly statistically significant (Anderson et al., 2010; Greitemeyer & Mügge, 2014), a finding which one researcher saw as “nailing the coffin shut on doubts” (Huesmann, 2010). Effect sizes have been recognized as modest in magnitude (*r* = .21, Anderson et al., 2010; *r* = .19, Greitemeyer & Mügge, 2014), but these effect sizes are argued to be practically meaningful based on their putative implications for public health. Accordingly, professional societies have released public statements on the harmful effects of violent media (American Psychological Association, Task Force on Violent Media, 2005; American Academy of Pediatrics, Council on Communications and Media, 2009). It has been argued that there is now “broad consensus” among media researchers, pediatricians, and parents that media violence increases aggression in children (Bushman, Gollwitzer, & Cruz, in press).

**The controversy.** However, not all researchers have been convinced by these research findings. First, critics argue that the evidence has been overstated due to publication bias (Ferguson, 2007), that is, that studies which do not find significant effects are not submitted or not accepted for publication, causing the existing literature to provide a biased overestimate of the effect size. It has also been argued that the construct of “violent games” is lacking in content validity (Hilgard, Engelhardt, & Bartholow, in revision; Ferguson, 2014; Progress and Freedom Foundation & Electronic Frontier Foundation, 2009). For example, many violent game scholars have defined mostly-innocuous games like *Pac-Man* as being “violent” (Thompson & Haninger, 2001; Rushton, 2013) and meta-analyzed research findings accordingly (e.g. “best-practices” criteria from Anderson et al., 2010). Finally, the internal and external validity of aggression measures is sometimes called into question. It has been argued that the CRTT does not have a single standardized form of quantification, and so researchers may flexibly analyze several quantifications and selectively report the one that rejects the null or indicates the largest effect size (Elson et al., 2014). Flexible analysis would, like publication bias, overestimate the size of the true effect.

*Sample size.* Some skeptics of violent-media effects have conducted their own experiments to attempt to test better-controlled violent game manipulations (e.g. Adachi and Willoughby, 2011; Elson et al., 2014; Valadez & Ferguson, 2012). However, many of these experiments have suffered from insufficient sample size. When sample size is too small, and the hypothesis test underpowered, a nonsignificant test result does not necessarily present positive evidence for the truth of the null hypothesis. In our Bayesian re-analysis of these studies, we find that evidence for the null is mixed, and that some studies reporting nonsignificant results nonetheless find some evidence for the alternative hypothesis of an effect (Hilgard, Rouder, Engelhardt, & Bartholow, submitted). An ideal experiment would include a large sample and consider the strength of evidence as a continuous quantity, perhaps through use of effect sizes and confidence intervals or Bayesian analyses.

**Testing specific effects of violent game contents**

Researchers have attempted to test the specific effects of violent game content, not other potential confounding game features. However, violent and nonviolent games are often very different, usually belonging to very different genres with very different rules of play. For example, violent games are often shooter games, fighting games, or action games, while nonviolent games are often racing games, puzzle games, or sports games. Therefore, while tested games do differ in their *violent content,* they are also different in their controls, strategies, and other gameplay features we call *game mechanics* (Hilgard, Engelhardt, & Bartholow, in revision)*.* It would be possible that these confounding differences in game mechanics, rather than the actual violent content, are responsible for the observed changes in aggressive outcomes.

Researchers have attempted several ways to account for these potential differences. First, one might conduct a pilot test, collecting ratings of some potential confounds, hoping not to observe a significant difference between the games on any confound. This approach is flawed in that retention of the null hypothesis does not provide evidence for the null hypothesis, especially when sample sizes are small, as they often are in pilot tests (Hilgard, Engelhardt, Bartholow, & Rouder, submitted). Another approach is to apply the potential confounds as covariates. This approach, however, is less than ideal. On the one hand, if the confound does cause aggression, in the case that the confound is measured with error (as is likely, given that these confounds are often measured with single-item covariates), residual variance will remain in the model. Analysis of covariance might mitigate, but not eliminate, influence of the confound, leading to an overestimated effect size. On the other hand, certain apparent confounds might be meaningful outcomes of violent content, mediating the relationship between violent content and aggressive outcomes. Applying these mediators as covariates would eliminate much of the relationship between violent content and aggressive outcome, underestimating the effect size.

Game modification paradigms provide greater experimental control and eliminate the need for post-hoc statistical adjustments of questionable value. Rather than comparing two separate games, or different activities within a single game, modification allows the researcher to exercise control over the game contents. For example, a game can be modified so that the same level is played either with violent or nonviolent contents, but all other game parameters are kept the same (as demonstrated in Carnagey & Anderson, 2005; Elson, Breuer, Van Looy, Kneer, & Quandt, in press; Engelhardt, Hilgard, & Bartholow, in press; Przybylski, Deci, Rigby, & Ryan, 2013). This approach allows for accurate tests of the effects of very specific game features.

**2D:4D Ratio**

Media is not the only anticipated cause of aggression. Because males are generally more aggressive (see Campbell, 2006), it has been suggested that aggression, being a sexually-influenced trait, is affected by the sex hormone testosterone. Some support for this idea has been found in lizards (Moore & Marler, 1987) and in birds (Wingfield, Ball, Dufty, Hegner, & Ramenofsky, 1987), but effects among humans are less apparent, perhaps because of the role of culture in establishing sexually-dimorphic behavior (see Archer, 2009).

Nevertheless, it has been suggested that prenatal testosterone exposure could influence a variety of physiological and psychological constructs through organizational effects on the developing brain. While ethical reasons forbid the investigation of the effects of prenatal testosterone on psychological development, the measurement of 2D:4D digit ratio has been suggested as an alternative approach to measurement of prenatal testosterone. 2D:4D ratio, the ratio of the lengths of the index and ring finger, is thought to be sexually dimorphic. On average, men have shorter index fingers relative to their ring fingers (2D:4D: ~ 0.95) as compared to women (2D:4D: ~ 1.0; Manning, Scutt, Wilson, & Lewis-Jones, 1998; Phelps, 1952).

**Inconsistent effects of 2D:4D ratio on aggressive behavior.** The testosterone-aggression hypothesis would predict that 2D:4D ratios indicative of greater developmental androgen exposure would be associated with greater aggression. However, evidence does not seem to support this relationship. Meta-analysis indicates that there is no relationship between 2D:4D and aggression in females, and that the relationship between 2D:4D and aggression in males is quite small (*r* = -.06) (Hönekopp & Watson, 2011). Effect sizes for several studies were not reported other than as “not significant” and imputed as *r* = .00 (n = 284 out of the total sample N = 1895), so this may provide an overly conservative test.

In an attempt to resolve this inconsistency, it has been proposed that 2D:4D ratio only predicts aggressive behavior in an aggressive context (Millet, 2011). For example, 2D:4D ratio is argued to interact with the effect of an aggressive music video on aggressive intent, with more masculine ratios leading to greater aggressive intent when the music video was aggressive (*r* = -.46), but not when the music video was not aggressive (*r* = -.03) (Millet & Dewitte, 2007). Similarly, it is argued that the relationship between 2D:4D ratio and an behavior in an economic dictator game reverses depending on whether participants are in a neutral or aggressive context, e.g., having been previously primed with aggressive words or an aggressive music video (Millet & Dewitte, 2009). It is possible, however, that these moderation models are overfitting the data, especially if they are attempted post-hoc when the main effects do not present.

**Null results from gene expression data.** Recent meta-analytic efforts call into question the validity of 2D:4D ratio as a measurement of prenatal testosterone action. Voracek (submitted) investigated the estimated effect of the gene Xq11.2-12, expected to influence androgen responsivity. Longer variants of this gene are less active, and thus would be expected to lead to reduced response to testosterone, and thus, less masculine 2D:4D ratio. An initial small-sample study did indeed find such a relationship (Manning, Bundred, Newton, & Flanagan, 2003). However, several subsequent studies have found no significant relationship, and Voracek estimates the effect size as *r* = .02, [-.02, .06]. Thus, it is possible that 2D4D is not a valid measurement of prenatal testosterone activity in typical populations.

**Purpose**

The proposed study examines the effects of game violence, game difficulty, and 2D:4D ratio on aggressive behavior among college-aged males. The study will thereby test the hypotheses generated by previous research and theory. First, I aim to test the effect of violent game content on aggressive behavior, deriving the first hypothesis:

H1: Violent game content will increase aggressive behavior as measured by duration of coldpressor assignment, even when games are identical in all ways save violent content.

It has also been argued that observed changes in aggressive behavior are not due to the violent content of tested games, but rather, confounded elements of difficult or competitive game content (Adachi & Willoughby, 2011a, 2011b; Przybylski et al., 2013). My previous research suggests that challenging games may also deplete cognitive resources typically employed in the control of behavior (Engelhardt, Hilgard, and Bartholow, in press). Since cognitive control is theorized to be an important element in inhibiting aggressive behavior (Anderson & Bushman, 2002), depletion of cognitive control resources would be expected to increase aggressive behavior. I thereby derive my second hypothesis:

H2: Difficult games will increase aggressive behavior relative to easy games, whether through increased competitive content or the depletion of cognitive resources.

As summarized before, it has been suggested that lower, more masculine 2D:4D ratio predicts increased aggression. Although this effect may be context-dependent, the current context should allow the effect to emerge, as participants are provoked by their partners. From this suggestion, I derive my third hypothesis:

H3: Lower 2D:4D ratio will predict greater aggression.

Finally, theories of aggressive behavior predict that multiple effects should have super-additive effects. For example, violent games may prime and facilitate aggressive thoughts and behaviors, but these effects should be especially potent when cognitive resources are depleted (Anderson & Bushman, 2002). These predictions are mirrored by I3 Theory (Finkel, 2013), which describes sources of aggression as being instigating, impelling, or (dis)inhibiting. Not only are all participants provoked (instigation), but others are hypothetically driven by prenatal testosterone and violent game content (impelled) and/or cognitively depleted by challenging gameplay (disinhibited). Thus, I derive my fourth and last hypothesis:

H4: Combinations of aggression-inducing factors tested in H1, H2, and H3 should lead to superadditive increases in aggression, as predicted by I3 theory and the General Aggression Model.

**Materials and Methods**

In an attempt to avoid these mistakes, I preregisted the plan to collect a large sample (n = 450, expecting to lose about 50 of these to failures of deception and other experimental problems). A sample of this size should provide a precise estimate of the effect size.

Because 2D:4D ratio effects are expected to hold only among men, only male subjects were recruited. This also had the positive side-effects of reducing variance in the data due to gender (males are often more aggressive than females) and concerns about aggressing against the other sex (e.g., males may be more willing to aggress against a male confederate than a female confederate).

**Scientific integrity**

Hypotheses and sample size were preregistered at https://osf.io/cwenz/. Data and analytic code are also available at that website.

**Participants**

Participants were ***450*** male undergraduate students at a state university. Participation was restricted to males because 2d4d ratio effects are thought to apply only to males (citation needed). [Race and other demographic information]

**Measures**

**2D:4D ratio.** Participants placed their hands on a flatbed scanner, fingers held together and fully extended. The scanner imaged their hands. Hand scans were double-coded by research assistants. The distance from tip to basal crease of each index and ring finger was measured using the caliper tool in the GNU Image Manipulation Program ([www.gimp.org](http://www.gimp.org)), a freeware Photoshop-like tool. 2D:4D ratios were created for each hand by taking the ratio of lengths of the index and ring fingers. Inter-rater reliability was ALPHA%.

**Coldpressor task.** Participants had an opportunity to aggress against their partner in the experiment by assigning the partner to immerse his fist in a bucket of painfully-cold water for an amount of time. Before making the assignment, the participant first sampled the cold water himself for five seconds to learn that cold-water immersion is unpleasant. The participant then assigned the partner to a duration of cold-water immersion on a 9 point scale, ranging from 0 to 80 seconds in 10-second intervals. This measure can be quantified only in one way (e.g. 1-9 rating), eliminating the concerns about which is the “correct” quantification strategy often associated with the competitive reaction time measure of aggression (see Elson et al., 2014). This measure is attached as Appendix A.

**Manipulation checks.** Participants completed a questionnaire assessing the efficacy of the various parts of the experimental manipulation. First, participants rated their exchange with their partner for how helpful, pleasant, irritating, etc. their partner’s feedback was. Then, participants rated the video game they played, indicating how violent, enjoyable, exciting, and challenging it was. Participants then rated their degree of experience with video games, first-person shooter video games, and playing video games with a keyboard and mouse. Finally, participants provided demographic information about themselves. This measure is attached as Appendix B.

**Probe for Suspicion.** Participants completed a questionnaire intended to imitate a funneled debriefing. It begins with broad questions about the study and its purpose, and whether anything seemed strange about the study, and then grows increasingly specific, asking the participant about the aggression measure and other participant in the study. This measure is attached as Appendix C.

**Materials**

**Modified video games.** Four modified versions of the video game *Doom II* (iD Software, ) were created using software modification tools (Judd, 2011; vd Heiden, 2012). These four versions were designed to create a 2 (Difficulty: Easy, Difficulty) x 2 (Violence: Nonviolent, Violent) Latin squares design.

Across the four video games, all gameplay variables are held constant. The player moves at the same speed, the player’s abilities have the same effects on enemies, and the enemies have the same abilities and artificial intelligence. A series of unique levels were designed that would be easy for players to navigate, minimizing the amount of time players spent wandering aimlessly or being lost. All four versions of the game used the same levels so that level geography and the placement of supplies and enemies were the same across conditions. In the case that the player’s health was reduced to zero, he would start again from the most recent of six checkpoints.

Violent content of the games was manipulated by changing the graphical and auditory representation of the player’s tools and of the enemies. In the nonviolent version, enemy graphics and sounds were borrowed from *Chex Quest* (Digital Café, 199X), a modified version of *Doom II* that replaces the enemies with silly-looking booger aliens. The players’ weapons are similarly replaced with “zorchers”, science-fiction tools similar in appearance to remote controls. Participants in this condition are told that the aliens are lost and confused and need to be sent home with the zorcher. Players maintain their health and ammunition by picking up fruits, vegetables, “zorch pellets,” and “zap tapes.” In the violent version, enemy graphics and sounds were borrowed from *Brutal Doom*, a modified form of *Doom II* that increases the degree of violence by making defeated enemies explode into fountains of gore, severed limbs, and scattering teeth. In the violent version of the game, the texture of some map scenery was replaced with more hellish imagery such as rivers of blood, demonic skulls, or bodies chained to walls. The functional aspects of map geometry remained the same across versions, however.

The difficulty of the games was manipulated by changing the enemies’ artificial intelligence. In the difficult version of the game, the enemies fought per their original artificial intelligence. In the violent version of the game, monsters tried to wound the player with guns, claws, teeth, or fireballs. In the nonviolent version of the game, aliens tried to slime the player by throwing boogers. Thus, in the difficult version of the game, it was possible that players would be wounded or slimed too many times and have to restart the level. Players had to attend to the game environment to find supplies such as health, armor, and ammunition. In the easy version of the game, however, enemies had their artificial intelligence changed so that they could not attack the player. Instead, they would walk very slowly towards the player and wait to be killed or zorched. In the easy version of the game, it was impossible for the player to lose health or to have to restart the level. Players were also given infinite ammunition so that they would not have to search the environment for supplies.

The modified games were also programmed to track players’ in-game behavior and performance. Across the gameplay session, the game tracked: the number of times the player had to restart the level, the number of enemies slain or zorched, the number of times the rapid-fire tool was used, the number of times the slow and powerful tool was used, the furthest point reached by the player, and the number of times the player was hit by an enemy.

**Methods**

Participants arrived at the lab in pairs and were immediately escorted to separate adjacent rooms. Following consent, participants’ hands were photographed with a flatbed scanner for measurement of 2D4D ratio. Because there was only one scanner, participants were able to see each other as scans were taken, demonstrating the presence of another participant in the study. After scanning, participants returned to their desks.

Participants were then given an envelope, a sheet of loose-leaf paper, and a printed essay prompt. They were informed that the first task is to write a five-minute persuasive essay of their personal views on abortion which would later be judged by the other participant. (To justify this practice, participants were told that participants rate essays just as well as trained research assistants.) At the end of these five minutes, the essays were collected so that they purportedly could be exchanged with the other participant.

Instead of exchanging the essays, each participant received a fake, premade essay designed to oppose their beliefs. Participants who wrote a pro-life essay received a pro-choice essay, while participants who wrote a pro-choice essay received a pro-life essay. With this essay, participants received a form for rating the essay. This form asked participants to rate the organization, originality, writing style, clarity of expression, persuasiveness of arguments, and overall quality of the essay. Participants also could leave comments. Once finished, the participant returned the essay and the evaluation form to the partner’s envelope, which was then taken from the room, ostensibly for data entry.

Participants then played their assigned version of the video game. Each received a cover story that explained the story and controls of the game (see attached in Appendix D). In the nonviolent condition, the story explained that the booger aliens are lost and confused, and that when the player has “zorched” them all, he sees a scene of the aliens playing together on their homeworld. By comparison, in the violent condition, the story explains that the aliens must all be slain, and that when the player has killed them all, he sees a scene of the player character posing with his shotgun. The cover story also explained whether enemies would or would not attack the player per the difficulty manipulation.

Participants were then given 15 minutes to play the game. They were monitored for a few minutes to make sure that they successfully completed the first level of the game and moved on to the second level, at which time the participant was left to play alone.

While the participant played the video game, materials were prepared for subsequent provocation and measurement of aggression. An insulting essay evaluation form was placed in the participant’s envelope; on it, the partner had rated all dimensions as between -8 and -10 in quality, and commented “This is the stupidest thing I’ve ever read.” To prepare the coldpressor task, a dozen ice cubes were added to the coldpressor pitcher 5 minutes before the end of the game session.

When the game session ended, the research assistant brought the coldpressor pitcher and a towel into the room. A key was pressed on the keyboard to print the game variables, which the assistant then logged. The game was then quit by pressing Alt+F4. The RA then navigated to a folder containing an E-Prime task in preparation for the purported second portion of the experiment.

At this point, the participant was told that the next portion of the experiment involves performing a computer task while distracted by cold-water exposure. The participant was asked to sample the coldpressor by placing his fist in it for five seconds. At the end of five seconds, the participant was allowed to withdraw his hand and towel off. The participant was then asked if he would be okay with the coldpressor. (No participants indicated unwillingness to participate in the coldpressor task.)

The research assistant then brought the participant’s original envelope into the room and asked him to read the partner’s rating of his essay. The research assistant again left the room to fetch a distraction assignment form and gave it to the participant, explaining that “to avoid experimenter bias,” participants were being asked to randomly assign each other to the various levels of distraction. The participant was asked to circle a number on the sheet, thereby assigning the partner to an amount of coldpressor exposure ranging from 0 seconds to 80 seconds in 10 second intervals.

Once this sheet was retrieved, participants were told that the experiment was running out of time and that the distraction task would be skipped. Participants completed post-questionnaires asking them to rate the games, their partner’s feedback, and what they suspected was the purpose of the study. Participants were then fully debriefed and dismissed.

**Results**

For each tested effect, I report an effect size and confidence interval as well as a Bayesian model comparison. In Bayesian model comparison, an alternative hypothesis is explicitly stated for each effect. While in frequentist power analysis it is common to presume a single effect size (e.g. a point hypothesis of *r* = .21), Bayesians can describe effects in probability distributions. Effects are often described as following a Cauchy distribution of certain scale such that large scale parameters reflect large effects and small scale parameters reflect small effects. In the present research, effects are expected to be small, so alternative hypotheses were set to ~Cauchy(.5). By comparing the probability of the data given the null hypothesis (*d* = 0) and the probability of the data given the alternative hypothesis (*d* ~ Cauchy(.5)), a Bayes factor is obtained. The Bayes factor describes how many times more likely the data are given one hypothesis than the other. This Bayes factor also has a natural interpretation as the multiplicative change in beliefs. If one believed an effect was more likely than no effect with 10-to-1 odds, but the data favor the null hypothesis with 1-to-15 odds, one should update beliefs to 1-to1.5 against the effect.

**Manipulation check.** Participant ratings on the post-questionnaires were submitted to 2 (Violence) x 2 (Difficulty) ANOVA.

A successful manipulation would indicate a main effect of violent content on perceived violent content and a main effect of difficulty on perceived difficulty. The mean of participants’ ratings of their reaction to the confederate’s insult will also be analyzed and are expected to indicate provocation.

The collection of in-game variables also allows for more thorough checking of participant data. Because the monsters cannot attack in the easy versions of the game, participants whose gameplay log indicates any received wounds or deaths have had their condition misrecorded due to an error and should be discarded. Similarly, players who manage to kill or zorch very few aliens are likely to have ignored instructions or failed to play the game effectively and can also be discarded.

**Quality Control.** Of the 315 participants, 86 indicated on the debriefing form that the sole purpose of the experiment was to study the effects of violent games on aggressive behavior. Two subjects had gameplay data indicating that they had been wounded or slain in the easy game condition. A further 16 subjects were excluded because the research assistants indicated some failure of deception or of methodology.

We note that our failure of deception rate of 27% is considerably higher than our anticipated 11% rate or of rates reported in previous work. It is possible that our funneled debriefing process is more sensitive than that used in previous work. It is also possible that our hypothesis was too obvious to the participants given the study design; however, it closely paralleled that of Engelhardt et al. (2011) which did not have such high exclusion rates, so greater debriefing sensitivity seems more likely. Finally, one possibility is that repeated press releases on the study of violent game effects is reaching broader awareness, reducing the proportion of naïve participants in the population. I present analyses with and without exclusions for hypothesis-awareness.

**Primary Outcome.** Coldpressor assignments were found to be non-normally distributed. Distributions appeared to resemble a mixture of a uniform and a point such that participants either followed directions and assigned a random value between 1 and 9 or they decided to aggress against their partner and assigned a 9. (See attached histograms.)

Because of this non-normal distribution, I attempted to model the data in several ways. First, I treated the data as normally distributed for a typical ANOVA, generating effect sizes, confidence intervals, and Bayes factors. Next, I treated the data as being censored from above, attempting to model possible coldpressor assignments above the maximum. Finally, I treated coldpressor assignment as a categorical outcome with 1-8 representing a single nonaggressive response category and 9 representing an aggressive response category. This categorized variable was analyzed with logistic regression.

**Ancillary analyses.** Other relationships could be interesting to explore. For example, one might explore the amount of variance predicted by participants’ reactions to the provocation. While provocation in experiments is expected to universally influence participants and increase the average aggression, it is possible that it introduces another source of error variance, as some participants are more provoked than others. Modeling the heterogeneity in participant provocation might influence the estimated effect of game violence on aggressive behavior and provide greater model fit.

Other models might explore alternative hypotheses of game effects on aggression. For example, Pryzyblski et al. (2013) argue that thwarted needs for competence cause increases in aggressive outcomes. Players who die (or are slimed) many times in the game, then, might be expected to experience thwarted competency and be more aggressive. Alternatively, if violent content does predict aggressive behavior, players who engage in relatively more violent content should be expected to be still more aggressive. Thus, players in the violent game conditions who kill more enemies and fire their weapons more might be expected to be more aggressive in the coldpressor task.

**Discussion**

Results indicate that, when game stimuli are carefully controlled, the effects of fifteen minutes of violent gameplay are likely to be small and not meaningfully different from zero. Similarly null effects were observed for game difficulty and for 2D4D ratio. In fact, the estimated effect of 2D4D ratio was opposite that reported in previous research: masculine digit ratio predicted *reduced* aggression, if anything.

The difficulty of null results is that, because behaviors are expected to be mediated by several interwoven cognitive processes, a null result could be caused by a break in any single link of the causal chain. In the present study, the null result could be the caused by one of many things. It could be that the coldpressor task used is not a sensitive and valid measure of aggressive behavior. It could be that the nonviolent game nonetheless contained a sufficient and critical amount of violence, causing participants in both conditions to have equal increases in violent behavior. It could be that the essay provocation so enraged all participants that a maximum was assigned regardless of game content – a “ceiling effect” suggested by the non-normal distribution of the coldpressor outcome. It could be that the aggressive outcome was measured too immediately, or not immediately enough, following the violent videogame.

We suggest a stronger interpretation. If the presented experiment *had* found significant effects of violence, difficulty, and/or 2D4D ratio, the methods would be considered sound and the results would have been considered evidence for effects of media violence or prenatal testosterone. It is only epistemically fair, then, to consider these results evidence *against* effects of media violence or prenatal testosterone.

**Media violence inside and outside the laboratory.** The current study indicates that, when game stimuli are tightly controlled, effects of violence in a brief laboratory experiment are minimal. Models without such effects are better supported by the data than are models with such effects. These results parallel our findings from a similar study with the same game stimuli but using different outcomes: noise-blasts in the Competitive Reaction-Time Task, ratings of aggressive affect, and measurements of aggressive-word accessibility (Engelhardt, Mazurek, Hilgard, Bartholow, and Rouder, in press).

Other of my work draws similar conclusions from meta-analysis. In their meta-analysis, Anderson et al. (2010) argue significant effects of violent games on aggressive behaviors in laboratory experiments. Moreover, they argue that better-designed studies find larger effects than do studies on average. Precision of stimulus matching is presented as one of the criteria that separate better-designed studies from poorly-designed studies. However, this criterion as applied by Anderson and colleagues does not perform as intended. As outlined above, studies that conduct a pilot test and find no significant difference cannot demonstrate the truth of the null hypothesis of no true difference between stimuli. Similarly, studies using ANCOVA to “control for” confounds cannot be certain that all variance associated with the confound has been removed. I am not certain, then, that this inclusion criterion really does separate better-controlled studies from poorly-controlled studies.

Instead, it seems that this criterion, among others, actually *increases* the degree of bias in publication and selection. While the naïve meta-analytic estimate of the effect on aggressive behavior is larger in the “best” studies than in all the studies on average, the “best” studies also have a more dramatically asymmetrical funnel plot, a sign of research bias.

To account for this research bias, I applied PET-PEESE meta-regression (Stanley & Doucouliagos, XXXX), a statistical technique that examines the degree of funnel plot asymmetry and estimates a bias-corrected effect size. The concept is similar to that of the trim-and-fill procedure (Duvall & Tweedie, XXXX), which Anderson et al. (2010) did apply; however, trim-and-fill is expected to perform poorly compared to PET-PEESE due to violations of the assumptions of trim-and-fill.

Application of PET-PEESE finds that the best-practices subset has greater research bias and a *smaller* estimated effect size than all studies on average (see Figure XXXX). This might suggest that better-designed studies find smaller effects but are subject to greater publication or analytic bias. Another possibility is that studies were selected as best- or not-best-practices *post hoc* on the basis of their obtained results. This may explain the apparent inconsistency in the application of some of the inclusion criterion (see Lakens, Hilgard, and Staaks, in press).

Considering that the bias-corrected meta-analytic effect size estimate is small and may yet involve confounds, it is plausible that the current study has accurately measured the true effect as being small and well-described by the null hypothesis.

This finding has implications for future laboratory research of violent media and aggressive behavior. If main effects of brief violent media manipulations are small, then laboratory paradigms may not be appropriate for developing elaborated and refined theories of violent media effects. A study hoping to find moderators or boundary conditions of the effect may need hundreds or even thousands of subjects to detect the anticipated interaction. Previous research detecting such interactions may involve an amount of *hypothesizing after results are known* (“HARKing”) or post-hoc application of moderators (“moderator munging”). A skeptical reader might wonder whether, say, the interaction between game violence and rumination in predicting aggressive behavior truly is moderated by gender (Bushman & Gibson, 2010), or whether gender was added as a moderator when the predicted 2 (Violence) x 2 (Rumination) interaction could not be obtained.

It still seems likely that violent media has effects on its audience – just that such effects are difficult to detect in a single 15-30 minute laboratory gameplay session. By comparison, it seems rather more plausible that violent games can influence behavior over the course of hundreds of hours of gameplay over months and years of development. Thus, despite my skepticism, I would certainly not endorse the sale of violent games to minors. Instead, I hope to make researchers aware that we may be deceiving ourselves as to the precision and predictive power of our hypotheses. It may be necessary to re-evaluate current measures, research, and theories, particularly with regard to brief experimental paradigms.

**2D4D Ratio.** The present study finds strong evidence against presumed effects of 2D4D ratio, assuming that the coldpressor task is a valid measure of aggressive behavior. Theory suggests that 2D4D ratio should be negatively associated with aggression – that is, that participants with more masculine 2D4D ratios will be more aggressive. The generality of this prediction has been gradually shrinking over the past few years, with the most recent theory suggesting that 2D4D ratios only predict aggressive behavior among men in contexts involving provocation, as these contexts have aggression as a behavior that is accessible and available to participants(Millet, 2011). The present study features only male subjects, all provoked and given opportunity to aggress, but no such effect could be found. Indeed, the effect was estimated as being slightly positive, such that more masculine 2D4D ratios were associated with less aggressive behavior. The present study supports other research indicating the invalidity of 2D4D ratio.

**Replication across laboratories.** Research in this area has been somewhat divided, with certain researchers tending to find effects (e.g. Anderson and Bushman) and other researchers tending to not find effects (e.g. Ferguson). One recent meta-analysis has suggested heterogeneity in effect size according to research team (Greitemeyer & Mügge, 2014). Independent research by new research teams may help to reduce the dichotomization of research findings and bring a greater degree of consensus to research findings. Research in this laboratory has historically found effects of violent games (e.g. Engelhardt, Bartholow, Kerr, & Bushman, 2011; Engelhardt, Bartholow, & Saults, 2011; Sestir & Bartholow, 2010), but not of such precisely-matched stimuli as used here (see also Engelhardt et al., in press).

**Future directions.** If the observed effect size is smaller than that found in meta-analysis, it would be interesting to determine which game features account for the missing portions of effect size. For example, if violent content only accounts for *r* = .10 alone, does difficulty account for the other *r* = .10? A systematic and programmatic research effort might tease apart the specific effects of specific game contents on aggressive behavior. However, such effects may be too small to feasibly research, or the expected *r* = .21 may already represent an overestimate of the true effect of violent games on aggressive behavior in experiments.

**Limitations.** First,the distribution of coldpressor assignments was found to not resemble a normal distribution. Many participants, albeit a minority, assigned their partner the maximum coldpressor duration. Others seemed to randomly assign their partner to a coldpressor duration. The obtained data roughly resemble a uniform distribution with a spike at 9. I attempted several ways to model this data: traditional ANOVA, treating the outcome as being censored from above, and logistic regression comparing the probability of a 9 against the probability of a 1-8. Results were comparable across modeling approaches. Data will be publicly archived for further modeling attempts.

It is possible that a mere 15 minutes of gameplay in the laboratory is not enough to elicit and test the effects of violent video games. This is not a unique weakness of this research, as most experimental studies involve approximately 15-30 minutes of gameplay. However, this would make it possible for the proposed study to yield null findings when the true effect in the real world after many hours is nonzero. Future longitudinal research may be needed to inspect the influence of game violence as an effect unique from game content or game genre. Other research might intend to inspect the influence of several hours of violent game play over several weeks.

The proposed study is also limited in that the research assistants are not blind to the participants’ conditions. When bringing participants their cover stories and when recording their gameplay variables, the research assistants may be able to detect whether participants are assigned to the violent or nonviolent game. However, previous research has not been blinded, either (personal communication). While it is an enticing theoretic possibility that the divergent results between research labs is due to the beliefs of research assistants, this idea would have to be explored in a later research project with greater resources.

It is also possible that the violent game used in this study differs meaningfully from that used in other studies. For example, perhaps *Doom II* is too fantastic of a setting, and a more realistic and grounded game such as *Grand Theft Auto* would instead show larger effects. However, effects have been observed for fantasy games (Anderson & Ford, 1987; Konijn, Nije Bivank, & Bushman, 2007), as well as realistic ones, so this might not be a problem.

Finally, it is possible that the nonviolent *Chex Quest* game involves substantial amounts of violence. Current definitions and practices indicate that even E-rated games can contain substantial violence (Anderson et al., 2010; Thompson & Haninger, 2001), and that the effect of cartoon E-rated violence is as strong as that of explicit M-rated violence (Anderson, Gentile, & Buckley, 2007). These definitions and practices would seem to contradict the current theories of violent media that they are said to support; for example, exposure to more extreme violent content should be more desensitizing than mild violent content. In any case, it is possible that an effect might not be found in the present study because even a relatively mild game such as *Chex Quest* may have effects on aggression equal to those of *Brutal Doom*. Future research may seek to compare the *Brutal Doom* game against a control game which involves no harm or conflict whatsoever, although this may risk confounding the effects of in-game conflict with those of violent content.

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Appendix A. The coldpressor assignment measure of aggressive behavior.

Duration of other participant’s distraction

**Directions**: Using the scale below, indicate how long (in seconds) the other participant should be distracted as he/she performs the next task by circling the desired number:

1 2 3 4 5 6 7 8 9

(0 sec) (10 sec) (20 sec) (30 sec) (40 sec) (50 sec) (60 sec) (70 sec) (80 sec)

No slight moderate strong very strong distraction distraction distraction distraction distraction

at all

Appendix B. Post-questionnaire measure. Measure checks the strength of manipulations of provocation and game content, while also collecting demographics and previous video game exposure.

Please provide us with feedback on your experience in the essay exchange by circling the number which best represents how you felt.

**1. I felt *irritated* by my partner’s essay evaluation.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**2. I felt *happy* about my partner’s essay evaluation.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**3. I felt *angered* by my partner’s essay evaluation.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**4. I felt my partner’s essay evaluation was *helpful*.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agre |

**5. I felt *pleased* by my partner’s essay evaluation.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**6. I felt *annoyed* by my partner’s essay evaluation.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

Did you know any of the other participants in the study? (Circle one) Yes / No

Did you suspect you were partnered with someone you knew? Yes / No

The following statements relate to the video game you played. Please respond to each item by circling the number that best represents how you feel. There are no right or wrong answers.

**1. The game level was easy to navigate.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**2. I felt *excited* while playing the video game.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**3. I felt *engaged* while playing the video game.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**4. I found the video game I played to be *challenging*.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**5. I found the video game I played to be *stressful.***

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**6. I felt the video game featured a great amount of violence**.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**7. I felt it was difficult to find my way through the video game level.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**8. I felt I needed quick reflexes to play the video game effectively.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**9. I felt that my equipment was *satisfying to use*.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**10. I felt that my equipment was *effective* at eliminating monsters.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**11. I felt the monsters in the video game were *difficult* to get rid of.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**12. I felt the monsters in the video game put up a good fight.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**13. I felt the video game controls (e.g., movement, aiming) were hard to get used to.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**14. I felt the video game I played required *mental effort* (i.e. brain power) to play it well.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**15. I felt that I was comfortable with the controls by the end of the video game session.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**16. I felt the video game I played was *mentally exhausting*.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**17. I felt like I behaved aggressively during the video game.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

**18. I enjoyed the video game I played today.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

Please circle the number to indicate how well each statement describes you.

1. I’ve often played games like the one I played today.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

2. I have experience playing first-person shooter games.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

3. I am good at first-person shooter games.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

4. I am comfortable with using a mouse and keyboard to play video games.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

5. I play video games frequently.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

6. Over the course of my life, I’ve played a lot of video games.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Strongly Disagree |  |  | Neither Agree nor Disagree |  |  | Strongly  Agree |

DEMOGRAPHIC INFORMATION:

GENDER: FEMALE \_\_\_\_\_\_\_ MALE \_\_\_\_\_\_

AGE: \_\_\_\_\_\_\_\_\_

What race would best describe you?

1. Asian American 2. African American

3. Latino/Hispanic 4. West Indian

5. White/non-Hispanic 6. Other (specify):\_\_\_\_\_\_\_\_\_\_\_\_\_

What year of college are you in?

1. Freshman 2. Sophomore

3. Junior 4. Senior 5. Other (specify): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

What is your (approx.) GPA in college (or high school if you are a freshman) (0 – 4)?\_\_\_

Appendix C. Debriefing questionnaire. This questionnaire attempts to assess the degree of participants’ suspicion about the manipulation and awareness of the study hypothesis.

To ensure that we are fulfilling our responsibility to educate students about psychological research, please answer these questions. **Your responses do not affect your credits – these are just to ensure that we are briefing and debriefing you properly.**

**1.** What do you think we were trying to study in this experiment?

**You may circle more than one answer.**

a) Effects of video games on aggression

b) Relationships between game skill and persuasive skill

c) Whether video games affect your ability to focus attention

d) Whether experienced gamers are more or less polite than non-gamers

e) Relationship between hormones and game skill

**2.** Was there any part of the experiment that seemed suspicious or strange?

**You may circle more than one answer.**

a) The hand scan

b) The essay topic

c) My partner’s essay

d) The game I played

e) The way my game progress was logged

f) Judging each others’ essays

g) Assigning each other’s distraction period

h) The distraction computer task

Why do you think we asked you to assign each others’ amount of distraction?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Do you expect that the game you played affected the amount of distraction time you set?

Yes / No / Maybe

Would it surprise you to know that you never actually traded essays with another participant?

Yes / No / Maybe

In this study, we were interested in seeing whether finger length, game violence, and game difficulty affect or do not affect aggression. Our measure of aggression is the amount of distraction people assign to somebody who insulted them.

Please indicate how much you suspected the distraction assignment was actually a measure of aggression:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| I had no idea | I was a little suspicious | I was very suspicious | I was almost certain | I knew it right away |