**Debriefing Form:**

**Persuasive Ability, Video Games, and Distraction**

In this study, your hands were scanned, you wrote an essay, and then played a video game. In this study, we were curious to see how long you would assign your essay’s judge to put his hand in ice-cold water, a laboratory measure of aggression.

Participants in this study were assigned to play one of four video games, all based on the classic shooter game *Doom*. The game has been modified to be either violent or nonviolent, challenging or easy. We think that this provides a better experimental control than other video game aggression studies, which confound game type and game content by comparing different games: for example, *Call of Duty* against *NBA 2K13*.

We expected that game violence may not be the only thing which influences aggression. First, men who were exposed to more prenatal testosterone (as measured by the degree to which the index finger is shorter than the ring finger) may be more aggressive. We have also found that difficult games can deplete cognitive control for a short time; thus, people who played the difficult game may exert less control over their aggression.

You were deceived in this experiment. None of the other participants judged your essay, nor did they have their hand put in ice water. The feedback you received regarding your essay on abortion was completely made up. This manipulation was used because we wanted to measure how participants react following both violent game exposure and provocation. The feedback you received was made up ahead of time in an attempt to make you angry. We did this because we needed you to have an opportunity and a reason to aggress. We apologize for the deception. If this disturbs you, you are free to withdraw your participation from the study and request that your data be deleted.

Be assured that the data you provided today will never be linked to you personally and cannot be used to identify you. An arbitrary code number has been assigned to your data, and this code will not be linked to your name or any other personally identifiable information. Furthermore, the researcher cannot identify you personally based on your code number. We do not make personal judgments.

Thank you again for participating in this research. **We would like to ask that you please not discuss any aspect of this study with anyone.** The deception is crucial to our ability to perform this research, and we need many participants to perform this study. If you tell other people about the deception, it will become impossible to give new participants the same experience you had today. This will harm the quality of our research. So again, please do not discuss today’s study with anybody else.

Before we are finished, are there any questions you have for me concerning the nature of this study?

Should you at any time have questions concerning this study, please feel free to contact Dr. Bruce Bartholow (10 McAlester Hall; 882-1805). Again, we ask that you not discuss any aspect of this experiment with anyone.