This study examines the relationships between persuasive ability, video game skill, and the effects of playing video games on reaction time. You will write a brief summary of an opinion, play a video game, judge an opinion, and complete a test of reaction time. Participation will last about 60 minutes and is worth 2 participation credits. This study meets in the Room 121 Waiting Area, Psychology Building (NOT McAlister Hall!)

Sign-up Restrictions: All participants MUST be male.