***Proposal:***

***Do Video Games Bring Violence? A Technical Review of Evidence And Myths***

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***Abstract- This is where you will tell your audience what your research is about, wait until your proposal is completed to write the abstract.***

***Index Terms – What should your audience search for to find your research – also wait until your proposal is completed to include the search term.***

I. INTRODUCTION

Throughout the 21st century, video games have been steadily rising in popularity, especially with kids, and if violence can come about from playing videogames, then every year kids or young adults will become more violent than the previous year. Do video games cause their players to be more violent towards others?

II. METHODS

The method of investigation for this research project is literature review. Only peer-reviewed published journal articles will be used as supporting evidence.

III. Do Video Games Bring Violence? A Technical Review of Evidence And

Do video games lead to real-world violence? Current research suggests that video games do not cause real-world violence but instead cause an increase in aggression. This conclusion is supported by the distinction between aggression and actual violence in psychological studies [1], data between violent video game sales and violent crimes rates share no correlation [2], experts and legal officials reject the link of video games causing real-world violence [3].

A.

B.

C.

IV. CONCLUSION

REFERENCES

[1] Prescott, A. T., Sargent, J. D., & Hull, J. G. (2018). Metaanalysis of the relationship between violent video game play and physical aggression over time.*Proceedings of the National Academy of Sciences - PNAS, 115*(40), 9882-9888.  <https://doi.org/10.1073/pnas.1611617114>

[2] Batty, S. (2021). A positive side of violent video game play.*University of Saskatchewan Undergraduate Research Journal, 7*(1) <https://doi.org/10.32396/usurj.v7i1.473>

[3] Przybylski, A. K., & Weinstein, N. (2019). Violent video game engagement is not associated with adolescents' aggressive behaviour: Evidence from a registered report.*Royal Society Open Science, 6*(2), 171474. <https://doi.org/10.1098/rsos.171474>