Variable and study	r	95% CI	n	B_{01}	B_{02}
Aggressive affect					
Anderson et al., 2010, Meta-analysis	.29	[.25, .34]	2513		
Valadez & Ferguson, 2012	.22	[.02, .39]	100	1-to-2.3	1-to-8.5
Przybylski et al., 2014, S1	.00	[-.19, .20]	99	3.0-to-1	62-to-1
Przybylski et al., 2014, S2	.08	[-.11, .27]	101	2.3-to-1	7.1-to-1
Przybylski et al., 2014, S5	.03	[-.16, .22]	109	3.0-to-1	38-to-1
Ivory & Kalyanaraman, 2007	.13	[-.05, .30]	120	1.44-to-1	1.8-to-1
Aggressive Behavior					
Anderson et al., 2010, Meta-analysis	.21	[.17, .25]	1454		
Elson et al., 2014, Noise Intensity	.20	[-.02, .39]	84	1-to-1.3	1-to-5.1
Elson et al., 2014, Noise Duration	.11	[-.11, .31]	84	1.9-to-1	1-to-1.1
Ferguson et al. 2008, S1, Noise Intensity	.02	[-.26, .30]	50	2.3-to-1	2.4-to-1
Ferguson & Rueda, 2010	.01	[-.21, .23]	77	2.7-to-1	4.4-to-1
Adachi & Willoughby, 2011b, S1	.00	[-.30, .30]	42	2.2-to-1	2.4-to-1
Adachi & Willoughby, 2011b, S2	.03	[-.22, .28]	60	2.4-to-1	2.5-to-1
Tear & Nielsen, 2014	.01	[-.17, .19]	120	3.6-to-1	9.0-to-1
Aggressive Congition					
Anderson et al., 2010, Meta-analysis	.22	[.18, .25]	2887		
Ivory & Kalyanaraman, 2007	-.08	[-.25, .11]	120	2.4-to-1	130-to-1

Note: Effect size from Valadez and Ferguson (2012) is interaction of time (within-subjects: pre-test, post-test) and game (between-subjects: *Red Dead Redemption*, *FIFA*). Effect size from Ferguson et al. (2008) is based on the subset of participants who were randomly assigned to play a violent or nonviolent game. Effect size from Ferguson and Rueda (2010) is based on the subsets of participants who played a violent or nonviolent game. Effect size from Tear and Nielsen (2014) is hurting behavior in the Tangram task of a violent-game (violent & ultraviolent combined) vs nonviolent-game contrast. Effect size in Adachi & Willoughby (2011), S2 estimated by hand from means & SDs given in personal communication. Bayes factors rounded to two significant digits.