

Citations

#1:

Hollingshead (2016) measured aggressiveness in children before and after exposure to violent video games (p. 15).

#2:

Neither group showed any significant growth (Wong & Tuttle, 2015).

#3:

Duffy and Petronius (2012) found that none of the subjects showed improvement (p. 23).

#4:

Duberman, McGuire, and Lang (2019) determined that violent video games create aggression in adolescents.

#5:

Parker (2018) found that there was "no significant difference between the treatment group and the control group" (p. XX) - add page number if available.

#6:

When contacted, Mr. Smith had no useful explanation except that "mistakes were made" (personal communication, 2015).

#7:

Bretschneider, John Garrett, & McCoy, Nancy Lewis. (2020). Social Media Habits of 65-75-Year-Olds. *Journal of Communication*, 14, 343-350.

#8:

Hashimoto, T. (2010, March 13). Seeing Red in November. *Newsweek*, 199, 23.

#9:

Most experts believed the effects would be disastrous (National Institute of Mental Health [NIMH], 2017). For example, 8 of those surveyed believed supplies would run out within 24 hours. Not surprisingly, only 2 out of 15 thought survival was possible after thirty-six hours.