

- *Regardless* of teammate gender, individuals with higher levels of sexism expressed greater aggression.
  - Fox and Tang (2014) found a very high correlation of .61 between Social Dominance Orientation (SDO; Sidanius & Pratto, 1999) and VGS. Considering that Passini (2008) found that SDO correlates with authoritarian aggression ( $r = .14$ ), SDO could account for the connection between VGS and aggression.
  - More research is needed to test SDO's role in predicting aggression in video game contexts.
- Prevention focus did not impact aggression. However, higher *promotion* focus decreased aggression in contrast with past research (e.g. Keller et al., 2008; Keller & Pfattheicher, 2013; Pfattheicher & Keller, 2013), which found no effect of this variable. This suggests that the achievement-oriented context of video games may be different than the contexts tested in prior literature.
- Limitations of this study include:
  - The vignette audio was created by the researchers, but the video was not, limiting experimental control.
  - The use of a vignette may have limited the realism of the manipulation, decreasing its effects.