Another way in which the usage of video games might provide a benefit is in the relief of stress. There is a study being conducted by Dr.Cheryl Olson and her team at Massachusetts General Hospital's (MGH) Center for Mental Health and Media and Harvard to prove that violent games help students deal with stress and aggression. She has found that over 49% of boys and 25% of girls use violent games such as Grand Theft Auto IV as an outlet for their anger. Dr. Olson has come to the conclusion that violent games affect students positively and not negatively because the violent crime rate is going down while the popularity of M-rated video games has increased