Works Cited

- Bavelier, Daphne. "Your brain on video games." TED Talks. June 2012, www.ted.com/.
- Chandra, Sushil, et. al. "Playing Action Video Games a Key to Cognitive Enhancement." *Procedia Computer Science*, 2016, pp. 115-120, http://www.sciencedirect.com/.
- Colzato, LS, et. al. "DOOM'd to switch: superior cognitive flexibility in players of first person shooter games." *Frontiers in Psychology*, 21 April 2010, pp. 2-3, https://www.frontiersin.org/.
- Franceschini, Sandro, et. al. "Action Video Games Make Dyslexic Children Read Better." *Current Biology*, 18 March 2013, p. 462, http://www.sciencedirect.com/.
- Green, C.S. and D. Bavelier. "Enumeration versus multiple object tracking: the case of action video game players." *Cognition*, August 2006, p. 217, https://www.ncbi.nlm.nih.gov/pmc/articles.