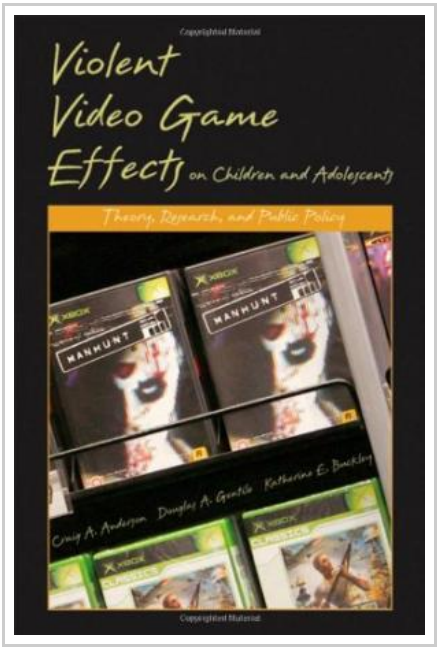

Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy

By Craig A. Anderson, Douglas A. Gentile, Katherine E. Buckley

Oxford University Press Inc. Hardback. Book Condition: new. BRAND NEW PRINT ON DEMAND., Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy, Craig A. Anderson, Douglas A. Gentile, Katherine E. Buckley, Violent video games are successfully marketed to and easily obtained by children and adolescents. Even the U.S. government distributes one such game, America's Army, through both the internet and its recruiting offices. Is there any scientific evidence to support the claims that violent games contribute to aggressive and violent behaviour? Anderson, Gentile, and Buckley first present an overview of empirical research on the effects of violent video games, and then add to this literature three new studies that fill the most important gaps. They update the traditional General Aggression Model to focus on both developmental processes and how media-violence exposure can increase the likelihood of aggressive and violent behaviour in both short and long-term contexts. Violent Video Game Effects on Children and Adolescents also reviews the history of these games' explosive growth, and explores the public policy options for controlling their distribution. Anderson et al. describe the reaction of the games industry to scientific findings that exposure to violent video games and other forms of...

Reviews

Very useful to all of category of people. I actually have read through and that i am sure that i will likely to go through once more again in the foreseeable future. I realized this book from my i and dad advised this publication to find out.
-- ***Alta Kirlin***

This is the very best publication i have got read until now. It is definitely simplified but shocks within the fifty percent of the pdf. You may like how the article writer create this pdf.
-- ***Rosario Durgan***