Keegan Neal

ENGL 1301

Professor Justice

27 April 2018

Annotated Bibliography

DeCamp, Whitney. “The Impact of Degree of Exposure to Violent Video Games, Family Background, and Other Factors on Youth Violence.” *Journal of Youth & Adolescence*, vol. 46, no. 2, 2017, pp. 388-400, <https://link.springer.com/content/pdf/10.1007%2Fs10964-016-0561-8.pdf>. Accessed 29 April 2018.

This article clarifies the truth about video games and youth violence by studying around 5000 children who play video games. In this article it talks about the broader picture than just focusing directly on the link between youth violence and video games. When looking at youth violence, the major influences are; social and family functions. When these are looked at, video games become so miniscule that it should be not looked at when determining youth’s violence.

This article supports the claim that there are other major aspects to youth’s violence than just violent video games. Violent video games in return support that when a new violent video game is released, youth violence rates drop tremendously.

Markey, Patrick. “Teaching Us to Fear: The Violent Video Game Moral Panic and the Politics of Game Research.” *American Journal of Play*, vol. 10, no. 1, 2017, pp. 99-115, <http://web.a.ebscohost.com.lscsproxy.lonestar.edu/ehost/pdfviewer/pdfviewer?vid=2&sid=af6c46d6-369c-4b85-8d9d-61f991d88a21%40sessionmgr4007>. Accessed 29 April 2018.

This article gives insight on the 2005 Conference held by U.S. Senator Hillary Clinton. She gives the Federal Government full authority over the video game industry rating service. She uses logical fallacies to try to persuade congress that video games with violence are related to giving children lead poisoning.

This article supports how political figures and some scholars try to show how violent video games are harmful to children’s health. Also this article is one of the major key points that support how violent video games are harmful and should be taken away from the youth.