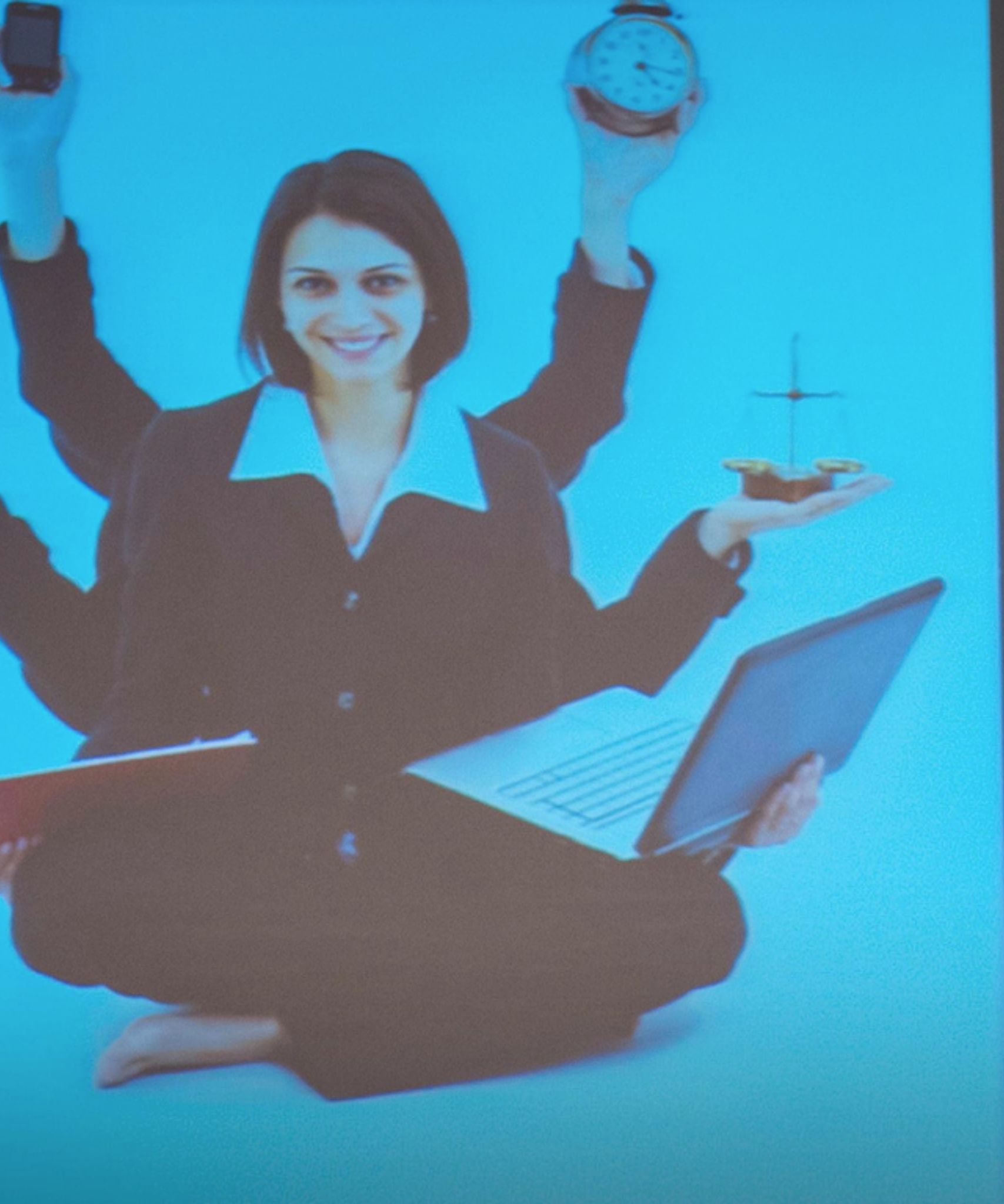


Consequences of Playing Video Games

Data from **98 independent studies with 36,965 participants** revealed that for both violent video games and prosocial video games, there was a **significant association with social outcomes**. Whereas violent video games increase aggression and aggression-related variables and decrease prosocial outcomes, prosocial video games have the opposite effects. These effects were **reliable across experimental, correlational, and longitudinal studies**, indicating that video game exposure causally affects social outcomes and that there are both **short- and long-term effects**.

Greitemeyer & Mügge, 2014





Do Video Games Inspire Violent Behavior?

Conventional wisdom suggests violent media is harming kids. But sometimes a game is just a game

By Greg Toppo on July 1, 2015  4



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How Video Games Change the Brain



"But what sense does it make to forbid selling to a 13-year-old boy a magazine with an image of a nude woman, while protecting a sale to that 13 year-old of an interactive video game in which he actively, but virtually, binds and gags the woman, then tortures and kills her?"

Breyer, dissenting opinion,
Brown v. Entertainment Merchants Ass'n, 2011

42%

of Americans play 3+ hours / week

30%

of these play action (aka violent) games most often

12.6%

(40 million people)

of Americans are inclined to be more aggressive/less social than they might otherwise be, *through video games alone*

What does this mean, if anything?

THE **DUMBEST** GENERATION



How The Digital Age Stupefies Young Americans
and Jeopardizes Our Future*

*OR, DON'T TRUST ANYONE
UNDER 30
MARK BAUERLEIN