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Nota di bibliografia	Includes bibliographical references (p. 173-186) and index.
Nota di contenuto	Violent video games : background and content -- Effects of exposure to violent entertainment media -- The general aggression model -- Experimental study of violent video games with elementary school and college students -- Correlational study with high school students -- Longitudinal study with elementary school students -- Risk factor illustrations -- New findings and their implications -- Interpretations and public policy -- Reducing violent video game effects.

