

1. Record Nr.	UNINA9910955539003321
Autore	Anderson Craig Alan <1952->
Titolo	Violent video game effects on children and adolescents : theory, research, and public policy // Craig A. Anderson, Douglas A. Gentile, Katherine E. Buckley
Pubbl/distr/stampa	Oxford ; ; New York, : Oxford University Press, 2007
ISBN	9786611163518 9780195345568 0195345568 9780199893393 019989339X 9781429468947 1429468947 9781281163516 1281163511
Edizione	[1st ed.]
Descrizione fisica	viii, 190 p. : ill
Altri autori (Persone)	GentileDouglas A. <1964-> BuckleyKatherine E
Disciplina	302.23/1
Soggetti	Video games and children Video games and teenagers Violence in mass media Children and violence Youth and violence Aggressiveness in children Aggressiveness in adolescence Video Games Aggression Violence Child Adolescent
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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.

Sommario/riassunto

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 behavior? 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 behavior 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 media violence constitutes a significant risk factor for later aggressive and violent behavior. They argue that society should begin a more productive debate about whether to reduce the high rates of exposure to media violence, and delineate the public policy options that are likely to be most effective. As the first book to unite empirical research on and public policy options for violent video games, *Violent Video Game Effects on Children and Adolescents* will be an invaluable resource for student and professional researchers in social and developmental psychology and media studies.
