



HOW DO VIOLENT VIDEO GAMES IMPACT ADOLESCENT EMOTIONAL DEVELOPMENT?

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INTRODUCTION

BACKGROUND INFORMATION



Research suggests that violent video games may influence **aggressive behavior**, **aggressive-thought accessibility**, and **emotional regulation**, though the effects vary across sub-populations, such as gender and intensity of play (Harvard Health Publishing, n.d.).

Parents, researchers, and policymakers have all voiced similar concerns regarding potential risks of prolonged violent video game exposure.



High-profile violent incidents, such as school shootings, have reignited debates about whether violent games can influence violent actions.





POTENTIAL IMMEDIATE AND LONG TERM IMPACTS

Immediate Impact

Short-term increase in aggressive thoughts and emotions.
Studies show players may imitate in-game violence
(Harvard Health Publishing).

Elevated stress or excitement during/after gameplay.

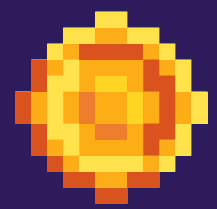
Temporary conflict in real-life interactions.

Long Term Impacts

Reinforcement of aggressive schemas over time
(Huesmann, 2007).

Diminished emotional responsiveness to
violence (Engelhardt et al., 2011).

Decreased empathy and cooperation in social
settings (Gentile et al., 2014).



DIFFERENCE IN IMPACTS ACROSS SUB-POPULATIONS

Ward, Michael R. "Video Games and Adolescent Fighting."

Gender

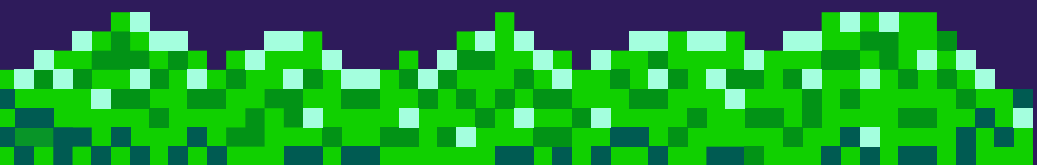
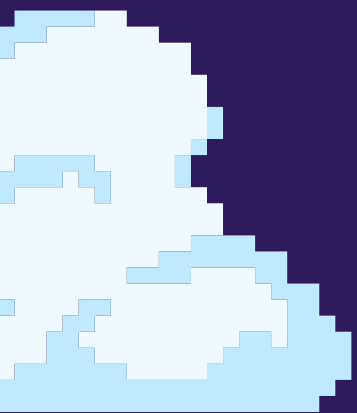
- Boys are more likely to engage in violent video game play and exhibit aggressive behavior.

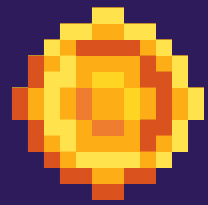
Age

- Adolescents (ages 12–17) show a stronger correlation between video game play and aggressive behavior compared to younger children or older teens.

Ethnic and Racial Differences

- While the overall impact of video game play on aggression was similar across racial groups, the socio-cultural environment and family dynamics may modulate the effects.





DIFFERENCE IN IMPACTS ACROSS SUB-POPULATIONS

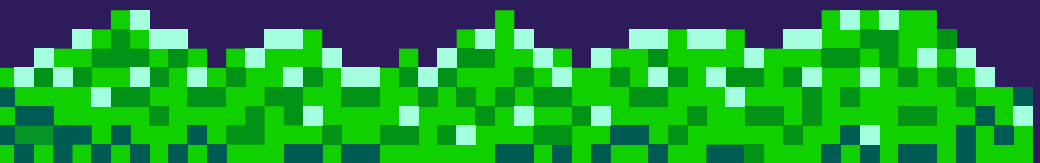
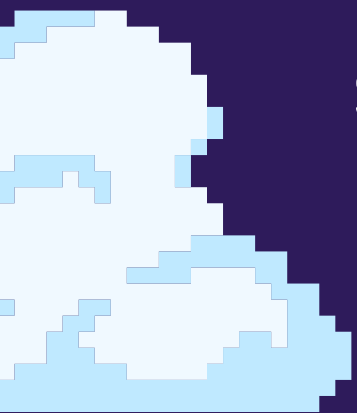
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Socioeconomic Factors and Location

- Adolescents from lower-income backgrounds and urban areas tend to have higher exposure to violent video games, and their aggression levels are more pronounced due to environmental stressors.

Intensity of Video Game Play

- High-intensity players exhibit stronger links to aggressive behavior and fighting tendencies.
- Casual players show little to no significant increase in aggressive behaviors.



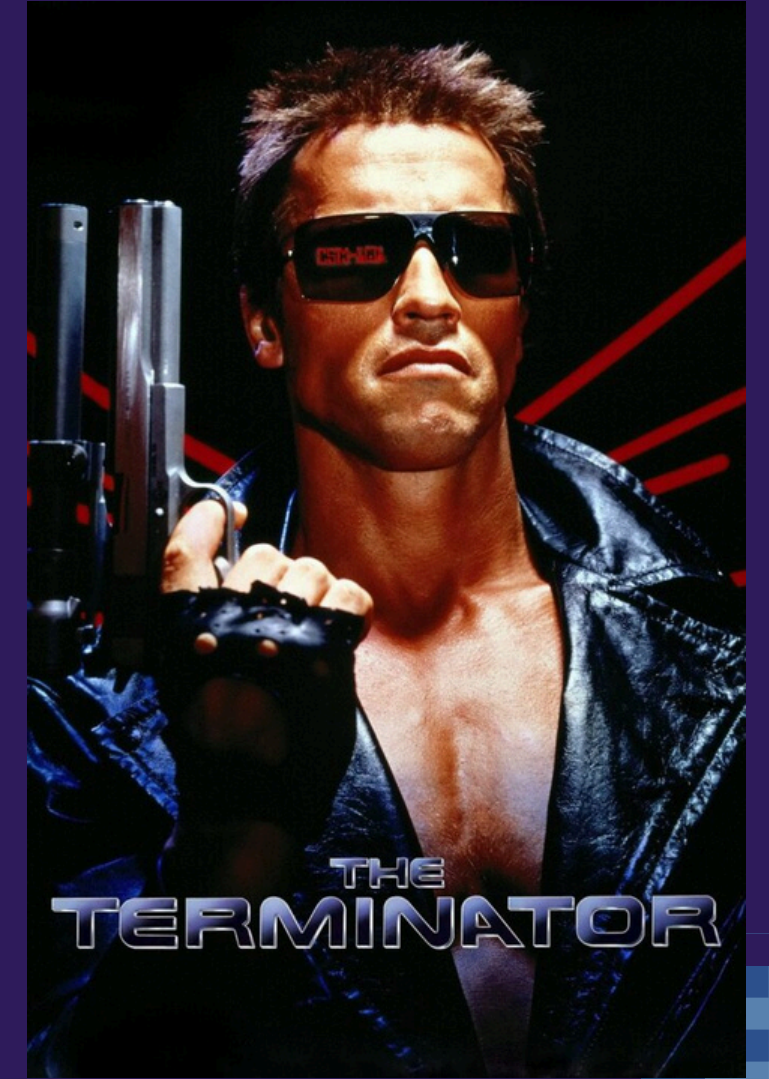
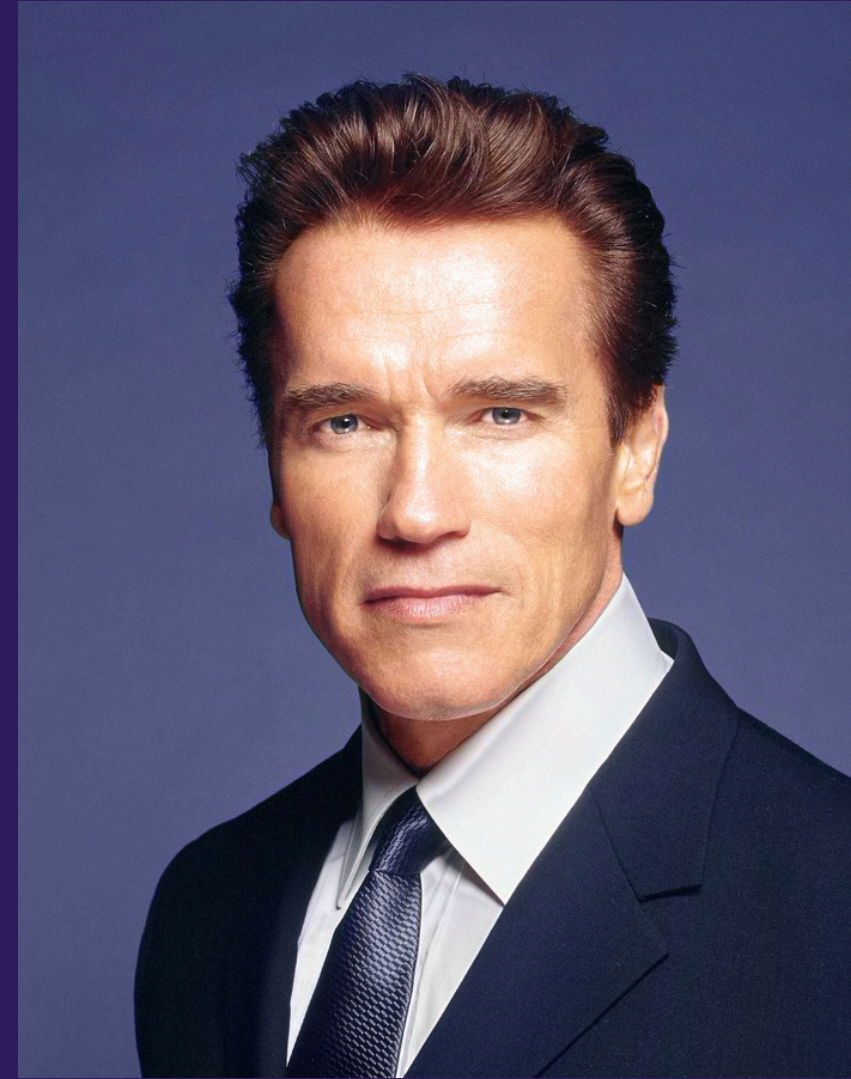
RESULTS/ANALYSIS

- The research reviewed indicates that violent video games can influence aggressive behavior, though the extent of this effect varies across studies and individuals.
- While violent video games can contribute to increased aggression, the effect is not as significant as often portrayed. Individual factors—such as the intensity of game play and demographic characteristics—play a crucial role in shaping the relationship between video games and aggression.



CALiFORNiA 2005

- Governor Arnold Schwarzenegger tried to ban the sale and rental of violent video games to minors
- Overturned by U.S. Supreme Court in 2011
- Violation of the First Amendmant





CURRENT ADVOCACY

Ongoing Research

- U.S. Department of Justice funds research at Massachusetts General Hospital

Promoting Parental Involvement

- Checking Entertainment Software Rating Board (ESRB) ratings before purchasing games
- Playing video games with children
- Encourage participation in sports and other extracurriculars

Creator Associations

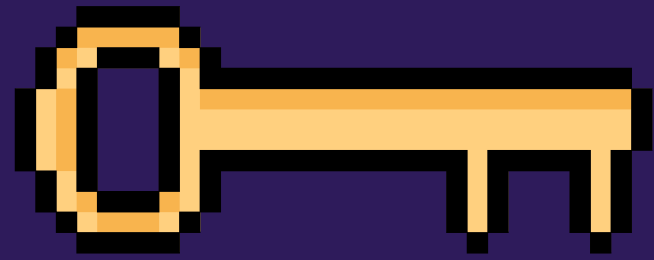
- The International Game Developers Association (IGDA) is committed to providing guidelines for responsible game development

ETHICAL CONSIDERATIONS

Gamification Ethics

- Exploitation
- Manipulation
- Various harms
- Character





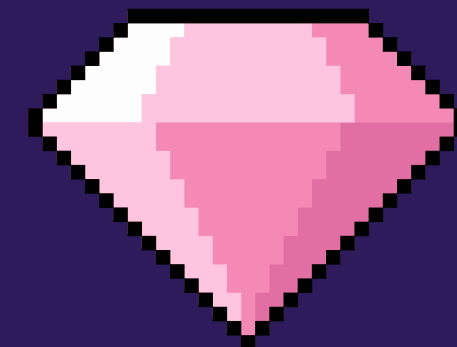
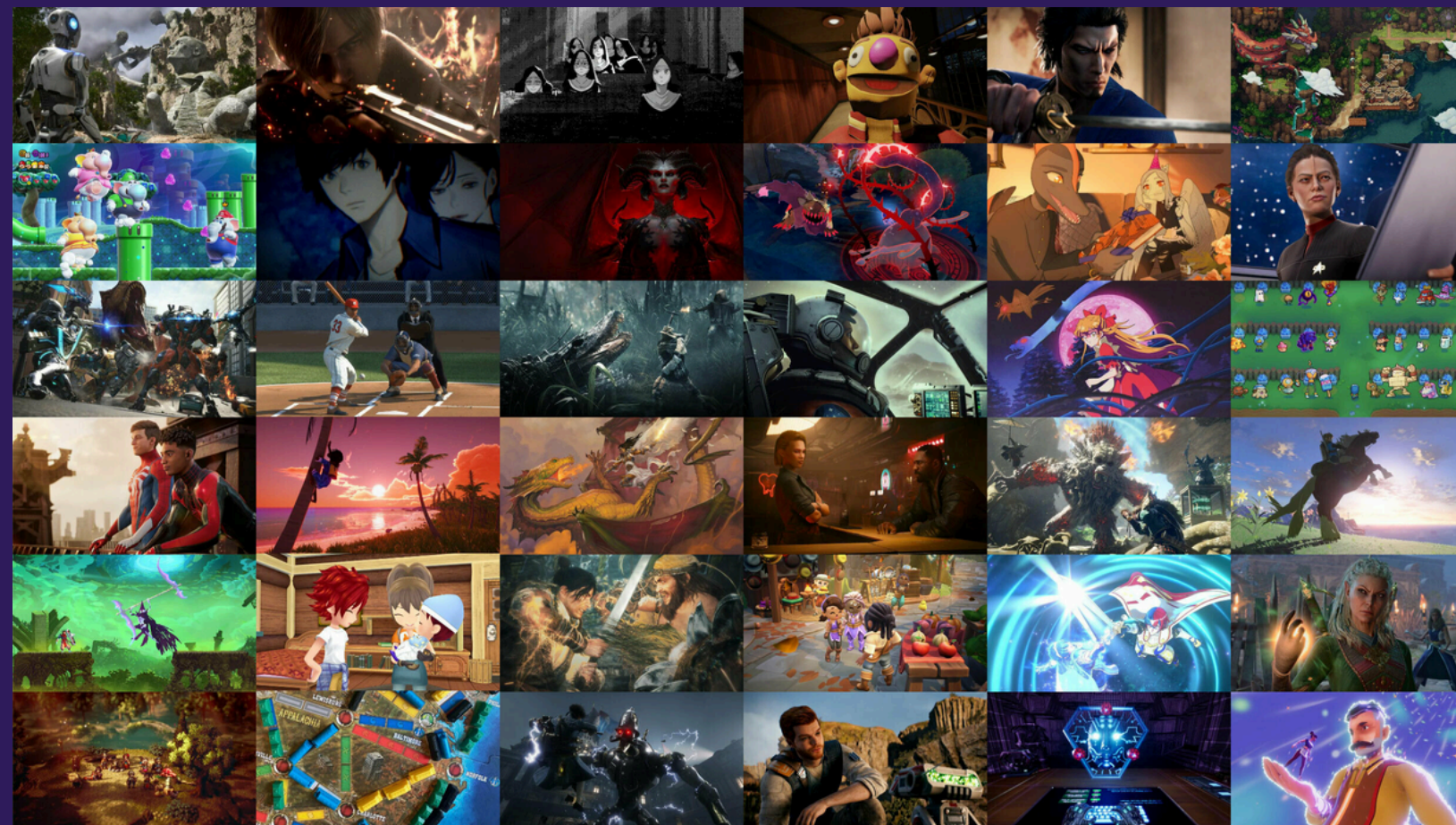
Further Works and Legal Regimes



- If gamification continues to develop and become more prominent, serious attention to ethical concerns will help to push the field in a positive direction.
- Such an effort would help to move the gamification ethics conversation further toward particulars.

Player's Perspectives

- Recognize addictive patterns
- Balance gaming with real life
- Avoid toxic communities





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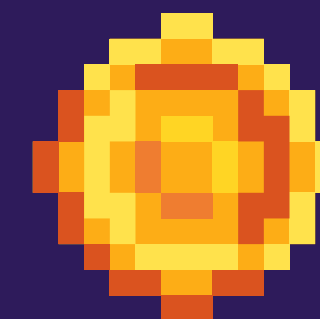
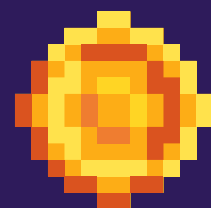
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THANK YOU

