The Effect of Violent Video Games on Children and Adolescents

By
Hannah Emmons

Bobo Doll Experiment by Albert Bandura

- Children watch a model interact with a Bobo doll
- One group watches unaggressive models
- Another group watches aggressive models
“If you practice over and over, you have that knowledge in your head. The fact that you haven’t played the piano in years doesn’t mean you can’t still sit down and play something. It’s the same with violent games – you practice being vigilant for enemies, practice thinking that it’s acceptable to respond aggressively to provocation, and practice becoming desensitized to the consequences of violence.”

-Douglas Gentile, associate professor of psychology
“Violent games directly reward violent behavior, such as by awarding points or by allowing players to advance to the next game level. In some games, players are rewarded through verbal praise, such as hearing the words "Nice shot!" after killing an enemy.”

- Brad J. Bushman, Ph.D. Professor of Communication and Psychology

“Rewarding game violence might also yield more positive attitudes towards and beliefs about using aggression to solve real world conflicts. This sequence could lead to long-term increases in aggressive behavior.”

- Nicholas L. Carnagey and Craig A. Anderson