



Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy

Craig A. Anderson, Douglas A. Gentile, Katherine E. Buckley

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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?

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.

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