

APA Bibliography

Barley, H. S. & Roda, G. (2010). The impact of realism on extended nonviolent and violent video games on aggressive feelings, thoughts, and physiological arousal. *Notes on Aggressive Behavior*, 23(2), 123-145. doi: 12.1004/ab.34235.

The authors, who are both psychologists, emphasize that repeated exposure to violent video games advances aggressive feelings and thoughts in players. In a lab setting, the researchers have compared different subjects that play nonviolent games with those who are playing violent games, finding greater aggression in the other group following play. They contend their finding, suggesting at least the possibility that violent video games may result to a causal relationship along with real-life violence.

Gremp, H. (2000). Is it too much entertainment? Toys as a cause of social problems. *Symbolical Interaction*, 22(3), 234-235. Retrieved from <http://www.stor.org>.

Harry Gremp, as a sociologist, argues that there is social anxiety when it comes to some of the most popular entertainment options among children. This is particularly true because of the possibility of these children exerting a dark influence. He points to book and newspaper commentaries that date back a century in order to demonstrate that these types of fears have existed for quite some time already.

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Potter, H., & Stoic, Q. (2009). [Is there harm with violent video games?](#)
Teenage Psychiatry, 34(2), 344-356. doi: 10.433/35453443555.

Potter and Stoic are psychiatric researchers who spearheaded a broad examination regarding the literature reviews on video games, and its relation to aggression. Their meta-analysis also includes a study which discovered that adolescents playing video games also show more aggressive and hostile behavior through arguments, fights and poor performance in school. The authors have also reviewed different studies which involve individuals that play violent video games within a laboratory setting which demonstrate a link between playing video games and aggressive behaviors and feelings.