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Video game violence: A review of the empirical literature

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Abstract

The popularity of video games, especially violent video games, has reached phenomenal proportions. The theoretical line of reasoning that hypothesizes a causal relationship between violent video-game play and aggression draws on the very large literature on media violence effects. Additionally, there are theoretical reasons to believe that video game effects should be stronger than movie or television violence effects. This paper outlines what is known about the relationship between violent video-game playing and aggression. The available literature on virtual reality effects on aggression is discussed as well. The preponderance of the evidence from the existing literature suggests that exposure to video-game violence increases aggressive behavior and other aggression-related phenomena. However, the paucity of empirical data, coupled with a variety of methodological problems and inconsistencies in these data, clearly demonstrate the need for additional research.



Keywords

Violence; video games; aggression; virtual reality

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