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Children, Games, and Violence: Annotated Bibliography

Best, J. (1998). Too much fun: Toys as social problems and the interpretation of culture.

Symbolic Interaction, 21(2), 197-212.

Sociologist Joel Best argues that social anxiety about popular children's entertainment

especially that they might exert "dark" influence over—are not new. He points to

newspaper and book commentaries dating back a century to demonstrate that

of fears have been around for a long time. Back then, people worried about violent

imagery in the cheap adventure novels sold to boys. In more recent times, the focus

shifted to movies and television, and it now hovers around violent video games. This

article is relevant to my paper because it asserts that violence in terms of children's

playtime and toys has been an on-going issue since before video games were invented,

which supports my claim that video games cannot be held responsible for aggressive

behaviors in children.

Poiter, G., & Starcevic, V. (2007). Are violent video games harmful? *Australasian Journal of Psychology*

15(5), 422-426. <http://doi.org/10.1080/10398560701463343>

Psychiatric researchers Guy Poiter and Vladan Starcevic conducted a broad

of the literature on video games and aggression that was available in 2007 when this

article was published. Their analysis includes a study that found that adolescents who

play violent video games also exhibit more hostility and aggressive behavior through

fight, arguments, and poor school performance. The authors also reviewed studies

involving individuals playing violent video games in a laboratory setting that demonstrate

a connection between the video game play and aggressive feelings and behaviors. They

conclude that while available evidence does not demonstrate a direct causal connection

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between violent play and violent acts, it does suggest that violent play has the potential to worsen "hostile" and "antisocial" personal traits in individuals already possessing violent tendencies.

If annotation breaks into a second paragraph, indent an additional one-half inch (0.5").

The research article is crucial to my claim of violent video games not being the cause of violence being made because it presents reasonable and scientifically-founded doubt that video games caused violence.

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