



Annotated Bibliography

Sources are cited according to APA guidelines.

Barlett, C.J & Rodaheffer, C. (2009). Effects of realism on extended violent and nonviolent video game play on aggressive thoughts, feelings, and physiological arousal. *Aggressive Behavior*, 35(3), 213-224. doi: 10.1002/ab.20279.

Annotations are indented half an inch (.5").

The authors—both psychologists—assert that repeated play of violent video games increases aggressive thoughts and feelings in players. In a laboratory setting the researchers compared subjects playing nonviolent games with those playing violent games, and they found greater aggression in the latter group following play. This finding, they contend, suggests at least the possibility that violent video game may have a causal relationship with real-life violence.

The first paragraph of the annotation summarizes the text.

The second paragraph explains how this resource is relevant to the paper or project.

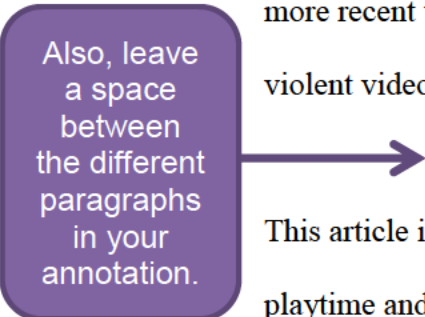
This resource will be used as evidence to support my claim that video games increase violent tendencies in its players.

Best, J. (1998). Too much fun: Toys as social problems and the interpretation of culture. *Symbolic Interaction*, 21(2), 197-212. Retrieved from <http://www.jstor.org>.

Leave a space between your citation and your annotation.

Sociologist Joel Best argues that social anxiety about popular children’s entertainments— especially that they might exert a “dark” influence—are not new (p. 197). He points to newspaper and book commentaries dating back a century to demonstrate that these kinds 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

Also, leave a space between the different paragraphs in your annotation.



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.

Porter, G., & Starcevic, V. (2007). Are violent video games harmful? *Australasian Psychiatry*,15(5), 422-426. doi:10.1080/10398560701463343.

Psychiatric researchers Guy Porter and Vladan Starcevic conducted a broad examination of the literature on video games and aggression that was available in 2007 when this article was published. Their meta-analysis includes a study that found that adolescents who play violent video games also exhibit more hostility and aggressive behavior through fights, 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 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.

The research article is crucial to the claim being made because it presents reasonable and scientifically-founded doubt that video games caused violence.

Be sure to find the required amount of scholarly sources for your Annotated Bibliography. For help finding scholarly sources, please contact the Ashford University Library.