

Materials

Suspiciousness. Owing to the highly publicized nature of video game effects, the fact that baseline measures of aggression were given, and the fact that deception was used, a suspiciousness questionnaire was given that assessed waso(thrn)-450.1(the)TJT[partpicpantas efoire

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computed between Time 3 and 2. Multiple 2 (content) \times 2 (delay) ANCOVAs were conducted for each of the aforementioned dependent variables with trait aggression as the covariate. Results showed a significant main effect of content, $F(1,73) = 8.20$, $P < .01$, partial $Z^2 = .10$, for aggressive thoughts (see Table II). Examination of the means and standard deviations showed that those in the violent video game condition had a decrease in their aggressive thoughts ($M = -1.07$, $SD = 2.58$), whereas those in the nonviolent condition had a small increase in aggressive thoughts ($M = 0.68$, $SD = 2.80$). Analysis with the aggressive feelings variable also yielded a significant main effect for content, $F(1,70) = 4.23$, $P < .05$, partial $Z^2 = .06$. Examination of the means and standard deviations

standard deviations for the 9 min delay showed that those in the violent condition had a substantial decrease in their heart rate ($M = -12.11$, $SD = 17.52$) compared with right after the game

group; n

significant effects on aggressive behavior, Study 2 was designed to determine how long the effects of a violent video game last on overt aggressive behavior. To accomplish this objective, participants completed

supplements the results of Study 1 by showing that 5–10 min are needed for the effects of aggressive behavior to dissipate.

GENERAL DISCUSSION

These two studies add to the existing literature that shows that violent video games increase aggressive behavior, aggressive feelings, aggressive thoughts, and arousal from baseline to postvideo game play. Taken together, the results of Studies 1 and 2 suggest that it takes approximately 4 min or less for the effects of aggressive behavior to dissipate. In addition, the results of Study 2 suggest that the effects of aggressive behavior on aggressive feelings and aggressive thoughts are mediated by arousal. Thus, the effects of aggressive behavior on aggressive feelings and aggressive thoughts are not direct but are mediated by arousal. This finding is consistent with the idea that aggressive behavior is a learned response to environmental cues and that the effects of aggressive behavior are mediated by arousal. This finding also suggests that the effects of aggressive behavior on aggressive feelings and aggressive thoughts are not immediate but are delayed. This finding is consistent with the idea that aggressive behavior is a learned response to environmental cues and that the effects of aggressive behavior are mediated by arousal. This finding also suggests that the effects of aggressive behavior on aggressive feelings and aggressive thoughts are not direct but are mediated by arousal. This finding is consistent with the idea that aggressive behavior is a learned response to environmental cues and that the effects of aggressive behavior are mediated by arousal. This finding also suggests that the effects of aggressive behavior on aggressive feelings and aggressive thoughts are not immediate but are delayed.

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