The Telegraph

Shooting is 'better for children than video games'

By Charles Clover, Environment Editor
12:01AM BST 27 Jul 2002

Gamekeepers from the Royal Estate at the Game Fair at Broadlands

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SEARCH

SEARCH
The relationship between violent motion-sensing video games and aggression in Taiwanese children


Abstract (summary)

The research in the effects of violent motion-sensing video game on aggression is scarce, particularly on Asian children. The first object of this research is to examine whether violent motion-sensing video games is positively correlated with children's aggression in Taiwan, where its cultural values discourage aggressive behaviors. Additionally, this research examines whether the GAM illustrate how violent motion-sensing video game influences aggression among Taiwanese children.

A survey study was conducted in 2008. More than nine hundred Taiwanese children were surveyed. Analyses of the data revealed that playing violent motion-sensing video game was not significantly associated with high levels of aggression in Taiwanese children, while controlling the influences of other explanatory variables. It seems that GAM was not effective in illustrating the process of violent motion-sensing video game influencing aggression. Although the result failed to demonstrate the influencing pathway of violent motion-sensing video games, the GAM illustrates the process of biological and social environmental modifiers affecting aggression in Taiwanese children. Some implications and limitations of this research were also discussed.

Indexing (details)

Subject
- Behavioral psychology;
- Web Studies

Classification
- 0384: Behavioral psychology
- 0646: Web Studies

Identifier / keyword
- Communication and the arts, Psychology, Motion-sensing video games, Video games, Violent, Aggression, Children, General aggression model
Grand **Theft Childhood**: The **Surprising Truth About Violent Video Games** and What Parents Can Do.

**Authors:** Green, Alden J.\(^1\) alden.green@verizon.net


**Document Type:** Book Review

**Subject Terms:** *BOOKS -- Reviews
*VIDEO games & children
*NONFICTION

**Reviews & Products:** GRAND **Theft Childhood**: The **Surprising Truth About Violent Video Games** & What Parents Can Do (Book)

**Abstract:** The article reviews the book "Grand **Theft Childhood**: The **Surprising Truth About Violent Video Games** and What Parents Can Do," by Lawrence Kutner and Cheryl Olson.

**Author Affiliations:** \(^1\)Richard Montgomery High School Rockville, MD
Author: Jin, Dal Yong, 1964-
Title: Korea's Online Gaming Empire/ Dal Yong Jin
Publisher: Cambridge, MA: MIT Press, c2010.
Subject: Korea (South) -- History
Notes: Includes bibliographical references and index. 195 p.
Title: Child's play

Source: Adweek, 52 (40): 12, November 14, 2011.

Publisher: VNU Business Media

Document Type: Journal; Survey; Time Series

Concept Terms: Consumer behavior; Youth market

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The Center for Successful Parenting

OUR MISSION IS TO HELP PARENTS UNDERSTAND THE CONSEQUENCES OF OUR CHILDREN VIEWING VIDEO VIOLENCE.

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THE RESULTS OF THE MRI BRAIN SCAN STUDIES MEASURING THE DAMAGE TO BRAINS OF TEENAGERS IS SHOCKING, SEE FOR YOURSELF.
Television Addiction is no mere metaphor

By Robert Kubey and Mihaly Csikszentmihalyi
Photoillustrations by Chip Simons

Perhaps the most ironic aspect of the struggle for survival is how easily organisms can be harmed by that which they desire. The trap is caught by the fisherman's lure, the mouse by cheese. But at least these creatures have the excuse that hair and cheese look like sustenance. Humans seldom have that consolation. The temptations that can disrupt their lives are often pure indulgences. No one has to drink alcohol, for example. Realizing when a diversion has gotten out of control is one of the great challenges of life.
The Mothers Against Videogame Addiction and Violence organization is dedicated to educating parents of the world's fastest growing addiction and the most reckless endangerment of children today:

**Video Game Addiction and Violence in Underground Video Game Cultures**

Video game addiction is without a doubt, becoming this century’s most increasingly worrisome epidemic, comparable even to drug and alcohol abuse. All the while, the video game industry continues to market and promote hatred, racism, sexism, and the most disturbing trend: clans and guilds, an underground video game phenomenon which closely resembles gangs. **Parents NEED to be aware of the hidden danger.**

**MAY 06, 2007**

Jack Thompson V.S. Wendy's
The more you play, the more aggressive you become: A long-term experimental study of cumulative violent video game effects on hostile expectations and aggressive behavior

Youssef Hasan\textsuperscript{a}, \textsuperscript{a} · Laurent Bègue\textsuperscript{a}, Michael Scharkow\textsuperscript{b}, Brad J. Bushman\textsuperscript{c, d}

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