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English 1 Hybrid

Professor Starros

May 23, 2009

### Annotated Bibliography

Baki, Roselan, Yee Lena, Eow, Wan Ali, Wan Zah, Mahmud, Rosnaine, Harnazah, Mohd, and Sahandi, Gani. "The Perspective of Sex Malaysian Students on Playing Video Games: Beneficial or Detrimental?" *Education Review* 5.11 (2008): 11-21. Print.

This research article discusses the "potential benefits as well as harm of playing video games". This article states that playing video games may contribute to cognitive, social, motivational and emotional development, and it also points out the harms to playing video games.

Huesmann, Rowell. "Nailing the Coffin Shut on Doubts that Violent Video Games Stimulate Aggression "Comment on Anderson et al." *Psychological Bulletin* 136.2 (2010): 179-181. Print.

This article talks about how over the last 50 years video games have become an important socializing tool for children and teens. It also points out that children who play violent video games will be more aggressive and that they will be prone to aggressive behavior later in life. This essay is definitely going to give me details for my body paragraphs. There seem to be no biases to this site given that this article was written by a psychologist.

Kardaras, Eleni. "The Effect of Video Games on the Brain." *CNET news*. CBS Interactive, 7 Jan. 2008. Web. 19 Nov. 2010.

The number of people who play video games are on the rise. There are studies showing that video games can increase aggressive behavior, decrease self control, and increase emotional outbursts. Thousands of reports and studies on television violence show that watching violence on television can increase anger and aggression. The author proposes that we can infer that "video game violence may also contribute to aggressive behavior and desensitization to violence." Studies showed that the more video games that subjects played, the lower the frontal lobe brain activity was. The frontal lobe is responsible for emotion, and controls aggression. The brain also believes that video game situations are real, and therefore releases chemicals such as adrenaline, which increases heart rate and blood pressure. The increased amount of adrenalin may account for the player's change in mood. This article includes many links to articles with

more facts about the affects of video games on children. This article provides many concrete facts and details.

Rauh, Sherry. "Video Game Addiction No Fun." *WebMD*. WebMD, LLC. Web. 18 nov. 2010

This article discusses the fact that video games are becoming an addiction. People are giving up necessities like socialization, exercise, sleep, and food to play these games. This article offers advice on how to recognize the symptoms of addiction, and ways to stop or resolve an addiction. This article provides only a small amount of information to support my position.

Yagci, Emete and Caolar, Mehmet. "How the Use of Computer Types and Frequency Affects Adolescences Toward Anger and Aggression." *Turkish Online Journal of Educational Technology* 9.1 (2010): 89-97. Print.

This research study looks at the relationship between the amount of time spent playing violent video games and anger and aggression in adolescents. Overall the study found no "significant differences" between adolescences who play video games and adolescents who do not. This article provides an argument against my position. Includes good resources to review and possibly use.