

	A	B	C	D	E	F	G	H	I	J
1	Anderson, C. A., Shibuya, A., Ihori, N., Swing, E. L., Bushman, B.J., Sakamoto, A., Rothstein, H.R., & Saleem, M. (in press). Violent video game effects on aggression, empathy, and prosocial behavior in Eastern and Western countries. <i>Psychological Bulletin</i> ,									
2	Studies that failed at least 1 inclusion criterion			Best Practice Criterion Met?						
3	Reference	Study	DV	#1	#2	#3	#4	#5	#6	Reasons for Not Best Coding
4	Alman, R. E. (1992). Video games: Interaction vs. observation as sources of social learning. MA Thesis, Michigan State University.	1	AggCog	N	Y	Y	N	Y	Y	#1. There was no non-violent video game control condition. #4. Some of the acts were directed towards the environment rather than other people.
5	Anderson, C. A., & Dill, K. E. (2000). Video games and aggressive thoughts, feelings, and behavior in the laboratory and in life. <i>Journal of Personality and Social Psychology</i> , 78, 772-790.	2	AggAff	Y	Y	Y	Y	N	Y	#5. The games selection process matched the games on affect related dimensions.
6	Anderson, C. A., Carnagey, N. L., Flanagan, M., Benjamin, A. J., Eubanks, J., & Valentine, J. C. (2004). Violent video games: Specific effects of violent content on aggressive thoughts and behavior. <i>Advances in Experimental Social Psychology</i> , 36, 199-249.	2	AggAff	Y	Y	Y	Y	N	Y	#5. The games selection process matched the games on affect related dimensions.
7	Anderson, C. A., Carnagey, N. L., Flanagan, M., Benjamin, A. J., Eubanks, J., & Valentine, J. C. (2004). Violent video games: Specific effects of violent content on aggressive thoughts and behavior. <i>Advances in Experimental Social Psychology</i> , 36, 199-249.	3	AggAff	Y	Y	Y	Y	N	Y	#5. The games selection process matched the games in affect related dimensions.
8	Arriaga, P., Esteves, F., Carneiro, P., & Monterio, M. B. (2008). Are the effects of Unreal violent video games pronounced when playing with a virtual reality system? <i>Aggressive Behavior</i> , 34, 521-538.	1	PhysArous	Y	Y	N	Y	Y	Y	#3. The figures and text suggest that there were baseline differences. Also there was a main effect of phase between the conditions that was not accounted for.
9	Austin, L. H. (1987). The effects of playing video games with aggressive features. Dissertation: The Fielding Institute.	1	AggAff	Y	N	Y	Y	Y	Y	#2. The games differed in other important ways besides violence and no pretesting or controlling for these dimensions was done.
10	Austin, L. H. (1987). The effects of playing video games with aggressive features. Dissertation: The Fielding Institute.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. The games differed in other important ways besides violence and no pretesting or controlling for these dimensions was done.
11	Austin, L. H. (1987). The effects of playing video games with aggressive features. Dissertation: The Fielding Institute.	1	PhysArous	Y	N	Y	Y	Y	Y	#2. The games differed in other important ways besides violence and no pretesting or controlling for these dimensions was done.
12	Bacchus, J. (2007). Cumulative use of multiplayer online first-person shooter video games and self-reported aggression: A correlational study. Dissertation Abstracts International: Section B: The Sciences and Engineering Vol 67(11-B), 2007, pp. 6729.	1	AggAff	Y	N	N	Y	Y	Y	#2. Video games appeared to differ in other potentially relevant characteristics, but no evaluation was administered. #3. Participants self-selected into the study.

	A	B	C	D	E	F	G	H	I	J
13	Baldaro, B. Tuozi, G., Codispoti, M., Montebanocci, O., Barbagli, F., Trombini, E., Rossi, N. (2004) Aggressive and non-violent videogames: short-term psychological and cardiovascular effects on habitual players. <i>Stress and Health, 20</i> , 203-208.	1	AggBeh	Y	Y	N	Y	Y	Y	#5. The BDHI is a trait measure of aggressive personality, which is not appropriate for a short term experiment.
14	Barlett, C. P., Harris,R.J., & Baldassaro, R. M. (2007). The longer you play, the most hostile you feel: Examination of first person shooter video games and aggression during video game play. <i>Aggressive Behavior, 33</i> , 1-12	1	AggAff	N	Y	Y	Y	N	Y	#1. No non-violent control game was used.
15	Barlett, C. P., Harris,R.J., & Baldassaro, R. M. (2007). The longer you play, the most hostile you feel: Examination of first person shooter video games and aggression during video game play. <i>Aggressive Behavior, 33</i> , 1-12	1	AggCog	N	Y	Y	Y	Y	Y	#1. No non-violent control game was used.
16	Barlett, C. P., Harris,R.J., & Baldassaro, R. M. (2007). The longer you play, the most hostile you feel: Examination of first person shooter video games and aggression during video game play. <i>Aggressive Behavior, 33</i> , 1-12	1	PhysArous	N	Y	Y	Y	Y	Y	#1. No non-violent control game was used.
17	Brady, S. (2006). Impact of violence exposure on hostility, physiological arousal, and health in youth. Dissertation Abstracts International: Section B: The Sciences and Engineering Vol 66(9-B), 2006, pp. 5079.	1	AggAff	N	Y	Y	Y	Y	Y	#1. The two conditions were high violence (GTA) and low violence (Simpsons: Hit and run).
18	Brady, S. (2006). Impact of violence exposure on hostility, physiological arousal, and health in youth. Dissertation Abstracts International: Section B: The Sciences and Engineering Vol 66(9-B), 2006, pp. 5079.	1	AggBeh	N	Y	Y	Y	Y	Y	#1. The two conditions were high violence (GTA) and low violence (Simpsons: Hit and run).
19	Brady, S. (2006). Impact of violence exposure on hostility, physiological arousal, and health in youth. Dissertation Abstracts International: Section B: The Sciences and Engineering Vol 66(9-B), 2006, pp. 5079.	1	AggCog	N	Y	Y	Y	Y	Y	#1. The low violence condition contained substantial violence.
20	Brady, S. (2006). Impact of violence exposure on hostility, physiological arousal, and health in youth. Dissertation Abstracts International: Section B: The Sciences and Engineering Vol 66(9-B), 2006, pp. 5079.	1	PhysArous	N	Y	Y	Y	Y	Y	#1. The two conditions were high violence (GTA) and low violence (Simpsons: Hit and run).
21	Brady, S. S. (2007). Young adults' media use and attitudes toward interpersonal and institutional forms of aggression. <i>Aggressive Behavior, 33</i> , 519-525.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent exposure) is measured.
22	Brady, S. S. (2007). Young adults' media use and attitudes toward interpersonal and institutional forms of aggression. <i>Aggressive Behavior, 33</i> , 519-525.	1	AggCog	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent exposure) is measured.
23	Brady, S.S., & Mathews, K.A. (2006). Effects of media violence on health-related outcomes among young men. <i>Archives of Pediatric & Adolescent Medicine, 160</i> , 341-347.	1	AggCog	Y	Y	Y	N	Y	Y	#4. Poor outcome measure of hostile social information processing.

	A	B	C	D	E	F	G	H	I	J
24	Brady, S.S., & Mathews, K.A. (2006). Effects of media violence on health-related outcomes among young men. <i>Archives of Pediatric & Adolescent Medicine, 160</i> , 341-347.	1	AggCog	Y	Y	Y	Y	N	Y	#5. Attitudes towards violence is a trait measure.
25	Brooks, M. C. (2000). Press start: Exploring the effects of violent video games on boys. <i>Dissertation Abstracts International Section B: The Sciences and Engineering, 60</i> (12-B), 6419.	1	Aggaff	N	Y	Y	Y	Y	Y	#1. It appears that the control game ("Moto Racer") contains some violence.
26	Brooks, M. C. (2000). Press start: Exploring the effects of violent video games on boys. <i>Dissertation Abstracts International Section B: The Sciences and Engineering, 60</i> (12-B), 6419.	1	AggCog	N	Y	Y	Y	Y	Y	#1. It appears that the control game ("Moto Racer") contains some violence.
27	Brooks, M. C. (2000). Press start: Exploring the effects of violent video games on boys. <i>Dissertation Abstracts International Section B: The Sciences and Engineering, 60</i> (12-B), 6419.	1	PhysArous	N	Y	Y	Y	Y	Y	#1. It appears that the control game ("Moto Racer") contains some violence.
28	Brusa, J. A. (1987). Effects of video game playing on children's social behavior. Dissertation: De Paul University, Chicago, IL.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. The games (Centipede and Pinball) appear to differ in other important ways besides violence and this was not statistically controlled.
29	Brusa, J. A. (1987). Effects of video game playing on children's social behavior. Dissertation: De Paul University, Chicago, IL.	1	ProsBeh	Y	N	Y	Y	Y	Y	#2. The games (Centipede and Pinball) appear to differ in other important ways besides violence and this was not statistically controlled.
30	Calvert, S. L., & Tan, S. (1994). Impact of virtual reality on young Adult' physiological arousal and aggressive thoughts: Interaction versus observation. <i>Journal of Applied Developmental Psychology, 15</i> , 125-139.	1	AggAff	N	Y	Y	Y	Y	Y	#1. This study compared the effects of observing a violent game versus participating in it.
31	Calvert, S. L., & Tan, S. (1994). Impact of virtual reality on young Adult' physiological arousal and aggressive thoughts: Interaction versus observation. <i>Journal of Applied Developmental Psychology, 15</i> , 125-139.	1	AggCog	N	Y	Y	Y	Y	Y	#1. This study compared the effects of observing a violent game versus participating in it.
32	Calvert, S. L., & Tan, S. (1994). Impact of virtual reality on young Adult' physiological arousal and aggressive thoughts: Interaction versus observation. <i>Journal of Applied Developmental Psychology, 15</i> , 125-139.	1	PhysArous	N	Y	Y	Y	Y	Y	#1. This study compared the effects of observing a violent game versus participating in it.
33	Cohn, L. B. (1995). Violent video games: Aggression, arousal, and desensitization in young adolescent boys. Dissertation: University of Southern California, Los Angeles: CA.	1	AggAff	N	Y	Y	Y	Y	Y	#1. The control game (Sonic) contains violence.
34	Cohn, L. B. (1995). Violent video games: Aggression, arousal, and desensitization in young adolescent boys. Dissertation: University of Southern California, Los Angeles: CA.	1	AggBeh	N	Y	Y	Y	Y	Y	#1. The control game (Sonic) contains violence.
35	Cohn, L. B. (1995). Violent video games: Aggression, arousal, and desensitization in young adolescent boys. Dissertation: University of Southern California, Los Angeles: CA.	1	PhysArous	N	Y	Y	Y	Y	Y	#1. The control game (Sonic) contains violence.

	A	B	C	D	E	F	G	H	I	J
36	Cohn, L. B. (1995). Violent video games: Aggression, arousal, and desensitization in young adolescent boys. Dissertation: University of Southern California, Los Angeles: CA.	1	ProsBeh	N	Y	Y	Y	Y	Y	#1. The control game (Sonic) contains violence.
37	Colwell, J. & Kato, M. (2003). Investigation of the relationship between social isolation, self-esteem, aggression and computer game play in Japanese adolescents. <i>Asian Journal of Social Psychology</i> , 6, 149-158.	1	AggBeh	Y	N	Y	N	Y	Y	#2. Total video game exposure (not violent) was used as the predictor. #4. Hypothetical behavior (not actually directed towards another person) was used to assess aggression.
38	Deslms, J. L. & Altman, J. D. (2003) Immediate and prolonged effects of videogame violence. <i>Journal of Applied Social Psychology</i> , 33, 1553-1563.	1	Desen	N	Y	Y	N	Y	Y	#1. The control game contained some violence. #4. The outcome involves assigning punishment, which confounds aggression and desensitization to violence.
39	Deslms, J. L. & Altman, J. D. (2003) Immediate and prolonged effects of videogame violence. <i>Journal of Applied Social Psychology</i> , 33, 1553-1563.	2	Desen	N	Y	Y	N	Y	Y	#1. The control game contained some violence. #4. The outcome involves assigning punishment, which confounds aggression and desensitization to violence.
40	Dominick, J. R. (1984). Videogames, television violence, and aggression in teenagers. <i>Journal of Communication</i> , 34, 136-147.	1	AggBeh	Y	N	Y	N	Y	Y	#2. Total video game exposure (not violent) was used. #4. Hypothetical behavior (not actually directed towards another person) was used to assess aggression.
41	Dominick, J. R. (1984). Videogames, television violence, and aggression in teenagers. <i>Journal of Communication</i> , 34, 136-147.	1	AggCog	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
42	Dubenitz, J. (2005). The physical and emotional experience of violence in video games. Dissertation Abstracts International: Section B: The Sciences and Engineering Vol 66(2-B), 2005, pp. 1166.	1	PhysArous	N	Y	Y	Y	Y	Y	#1. Conditions were high violence, low violence, and no game control (no non-violent game was used).
43	Durkin, K., & Barber, B. (2002). Not so doomed: computer game play and positive adolescent development. <i>Applied Developmental Psychology</i> , 23, 373-392.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
44	Endo, T., Hoshiyama, K., Yasuda, M., & Saito, Y. (2007). Asobi ga jidou no shinshin ni ataeru eikyo ni tsuite: Jidou no kougekisei shakaisei ni chumokushite [The effect of play on psychological aspect of children: Focusing on aggression and social development of children]. <i>Journal of Applied Educational Research</i> , 12, 25-34.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
45	Escobar-Chaves, S. L., Kelder, S., & Orpinas, P. (2002). The relationship between violent video games, acculturation, and aggression among Latino adolescents. <i>Biomedica</i> , 22, 398-406.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Violent video game preference (as a dichotomous variable) was used as the predictor.
46	Farrar, K., Kremer, M., Nowak, K. (2006). Contextual Features of Violent Video Games, Mental Models, and Aggression. <i>Journal of Communication</i> , 56, 387-405.	1	AggAff	N	Y	Y	Y	Y	Y	#1. One game (violent) was used with no control group.

	A	B	C	D	E	F	G	H	I	J
47	Farrar, K., Krcmar, M., Nowak, K. (2006). Contextual Features of Violent Video Games, Mental Models, and Aggression. <i>Journal of Communication, 56</i> , 387-405.	1	AggCog	N	Y	Y	Y	Y	Y	#1. One game (violent) was used with no control group.
48	Ferguson, C. J., Rueda, S. M., Cruz, A. M., Ferguson, D. E., Fritz, S., & Smith, S. M. (2008). Violent video games and aggression: Causal relationship or byproduct of family violence and intrinsic violence motivation? <i>Criminal Justice and Behavior, 35</i> , 311-332.	1	AggBeh	Y	Y	N	Y	Y	Y	#3. Half of participants self-selected their video game condition.
49	Fleming, M.J. (2006). The effects of television and electronic games on aggression and prosocial behavior in middle childhood. Dissertation, University of Canberra.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. The only predictor variables are total video game time and violent video game preference (no measure of exposure to violent video games is reported).
50	Fling, S., Smith, L., Rodriguez, T., Thornton, D., Atkins, E., & Nixon, K. (1992). Videogames, aggression, and self-esteem: A survey. <i>Social Behavior and Personality, 20</i> , 39-46.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
51	Funk, J.B., Buchman D.D., Jenks, J. & Bechtoldt, H. (2003) Playing violent video games, desensitization, and moral evaluation in children. <i>Applied Developmental Psychology, 24</i> , 413-436.	1	AggCog	N	Y	Y	Y	Y	Y	#1. The video games do not appear to differ substantially in violence. One non-violent game (Croc) appears to contain violence.
52	Funk, J.B., Buchman D.D., Jenks, J. & Bechtoldt, H. (2003) Playing violent video games, desensitization, and moral evaluation in children. <i>Applied Developmental Psychology, 24</i> , 413-436.	1	Empathy	N	Y	Y	Y	Y	Y	#1. The video games do not appear to differ substantially in violence. One non-violent game (Croc) appears to contain violence.
53	Funk, J.B., Hagan, J., Schimming, J., Bullock, W.A., Buchman, D.D., & Myers, M. (2002). Aggression and psychopathology in adolescents with a preference violent electronic games. <i>Aggressive Behavior, 28</i> , 134-144.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Preference for violent video games (not exposure to violent video games) was used as the predictor.
54	Gibb, G. D., Bailey, J. R., Lambirth, T. T., & Wilson, W. P. (1983). Personality differences between high and low electronic video game users. <i>The Journal of Psychology, 114</i> , 159-165.	1	AggCog	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
55	Graybill, D., Kirsch, J. R., & Esselman, E. D. (1985). Effects of playing violent versus nonviolent video games on the aggressive ideation of aggressive and nonaggressive children. <i>Child Study Journal, 15</i> , 199-205.	1	AggCog	Y	Y	Y	N	Y	Y	#4. The outcome variable does not clearly measure only aggressive thoughts.
56	Graybill, D., Strawniak, M., Hunter, T., & O'Leary, M. (1987). Effects of playing versus observing violent versus nonviolent video games on children's aggression. <i>Psychology: A Quarterly Journal of Human Behavior, 24</i> , 1-8.	1	AggBeh	Y	Y	N	Y	N	N	#3. Some participants were dropped if they did not think that violence was salient. #4. Outcome does not involve behavior directed towards another person. #6. Analysis did not separate player from viewer.

	A	B	C	D	E	F	G	H	I	J
57	Graybill, D., Strawniak, M., Hunter, T., & O'Leary, M. (1987). Effects of playing versus observing violent versus nonviolent video games on children's aggression. <i>Psychology: A Quarterly Journal of Human Behavior</i> , 24, 1-8.	1	AggCog	Y	Y	N	Y	Y	N	#3. Some participants were dropped if they did not think that violence was salient. #6. Analysis did not separate player from viewer.
58	Graybill, D., Strawniak, M., Hunter, T., & O'Leary, M. (1987). Effects of playing versus observing violent versus nonviolent video games on children's aggression. <i>Psychology: A Quarterly Journal of Human Behavior</i> , 24, 1-8.	1	ProsBeh	Y	Y	N	Y	Y	N	#3. Some participants were dropped if they did not think that violence was salient. #6. Analysis did not separate player from viewer.
59	Grusser,-S-M; Thalemann, R. Griffiths,M-D. (2007). Excessive computer game playing: evidence for addiction and aggression? <i>Cyberpsychology & Behavior</i> , 10, 290-292.	1	AggBeh	Y	N	Y	N	Y	Y	#2. Total video game exposure (not violent) was used as the predictor. #4. No specific information about this outcome measure (sample items, reliability, number of items, etc.) is provided.
60	Hagell, A. & Newburn, T. (1994). <i>Young Offenders and the Media: Viewing Habits and Preferences</i> . London: Policy Studies Institute.	1	AggBeh	Y	Y	N	N	Y	Y	#3. Only 78 out of 200 offenders agreed to participate, suggesting substantial self-selection. #4. It appears that the offenders may have included both violent and non-violent offenders.
61	Hind, P. A. (1995). A study of reported satisfaction with differentially aggressive computer games amongst incarcerated young offenders. <i>Issues in Criminological and Legal Psychology, No. 22: Criminal Behavior: Perceptions, Attributions, and Rationality</i> .	1	AggBeh	Y	N	Y	Y	Y	Y	#2. The only predictor variables are total video game time and violent video game preference (no measure of exposure to violent video games is reported).
62	Hoffman, K. D. (1994). Effects of playing versus witnessing video game violence on attitudes toward aggression and acceptance of violence as a means of conflict resolution. Dissertation: University of Alabama, Tuscaloosa, AL.	1	AggAff	N	Y	Y	Y	Y	Y	#1. The non-violent game contained some violence.
63	Hoffman, K. D. (1994). Effects of playing versus witnessing video game violence on attitudes toward aggression and acceptance of violence as a means of conflict resolution. Dissertation: University of Alabama, Tuscaloosa, AL.	1	AggCog	N	Y	Y	Y	Y	Y	#1. The non-violent game contained some violence.
64	Ihori, N., Sakamoto, A., Kobayashi, K., & Kimura, F. (2003). Does video game use grow children's aggressiveness?: Results from a panel study. <i>Proceedings of the 34th Annual Conference of International Simulation and Gaming</i> , Kazusa Akademia Park, Chiba, Japan. pp.221-230.	1	AggAff	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.
65	Ihori, N., Sakamoto, A., Kobayashi, K., & Kimura, F. (2003). Does video game use grow children's aggressiveness?: Results from a panel study. <i>Proceedings of the 34th Annual Conference of International Simulation and Gaming</i> , Kazusa Akademia Park, Chiba, Japan. pp.221-230.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.

	A	B	C	D	E	F	G	H	I	J
66	Ihori, N., Sakamoto, A., Kobayashi, K., & Kimura, F. (2003). Does video game use grow children's aggressiveness?: Results from a panel study. <i>Proceedings of the 34th Annual Conference of International Simulation and Gaming</i> , Kazusa Akademia Park, Chiba, Japan. pp.221-230.	1	AggCog	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.
67	Information and Communications Policy Bureau, Ministry of Posts and Telecommunications (2000). Kodomo no terebi to terebigemu heno sesshokujoukyou ni kansuru ankeeto chosa houkokusho [A survey report of children' exposure to television and video games], Tokyo: Author.	1	AggBeh	Y	N	Y	Y	N	Y	#2. Total weekly video game exposure (not violent) was used as the predictor. #4. Some of these behaviors (e.g., stealing) are not aggression directed toward another person.
68	Information and Communications Policy Bureau, Ministry of Posts and Telecommunications (2000). Kodomo no terebi to terebigemu heno sesshokujoukyou ni kansuru ankeeto chosa houkokusho [A survey report of children' exposure to television and video games], Tokyo: Author.	1	AggCog	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.
69	Ivory, J. D., & Kalyaraman, S. (2007). The effects of technological advancement and violent content in video games on players' feelings of presence, involvement, physiological arousal, and aggression. <i>Journal of Communication</i> , 57, 532-555.	1	PhysArous	Y	N	Y	Y	Y	Y	#2. The video game conditions differed in frustration/enjoyment.
70	Janey, B. A. (1999). Masculine ideology, television viewing, and father availability as risk factors in the development of aggression in preadolescent males. Dissertation, Kansas State University, Manhattan, KS	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent exposure) is measured.
71	Joh, H., & Kondo, T. (1995). Konpyutagemu ga kodomo no jiritsusinkeikeihannou ni oyobosu eikyuu [Effects of computer game on responses in the autonomic nervous system in children]. <i>Japanese Journal of Educational Psychology</i> , 43, 418-423.	1	PhysArous	N	Y	Y	Y	N	Y	#1. No non-violent control game was used. #5. Heart rate was measured after the resting period (not after the game).
72	Kestenbaum, G. I., & Weinstein, L. (1985). Personality, psychopathology and developmental issues in male adolescent video game use. <i>Journal of the American Academy of Child Psychiatry</i> , 24, 329-333.	1	AggAff	Y	N	Y	N	Y	Y	#2. Total video game exposure (not violent) was used as the predictor. #4. The outcome was frustration tolerance (e.g., Trying to learn something new can be very uncomfortable if you're not good at it") which does not appear to measure frustration.
73	Kestenbaum, G. I., & Weinstein, L. (1985). Personality, psychopathology and developmental issues in male adolescent video game use. <i>Journal of the American Academy of Child Psychiatry</i> , 24, 329-333.	1	AggBeh	Y	N	Y	N	Y	Y	#2. Total video game exposure (not violent) was used as the predictor. #4. This measure assessed Oedipal difficulties (e.g., "How do you feel after you've beaten your father at a video game: proud-guilty, good-bad, strong-weak"). It does not appear to measure actual aggressive behavior.

	A	B	C	D	E	F	G	H	I	J
74	Kimura, F., Sagara, J., Sakamoto, A., Sakamoto, K., & Inaba, T. (2000). Teribigemu no shiyou to shakaitekitekousei ni kansuru juudan deta no bunseki [An analysis for longitudinal data concerning video game use and social adjustment]. <i>Japanese Journal of Personality, 8</i> , 130-132.	1	Empathy	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
75	Kimura, F., Sagara, J., Sakamoto, A., Sakamoto, K., & Inaba, T. (2000). Teribigemu no shiyou to shakaitekitekousei ni kansuru juudan deta no bunseki [An analysis for longitudinal data concerning video game use and social adjustment]. <i>Japanese Journal of Personality, 8</i> , 130-132.	1	Empathy	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
76	Knapp, H. E. (2002). Desensitization aftereffects of playing violent videogames. Dissertation Abstracts International Section A: Humanities and Social Sciences, 63(5-A), 1997.	1	Desen	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
77	Kuntsche, E.N. (2004). Hostility among adolescents in Switzerland? Multivariate relations between excessive media use and forms of violence. <i>Journal of Adolescent Health, 34</i> , 230-236.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
78	Kutner, L. & Olsen, C. (2008). <i>Grand theft childhood: The surprising truth about violent video games and what parents can do</i> . New York, NY, US: Simon & Schuster.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. M-rated game playing was used as the measure of violent video game exposure, but most T & E games also contain violence.
79	Lemmens, J. S., & Bushman, B. J. (2006). The appeal of violent video games to lower educated aggressive adolescent boys from two countries. <i>CyberPsychology & Behavior, 9</i> , 638-641.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
80	Lin, S., & Lepper, M. R. (1987). Correlates of children's usage of video games and computers. <i>Journal of Applied Social Psychology, 17</i> , 72-93.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
81	Masuda, K. (1996). Daigakusei niokeru konpyuuta, Jouhoukyouiku heno ishiki, oyobi kako, genzai no bidegemuasobi no jittai to seikakutokusei tonon kankei [Attitudes toward computer and informational education, and relationships between past and present video game play and personalities among university students], <i>Kinjogakuin Daigaku Ronsyu [Bulletin of Kinjogakuin University], 22</i> , 53-69.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.
82	Matsuzaki, N., Watanabe, H., & Satou, K. (2004). Terebigemu no kougekisei ni kansuru kyouikushinrigakuteki kenkyu [Educational psychology of the aggressiveness in the video game]. <i>Bulletin of the Faculty of Education, Ehime University, 51(1)</i> , 45-52.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.

	A	B	C	D	E	F	G	H	I	J
83	Meyers, K. S. (2003). Television and video game violence: Age differences and the combined effects of passive and interactive violent media. <i>Dissertation Abstracts International Section B: The Sciences and Engineering</i> , 63(11-B), 5551.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Video games appear to differ on relevant dimensions other than aggression and no pre-testing or controlling was done to match these dimensions.
84	Meyers, K. S. (2003). Television and video game violence: Age differences and the combined effects of passive and interactive violent media. <i>Dissertation Abstracts International Section B: The Sciences and Engineering</i> , 63(11-B), 5551.	1	AggCog	Y	N	Y	Y	Y	Y	#2. Video games appear to differ on relevant dimensions other than aggression and no pre-testing or controlling was done to match these dimensions.
85	Mine, Y. (2003). Terebigemu to kougekikoudou: Nakayoshi no tomodachi to kakutoukei gemu wo surutoki [Video games and aggressive behavior: When playing fighting games with close friends]. <i>Studies on Education and Psychology: Journal of the Graduate School Kyoto Women's University</i> , 145-154.	1	AggBeh	N	Y	Y	Y	Y	Y	#1. There was no non-violent video game control condition.
86	Moore, C.N. (2007). An examination of psychological and cardiovascular responses to violent content in video games. <i>Dissertation Abstracts International: Section B: The Sciences and Engineering Vol 67(8-B)</i> , 2007, pp. 4717.	1	AggAff	Y	N	N	Y	Y	Y	#2. The violent video game was rated as less difficult and more interesting, but this difference was not controlled. #3. All participants received both conditions and there is evidence that order mattered.
87	Moore, C.N. (2007). An examination of psychological and cardiovascular responses to violent content in video games. <i>Dissertation Abstracts International: Section B: The Sciences and Engineering Vol 67(8-B)</i> , 2007, pp. 4717.	1	PhysArous	Y	N	N	Y	Y	Y	#2. The violent video game was rated as less difficult and more interesting, but this difference was not controlled. #3. All participants received both conditions and there is evidence that order mattered.
88	Mori, M. (2006). Bouryoku-teki gemu no eizougenjitsusei ga kougeki ni kanrensuru ninchi ni ataeru eikyuu [Effects of realistic graphics of violent video games on aggression-related cognition]. <i>Proceeding of the 47th convention of the Japanese Society of Social Psychology</i> , pp. 564-565.	1	AggCog	N	Y	Y	Y	N	Y	#1. The control game included violence. #5. Participants completed a Stroop task between playing the video game and completing the cognitive outcome measure, making it unlikely that an effect could be found.
89	Mouri, M., Sakamoto, A., Hinoguchi, Y., Sakamoto, K., & Kobayashi, K. (2001). Terebigemu shiyuu to kougekisei no ingakankei no kentou: Shogakusei ni taisuru paneru chosa [Causal relationships between video game play and aggressiveness: A panel study of elementary school students]. <i>Studies in Simulation & Gaming</i> , 11(1), 7-15.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.
90	National Assembly for Youth Development. (2006). Seishonen yugaikankyo taisaku suishin kenkyu houkokusho [A research report for improving harMFul environments on youth]. Tokyo: Author.	1	AggAff	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.
91	National Assembly for Youth Development. (2006). Seishonen yugaikankyo taisaku suishin kenkyu houkokusho [A research report for improving harMFul environments on youth]. Tokyo: Author.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.

	A	B	C	D	E	F	G	H	I	J
92	National Assembly for Youth Development. (2006). Seishonen yugaikankyo taisaku suishin kenkyu houkokusho [A research report for improving harMFul environments on youth]. Tokyo: Author.	1	AggCog	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.
93	National Assembly for Youth Development. (2006). Seishonen yugaikankyo taisaku suishin kenkyu houkokusho [A research report for improving harMFul environments on youth]. Tokyo: Author.	1	Empathy	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.
94	National Assembly for Youth Development. (2006). Seishonen yugaikankyo taisaku suishin kenkyu houkokusho [A research report for improving harMFul environments on youth]. Tokyo: Author.	1	ProsBeh	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.
95	Nelson, T. M., & Carlson, D. R. (1985). Determining factors in choice of arcade games and their consequences upon young male players. <i>Journal of Applied Social Psychology, 15</i> , 124-139.	1	AggAff	N	Y	N	Y	N	Y	#1. An aggressive game condition is compared to a prosocial game condition. It is not clear that the prosocial game was non-violent. #3. Four times as many participants were assigned to the prosocial game than the aggressive game. #5. The outcome appears to be a trait measure.
96	Norris, K. O. (2004). Gender stereotypes, aggression, and computer games: an online survey of women. <i>CyberPsychology & Behavior, 7</i> , 714-727.	1	AggAff	Y	N	Y	Y	Y	Y	#2. Total computer game use (not violent) was used as the predictor.
97	Norris, K. O. (2004). Gender stereotypes, aggression, and computer games: an online survey of women. <i>CyberPsychology & Behavior, 7</i> , 714-727.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total computer game use (not violent) was used as the predictor.
98	Norris, K. O. (2004). Gender stereotypes, aggression, and computer games: an online survey of women. <i>CyberPsychology & Behavior, 7</i> , 714-727.	1	AggCog	Y	N	Y	Y	Y	Y	#2. Total computer game use (not violent) was used as the predictor.
99	Panee, C. D., & Ballard, M. E. (2002). High versus Low Aggressive Priming During Video Game Training: Effects on violent action during game play, hostility, heart rate, and blood pressure. <i>Journal of Applied Social Psychology, 32</i> , 2458-2474.	1	AggBeh	Y	Y	Y	N	Y	Y	#4. Behavior in the video game is not aggression (not directed towards a target motivated to avoid harm).
100	Polman, H., de Castro, B. O., & van Aken, M. A. G. (2008). Experimental study of the differential effects of playing versus watching violent video games on children's aggressive behavior. <i>Aggressive Behavior, 34</i> , 256-264.	Exp 1	AggBeh	N	Y	Y	Y	Y	Y	#1. Violent game was compared to Crash (which also contains violence).
101	Pusateri, J. (2006). The effects of video game violence on boys' articulated thoughts of aggressive behavioral intentions. Dissertation Abstracts International: Section B: The Sciences and Engineering Vol 67(4-B), 2006, pp. 2210.	1	AggAff	Y	Y	N	Y	Y	N	#3. There appears to be a pre-test difference between the groups. #4. Measured negative affect, rather than anger.

	A	B	C	D	E	F	G	H	I	J
102	Pusateri, J. (2006). The effects of video game violence on boys' articulated thoughts of aggressive behavioral intentions. <i>Dissertation Abstracts International: Section B: The Sciences and Engineering Vol 67(4-B)</i> , 2006, pp. 2210.	1	AggCog	Y	Y	N	Y	Y	Y	#3. There appears to be a pre-test difference between the groups.
103	Rudatsikira, E., Muula, A. S., & Siziya, S. (2008). Variables associated with physical fighting among US high-school students. <i>Clinical Practice and Epidemiology in Mental Health, 4</i> , 1-8.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
104	Sakamoto, A. (1992). Kodomo no terebigemu shiyou to shakaitekihattatsu: Kyoukansei, kyoudousei, ninchitekihukuzatusei, kougekisei, sensoukan, gakkynaichii, seiseki [Children's video game use and social development: Empathy, cooperativeness, cognitive complexity, aggressiveness, attitudes toward war, sociometric status, and school achievement]. <i>Ochanomizu University Studies in Arts and Culture, 45</i> , 169-186.	1	Empathy	Y	N	Y	Y	Y	Y	#2. Total weekly video game exposure (not violent) was used as the predictor.
105	Santisteban, C., Alvarado, J., Recio, P., (2007). Evaluation of a Spanish version of the Buss and Perry aggression questionnaire: Some personal and situational factors related to the aggression scores of young subjects. <i>Personality and Individual Differences, 42</i> , 1453-1465.	1	AggAff	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
106	Santisteban, C., Alvarado, J., Recio, P., (2007). Evaluation of a Spanish version of the Buss and Perry aggression questionnaire: Some personal and situational factors related to the aggression scores of young subjects. <i>Personality and Individual Differences, 42</i> , 1453-1465.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
107	Santisteban, C., Alvarado, J., Recio, P., (2007). Evaluation of a Spanish version of the Buss and Perry aggression questionnaire: Some personal and situational factors related to the aggression scores of young subjects. <i>Personality and Individual Differences, 42</i> , 1453-1465.	1	AggCog	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
108	Scott, D. (1995). The effect of video games on feelings of aggression. <i>The Journal of Psychology, 129</i> , 121-133.	1	AggCog	Y	Y	Y	Y	N	N	#5. The outcome is a trait measure. #6. The outcome was computed as percentage change, not absolute change.
109	Sigurdsson, J. F., Gudjonsson, G. H., Bragason, A. V., Kristjansdottir, E., Sigfusdottir, I. D. (2006). The role of violent cognition in the relationship between personality and the involvement in violent films and computer games. <i>Personality and Individual Differences, 41(2)</i> , 381-392.	1	AggCog	Y	N	Y	Y	Y	Y	#2. Poor measure of video game violence exposure.

	A	B	C	D	E	F	G	H	I	J
110	Sigurdsson, J. F., Gudjonsson, G. H., Bragason, A. V., Kristjansdottir, E., Sigfusdottir, I. D. (2006). The role of violent cognition in the relationship between personality and the involvement in violent films and computer games. <i>Personality and Individual Differences, 41</i> (2), 381-392.	1	Desen	Y	N	Y	Y	Y	Y	#2. Poor measure of video game violence exposure.
111	Silvern, S. B., & Williamson, P. A. (1987). The effects of video game play on young children's aggression, fantasy and prosocial behavior. <i>Journal of Applied Developmental Psychology, 8</i> , 453-462.	1	AggBeh	N	Y	Y	N	Y	Y	#1. Only active video game participants should be compared to baseline. A pre-post measure of behavior is used without control group. #4. Aggression is not distinguished from damaging an object.
112	Silvern, S. B., & Williamson, P. A. (1987). The effects of video game play on young children's aggression, fantasy and prosocial behavior. <i>Journal of Applied Developmental Psychology, 8</i> , 453-462.	1	ProsBeh	N	Y	Y	N	Y	Y	#1. Only active video game participants should be compared to baseline. A pre-post measure of behavior is used without control group. #4. The prosocial behavior measured does not seem clearly prosocial.
113	Straude-Muller, F., Bliesener, T., & Luthman, S. (2008). Hostile and hardened? An experimental study on (de-)sensitization to violence and suffering through playing video games. <i>Swiss Journal of Psychology, 67</i> , 41-50.	1	Desen	N	Y	Y	Y	Y	Y	#1. There were low and high violence conditions, but no non-violent control.
114	Straude-Muller, F., Bliesener, T., & Luthman, S. (2008). Hostile and hardened? An experimental study on (de-)sensitization to violence and suffering through playing video games. <i>Swiss Journal of Psychology, 67</i> , 41-50.	1	PhysAr	N	Y	Y	Y	Y	Y	#1. There were low and high violence conditions, but no non-violent control.
115	Tamamiya, Y. (2006). Konpyutaagemu no bouryokusei to sougosayousei ga pureiyaa ni ataeru eikyo [The effect of violence and interaction of computer games on player]. <i>Proceeding of the 4th joint research conference of the Game Amusement Society</i> , pp. 15-18.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. The violent video game was more difficult to play, but this was not statistically controlled.
116	Unsworth, G., Devilly, G. J., & Ward, T. (2007). The effect of playing violent video games on adolescents: Should parents be quaking in their boots? <i>Psychology, Crime, & Law, 13</i> , 383-394.	1	AggAff	N	Y	Y	Y	Y	N	#1. No non-violent control game was used. #6. Participants' state anger scores were categorized as "decreased", "no change", or "increased", which should lower power compared to analyzing anger as a continuous variable.
117	Uozumi, K (2006). Imadoki chuugakusei hakusho [A white paper on the current junior high school students], Tokyo: Kodansha.	1	AggAff	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
118	Uozumi, K (2006). Imadoki chuugakusei hakusho [A white paper on the current junior high school students], Tokyo: Kodansha.	1	ProsBeh	Y	N	Y	Y	N	Y	#2. Total video game exposure (not violent) was used as the predictor. #4. This appears to be a single item measure of prosocial behavior.
119	Urashima, M., & Suzuki, K. (2003). Konpyuuta gemu ga kodomo no koudou ni oyobosu eikyo [The effects of playing with computer games on children's behavior], <i>Journal of Child Health, 50</i> , 50-56.	1	AggAff	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.

	A	B	C	D	E	F	G	H	I	J
120	Walker, M. R. (1984). The effects of video games and TV/film violence on subsequent aggression in male adolescents. Unpublished Dissertation. University of Southern Mississippi.	1	AggAff	N	Y	Y	Y	Y	Y	#1. Only a violent game condition (Space Invaders) was used without a control condition.
121	Walker, M. R. (1984). The effects of video games and TV/film violence on subsequent aggression in male adolescents. Unpublished Dissertation. University of Southern Mississippi.	1	AggBeh	N	Y	Y	Y	Y	Y	#1. Only a violent game condition (Space Invaders) was used without a control condition.
122	Walker, M. R. (1984). The effects of video games and TV/film violence on subsequent aggression in male adolescents. Unpublished Dissertation. University of Southern Mississippi.	1	AggCog	N	Y	Y	N	Y	Y	#1. Only a violent game condition (Space Invaders) was used without a control condition. #4. Some of the subscales appear to measure things other than aggression (e.g., negativism).
123	Wallenius, M., Punamaki, R. L., & Rimpela, A. (2007). Digital game playing and direct and indirect aggression in early adolescence: The roles of age, social intelligence, and parent-child communication. <i>Journal of Youth & Adolescence</i> , 36, 325-336.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
124	Wiegman, O., & van Schie, E. G. M. (1998). Video game playing and its relations with aggressive and prosocial behavior. <i>British Journal of Social Psychology</i> , 37, 367-378.	1	AggBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
125	Wiegman, O., & van Schie, E. G. M. (1998). Video game playing and its relations with aggressive and prosocial behavior. <i>British Journal of Social Psychology</i> , 37, 367-378.	1	ProsBeh	Y	N	Y	Y	Y	Y	#2. Total video game exposure (not violent) was used as the predictor.
126	Williams, D. & Skoric, M. (2005). Internet fantasy violence: A test of aggression in an online game. <i>Communication Monographs</i> , 72, 217-233.	1	AggBeh	N	N	N	N	Y	Y	#1. Violent video game playing was compared to a no game condition. #2. It is not clear that violent video game playing was manipulated (those assigned to the no game condition may have also been playing violent games). #3. There was a substantial drop-out rate, suggesting self-selection. #4. Poor measure of aggression (arguments with friend, spouse).
127	Williams, D. & Skoric, M. (2005). Internet fantasy violence: A test of aggression in an online game. <i>Communication Monographs</i> , 72, 217-233.	1	AggCog	N	N	N	Y	N	Y	#1. Violent video game playing was compared to a no game condition. #2. It is not clear that violent video game playing was manipulated (those assigned to the no game condition may have also been playing violent games). #3. There was a substantial drop-out rate, suggesting self-selection. #5. Normative beliefs are a trait measure, which may not be influenced in a relatively short-term experiment.
128	Winkel, M., Novak, D. M., & Hopson, M. (1987). Personality factors, subject gender and the effects of aggressive video games on aggression in adolescents, <i>Journal of Research in Personality</i> , 21, 211-223.	1	AggBeh	N	Y	Y	Y	Y	Y	#1. The control game contained some violence.

	A	B	C	D	E	F	G	H	I	J
129	Winkel, M., Novak, D. M., & Hopson, M. (1987). Personality factors, subject gender and the effects of aggressive video games on aggression in adolescents, <i>Journal of Research in Personality</i> , 21, 211-223.	1	PhysArous	N	Y	Y	Y	Y	Y	#1. The control game contained some violence.
130	Wittman, M., Arce, E., & Santisteban, C. (2008). How impulsiveness, trait anger, and extracurricular activities might affect aggression in school children. <i>Personality and Individual Differences</i> , 45, 618-623.	1	AggBeh	Y	N	Y	Y	Y	N	#2. Total video game exposure (not violent exposure) is measured. #6. Only partial effects (betas) controlling for potential intervening variables (impulsivity and anger) are reported.
131	Yukawa, S., & Yoshida, F. (2000). Bouryokuteki terebigemu to kougekikoudou: gemu no seisitsu to insho oyobi sankasei no kouka [Violent video games and aggressive behavior: The effects of game format, impression and participation]. <i>Proceeding of the 41st convention of the Japanese Society of Social Psychology</i> , pp. 74-75.	1	AggBeh	N	Y	Y	Y	Y	Y	#1. Violent video games that differed substantially in violence (one was 7-8, the other was 4) were collapsed. Other differences between games were not measured or controlled.
132	Yukawa, S., & Yoshida, F. (2000). Bouryokuteki terebigemu to kougekikoudou: gemu no seisitsu to insho oyobi sankasei no kouka [Violent video games and aggressive behavior: The effects of game format, impression and participation]. <i>Proceeding of the 41st convention of the Japanese Society of Social Psychology</i> , pp. 74-75.	1	AggCog	N	Y	Y	Y	Y	Y	#1. Violent video games that differed substantially in violence (one was 7-8, the other was 4) were collapsed. Other differences between games were not measured or controlled.
133										
134	Inclusion Criteria									
135	1. The compared levels of the independent variable were appropriate for testing the hypothesis.									
136	2. The independent variable was properly operationalized.									
137	3. The study had sufficient internal validity in all other respects.									
138	4. The outcome measure used was appropriate for testing the hypothesis.									
139	5. The outcome measure could reasonably be expected to be influenced by the independent variable if the hypothesis was true.									
140	6. The outcome variable was properly computed.									
141										
142	Dependent Variable Categories									
143	AggAff = Aggressive affect									
144	AggBeh = Aggressive behavior									
145	AggCog = Aggressive cognition									
146	PhysArous = Physiological arousal									
147	ProsBeh = Prosocial behavior									
148	Desen = Desensitization									
149	Empathy									

Note that duplicate entries (e.g., separate male and female effect sizes) were dropped from this table.