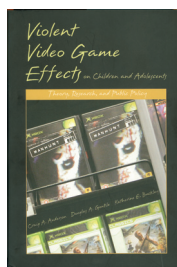


War games – what are they good for?

THIS is a shocking but necessary read for anyone working or living with children or adolescents. In fact the information contained within the book is a must read for anyone who knows anyone who plays video games, whether the games played appear to be overtly violent or not.

Anderson, Gentile and Buckley combine reviewed and ongoing research, conceptual viewpoints and implications for public policy to address the issue of increased aggressive behaviour as one of the negative effects of exposure to violent media, particularly video games. The findings and conclusions drawn in this book have significant consequences for the future, especially considering the increase in examples of aggressive incidents, such as knife-crime and school shootings, and the government's emphasis on the physical and emotional well-being of all children.

The layout of this book contributes to



Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy

CRAIG A. ANDERSON, DOUGLAS A. GENTILE & KATHERINE E. BUCKLEY

OXFORD: OXFORD UNIVERSITY PRESS, 2007; Hb £17.99

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REVIEWED BY **Melanie Adkins**

the strong case posed for the necessary actions needed in response to the research. *Violent Video Game Effects on Children and Adolescents* begins by including background material, effects of exposure to violent media, outlining previous research and introducing the general aggression model, which is used to make sense of the findings in Part 3. Part 2 builds on this foundation by outlining new research studies that fill the gaps left previously and explores other risk and resilience factors that affect consequences following exposure to violent entertainment media. The third part of the book focuses on making sense of these findings with particular emphasis on public policy and ways of reducing the harmful effect of such games.

After reflecting and discussing the

contents of this book with fellow psychologists, I was struck by the overwhelming amount of research involving multiple methods that currently exists in this area, the impact of supposedly 'happy' games involving light-hearted music and cartoon characters and the unwillingness of the game industry to take responsibility for the findings and warn game players and, where relevant, parents of the possible effects of short-term and long-term exposure. Although this is a controversial subject, this book successful opens the reader's eyes to the psychological, sociological and political implications of violent video games for the mass population.

■ *Melanie Adkins is an educational psychologist in Luton.*