

Supplemental materials for: Anderson, C. A., Shibuya, A., Ihori, N., Swing, E. L., Bushman, B.J., Sakamoto, A., Rothstein, H.R., & Saleem, M. (2010). Violent video game effects on aggression, empathy, and prosocial behavior in Eastern and Western countries. *Psychological Bulletin*, *136*, 151-173.

Appendix A

Reports That Have at Least One Relevant Effect That Meets the Quality Best Practices Criteria

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Appendix B

Additional Reports That Have No Relevant Effects That Meet All Inclusion Criteria

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- Note.* Some of the reports included in Appendix B do not claim to have tests of violent video game effects on relevant outcome variables, whereas other make such claims but do not meet the quality inclusion criteria.