Screen Violence, Attention Problems, and Aggression

Prior cross-sectional and longitudinal research has identified a link between amount of exposure to screen media (television and video games) and self- and teacher-reported attention problems. Other recent correlational research also links action video game playing with lower proactive cognitive control. Still other studies have experimentally demonstrated improvements in spatial and temporal aspects of visual attention after action video game play. Theory suggests that frequent use of certain types of video games should lead to improvements in certain types of visual attention tasks and to decrements in proactive control. Recent longitudinal, correlational and experimental examining links between screen violence, attention problems, and aggression will be presented.

WEDNESDAY, NOVEMBER 8, 2017 • 3:30 P.M.
BOWEN AUDITORIUM