

Yes, Violent Video Games Trigger Aggression, but Debate Lingers

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Intuitively, it makes sense Splatterhouse and Postal 2 would serve as virtual training sessions for teens, encouraging them to act out in ways that mimic game-related violence. But many studies have failed to find a clear connection between violent game play and belligerent behavior, and the controversy over whether the shoot-'em-up world transfers to real life has persisted for years. A new study published on October 1 in *Proceedings of the National Academy of Sciences* tries to resolve the controversy by weighing the findings of two dozen studies on the topic.

The meta-analysis does tie violent video games to a small increase in physical aggression among adolescents and preteens. Yet debate is by no means over. Whereas the analysis was undertaken to help settle the science on the issue, researchers still disagree on the real-world significance of the findings.