

Video Games and the Elusive Search for their Effects on Children: An Assessment of Twenty Years of Research

Abstract: This paper assesses 20 years of research into the effects of video games on children.

Studies reveal dispute over effects, with findings of negative effects disputed by other research.

Further complicating the issue is the fact that the medium has rapidly evolved technologically, making problematic any comparisons of video game studies over time. The author concludes that a workable or precise model of video game effects on children seems unlikely in the near future.

This paper was presented to the Mass Communication and Society Division at the 2001 convention of the Association for Education in Journalism and Mass Communication (AEJMC). [Top Three Student Paper]