

About this database:

ProQuest 5000 provides access to over 10,000 newspapers, magazines and academic journals and over 6,000 of these are available in full-text.

Find ProQuest 5000:

- Go to \Rightarrow Library Homepage: <http://www.library.otago.ac.nz/billrobertson/index.html>
- Select \Rightarrow *Databases & Article Searching*
- Go to \Rightarrow Databases A-Z
- Select \Rightarrow *ProQuest Central*
- Select \Rightarrow Enter your student/staff username and password if prompted

This database opens to the **Advanced Search**. Enter the **words** that are **most important to your search** rather than a sentence. This search, for example, aims to retrieve articles related to **the effects of video games on children's behaviour**.

A * at the end of a word, instructs the database to search for all the different endings that can be put on that word. So **child*** will also find **children**, and **behav*** will retrieve **behavior** and **behaviour**, etc.

Put quotation marks around words you wish to search as a phrase.

Advanced Search

Other search options: [Figures & Tables](#) | [Look Up Citation](#) | [More](#)

child* Key fields + text

AND ("computer games" or "video games") Key fields + text

AND (behav* or) Key fields + text

[Add a row](#) | [Remove a row](#) [Search](#) [Clear form](#)

Limit to:

Full text Scholarly journals

Date range: All dates

Source type*:

Books Accounting & Tax St

Conference Papers & Proceedings Advertisement

Dissertations & Theses Annual Report

Encyclopedias & Reference Works Article

Government & Official Publications Audio/Video Clip

Historical Newspapers Back Matter

Magazines Bibliography

Document feature*:

, Czech

, And Danish

Block Dutch

Language*:

Czech Danish

Dutch English

You can choose to search for your words anywhere you like within a document (e.g. title or subject headings). However the default search is often the most helpful to begin with.

Use these to narrow your search to subject specific resources in the ProQuest 5000 collection.

Search results:

5164 Results

[Search within](#) | [Find related figures & tables](#)

Suggested subjects: Computer & video games AND Games Computer & video games Computer & video games AND Video Games Computer & video games AND Children & youth Computer & video games AND Violence

[View All >](#) Powered by ProQuest®

Add items 1-20 to My Research (0 new) [Email](#) [Cite this](#) [Export](#)

Sort results by: Relevance

Narrow results by: Source type Scholarly Journals

Publication title Document type Keyword Subject

humans (1109) children & youth (775) child (728) male (709) female (677) More options...

Click on **Preview** or **Citation/Abstract** to access a summary and the article subject headings.

This search retrieved **5164 results sorted by their relevance to the keywords entered**. With this many results, it is helpful to **edit your search** and a number of options are provided here.

Print/Email/Save options are available, or add it to the **My Research** folder so it can be emailed or printed along with any other selections.

The **full text** of this article is available, click here.

Browse the **summary** and **subject headings** to assess if the article is relevant. You can use the subject headings in future searches – sometimes they are more relevant than the words you've originally used.

Citation / Abstract information

Citation/Abstract < Back to results > Previous Article 2 of 5169 Next >

Add to My Research

Email Print Cite this Export Save as file Tags

The effect of video games on feelings of aggression

Scott, Derek.

The Journal of Psychology 129.2 (Mar 1995): 121-32.

Other formats: Full text

Article Linker

Turn off hit highlighting

Abstract (summary) Translate

Fueled by the media, the controversy over whether playing popular arcade/**computer games** increases aggressiveness has only been compounded by inconsistencies within empirical research. This experiment, conducted with university students in Scotland, was designed to explore some of these inconsistencies. Aggressiveness was manipulated as the independent variable. As dependent variables, the Buss-Durkee Hostility Inventory (Buss & Durkee, 1957) and the Eysenck Personality Questionnaire (EPQ; Eysenck & Eysenck, 1975) were used. There was no linear pattern in aggressive affect change across three games that contained varying levels of violence. Results are discussed in terms of the general lack of support for the commonly held view that playing aggressive **computer games** causes an individual to feel more aggressive.

Full Text Translate

THE LINK BETWEEN TELEVISION VIEWING AND VIOLENCE has been researched and debated for some time (Anderson, 1977; Berkowitz, 1984; Eron, 1982; Gunther, 1981; Pearl, Bouthilet, & ... [Show all]

Indexing (details) Cite this

Subjects
MeSH Social research, Computer & video games, Aggressiveness Adult, Aggression -- psychology (major), Female, Hostility, Humans, Individuality, Male, Personality Inventory, Play & Recreation (major), Violence -- psychology

References
Cited by (42)
More like this
See similar items

This article has been cited in other research 42 times. To access those articles, click here.

Access articles with **similar subject headings** (i.e. related articles).

The availability of articles:

- Results displaying Full text or Full text - PDF are available straight away.
- This icon Citation/Abstract will allow you to access a summary of the article.
- If there are not full text options, click on ARTICLE LINKER and find out if the article is available from another library database

Select multiple articles for email/print/save

From the results screen, **select the articles** you want by clicking on the boxes. This will move a copy of the articles to the **My research** folder.

5164 Results Search within | Find related figures & tables

Suggested subjects Computer & video games AND Games Computer & video games Computer & video games AND Children & youth Computer & video games AND Violence

View All >

Add items 1-20 to My Research (0 new) Email Cite this Export

1 Violent computer games, empathy, and cosmopolitanism [PDF] Preview
Coeckelbergh, Mark.
Ethics and Information Technology 9.3 (2007): 219-231.
...CyberPsychology and Behaviour 7(1): 110, 2004
...Features of Violent Video Games, Mental Models
... VIOLENT COMPUTER GAMES, EMPATHY, AND
Citation/Abstract Full text - PDF (218 KB)

2 The effect of video games on feelings of aggression
Scott, Derek.
The Journal of Psychology 129.2 (Mar 1995): 121-32.
...effects of video games on feelings of aggression
...aggressive video games, Personality Inventory, Play & Recreation (major), Computer games: F
...C. (1983). Computer games: F
Cited by (42)
Citation/Abstract Full text

3 Gender-linked Differences in the Outdoor Activities of 5- to 12-Year-Old Children
Baker, M. J., & ...
Citation/Abstract Full text

ProQuest My Research Powered by RefWorks

Documents New (3) Figures & tables New (0) Searches Recent (1) Widgets

Folder: New documents (3)

Select items 1-3 Add to folder Share in list Delete

Email Print Cite this Export Save as file

1 The effect of video games on feelings of aggression
Scott, Derek.
The Journal of Psychology 129.2 (Mar 1995): 121-32.
Cited by (42)
Citation/Abstract Full text
Notes: No notes added yet Add notes
Delete

2 A comparison of two analytical evaluation methods for educational computer games for young children
Bekker, Mathilde M; Baauw, Ester; Barendregt, Wolmet.
ProQuest Technology & Media 19.2 (Apr 2008): 150-140
Preview

From the **My Research** folder, you can print/save/email all or some of the articles selected.