
**Appendix A**

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


Repeated exposure to video game play results in decreased blood pressure responding. *Media Psychology, 8*, 323–341.


**Appendix B**

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


Barlett, C. P., Harris, R. J., & Baldassaro, R. M. (2007). The longer you play, the more hostile you feel: Examination of first-person shooter video games and aggression during video game play. *Aggressive Behavior, 33*, 1–12.


Sakamoto, A. (1992). *Kodomo no terebigemushiyoutoshakaitekihhattatsu: Kyoukansei, kyoudousei, ninchitekikuzuzai, kougekisei, sensoukan, gakkyunaichii, seiseki* [Children’s video game use and social development: Empathy, cooperativeness, cognitive complexity, aggressiveness, attitudes toward...
war, sociometric status, and school achievement]. *Ochanomizu University Studies in Arts and Culture, 45*, 169–186.


*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.