

Twitter Thread by Dr. Rachel Kowert



Dr. Rachel Kowert

@DrKowert



Early this week I ranted about a @nytimes editorial misrepresenting the scientific literature around video game uses and effects.

It's one thing for an editorial piece to mishandle scientific information, but it is another when an “educational” organization does it.

A thread.

A new training from @childrenscreens was announced called BLOOD, SWEAT, and FEARS: Understanding the Psychological Effects of Graphic and Violent Media on Children and Teens.

<https://t.co/2FAOUT8FdO>

What a title. One that is clearly meant to instill fear, shock, awe, pearl clutching... moral panic.

For a primer on the history of the moral panic see here: <https://t.co/mj6aedCQBJ>

There are many points to discuss in their advertising, but for the sake of time I'll focus on a few. Starting with this gem of an anonymous quote.

Ready Player Two

Rather than simply condemning video games as a dangerous source of media violence, Villanova University Professor of Psychological and Brain Sciences Patrick Markey recommends that parents try playing their kids' favorite games with them. “Today, video games (even violent ones) provide an opportunity for children to create real memories with their parents in a virtual playground,” Markey says. “Playing with our kids not only gives parents that chance to judge the violent content of games for themselves, but it also helps foster a connection between kids and parents.” Other scholars disagree, stating that using violent games to bond with children is a bad idea for any parent. They point out that parents wouldn't smoke cigarettes or participate in other harmful activities with their kids just because the kids like it.

First, games are not addicting in the way as cigarettes or any other chemical addiction

See: <https://t.co/lzvAQn1ASo>

Side note: Video game "addiction" in and of itself is even a hotly debated and contentious and contentious issue within the scientific community.

For an overview on the current state of the research, see here: <https://t.co/zbV2r8klrK>

Second, playing together with your kids is actually an incredibly powerful way to connect with children, especially during the COVID pandemic.

Exhibit A: <https://t.co/GuU2yrBS1B>

Exhibit B: <https://t.co/R8zMWe1QSf>

Exhibit C: <https://t.co/ZjX8rZXlyM>

I legitimately could go on all day.

The points I raise here alone are notable. This one-sided, exaggerated information does an INCREDIBLE disservice to parents and caretakers everywhere.

Then let's talk about their experts.

For this seminar they chose Dr. Brad Bushman who has dedicated his career to studying violent video game effects. Notably, several of his publications have been redacted due to falsified data.



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RETRACTED: "boom, headshot!" effect of video game play and controller type on firing aim and accuracyJL Whitaker, [BJ Bushman](#) - Communication Research, 2014 - journals.sagepub.com

The editors of Communication Research, Drs. Gibbs and Knobloch-Westerwick, wish to issue a retraction of the article entitled "'Boom, Headshot!': Effect of Video Game Play and Controller Type on Firing Aim and Accuracy" by Jodi L. Whitaker and Brad J. Bushman. This ...

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Y Çetin, J Wai, C Altay, BJ Bushman - Gifted Child Quarterly, 2016 - journals.sagepub.com

At the request of the Journal Editor (s) and the Publisher and/or the author (s), the following article has been retracted. Çetin, Y., Wai, J., Altay, C., & Bushman BJ (2016). Effects of violent media on verbal task performance in gifted and general cohort children. Gifted Child ...

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"Boom, headshot!": Effect of video game play and controller type on firing aim and accuracy": Retraction.JL Whitaker, [BJ Bushman](#) - 2017 - psycnet.apa.org

Reports the retraction of "'Boom, headshot!": Effect of video game play and controller type on firing aim and accuracy" by Jodi L. Whitaker and Brad J. Bushman (Communication Research, 2014 [Oct], Vol 41 [7], 879-891). The original article has been retracted. A ...

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Reports the retraction of "The weapons effect" by Arlin James Benjamin Jr. and Brad J. Bushman (Current Opinion in Psychology, 2018 [Feb], Vol 19, 93-97). The original article has been retracted as the authors notified the Editors-in-Chief that this invited review has ...

☆

" Effects of violent media on verbal task performance in gifted and general cohort children": Retraction.Y Çetin, J Wai, C Altay, [BJ Bushman](#) - 2017 - psycnet.apa.org

If they wanted to focus on violent video game effects, why not go with [@patmarkey](#) and [@CJFerguson1111](#) who literally published the book on the topic and have zero redacted papers between them?

SPOILER: Because they don't push the moral panic agenda

<https://t.co/3BVSZDreWU>

I could go into more nuanced discussions of their advertisement, but honestly isn't this enough?

This kind of "educational" content is reprehensible. It is why the moral panic around games remains today and parents remain fearful despite the wealth of contrary research.

For example, did you know that the scientific consensus is that games to dot desensitize players to violence?

<https://t.co/L4gPRFYXje>

...or that violent video games do not make players more violent?

<https://t.co/jPCOOKqZGa>

You probably would also not realize that games are a great way for families to spend time together.

<https://t.co/4eY8PfWU8K>

No video games are not perfect, but they are not this.

They are NOT this.

(reposted because I mistakenly used an image in the original post that was not directly associated with the seminar advertising material)