



ORCA has been fundamental in the success of my research. Without the fellowship I would not have been able to buy the equipment or supplies needed. The purpose of my research was to examine if realistic violence in video games can prime aggression. Previous literature in this area has been inconsistent, past literature has suggested that violent video games and increased aggression may be correlated (Anderson & Bushman, 2001), whereas meta-analysis (Ferguson, 2007) shows a lack of evidence to support that relationship. What we know is that video games have rapidly advanced, giving gamers a more 'lifelike' experience, providing as much realistic details as possible, and are now integrating virtual and augmented reality. What my research found was that there was an ordinal relationship between participants (i.e., students) who played games with more realistic violence also demonstrated more aggressive thought. These results suggest that the amount of violence experienced in a video game may influence not only whether a person is primed for aggression, but also the strength of that priming. These findings may also help to explain the inconsistent results of prior research. Additional data analysis is being examined and a manuscript is in progress.