Abstract

Playing video games in childhood and adolescence: A comprehensive socio-psychological perspective discusses important topics that have attracted the attention of the psychological community in the area of video games. The book covers more than 40 years of intensive scientific research that is full of arguments and controversies. Factual results are systematically and critically reviewed with an emphasis on methodological issues, which significantly contribute to the polarization of the scientific debate. The author examines motivational aspects of video gameplay and multiple effects of video games. A significant portion of the text is devoted to the relation between video game violence and aggression as the most studied research question. Due to the fact that playing video games is most prevalent in childhood and adolescence, the role of family context is thoroughly discussed. Chapters regarding motivation, addiction, and family context of video game playing are further supplemented by results of original empirical studies.