

/ / :
/ / :

- - -

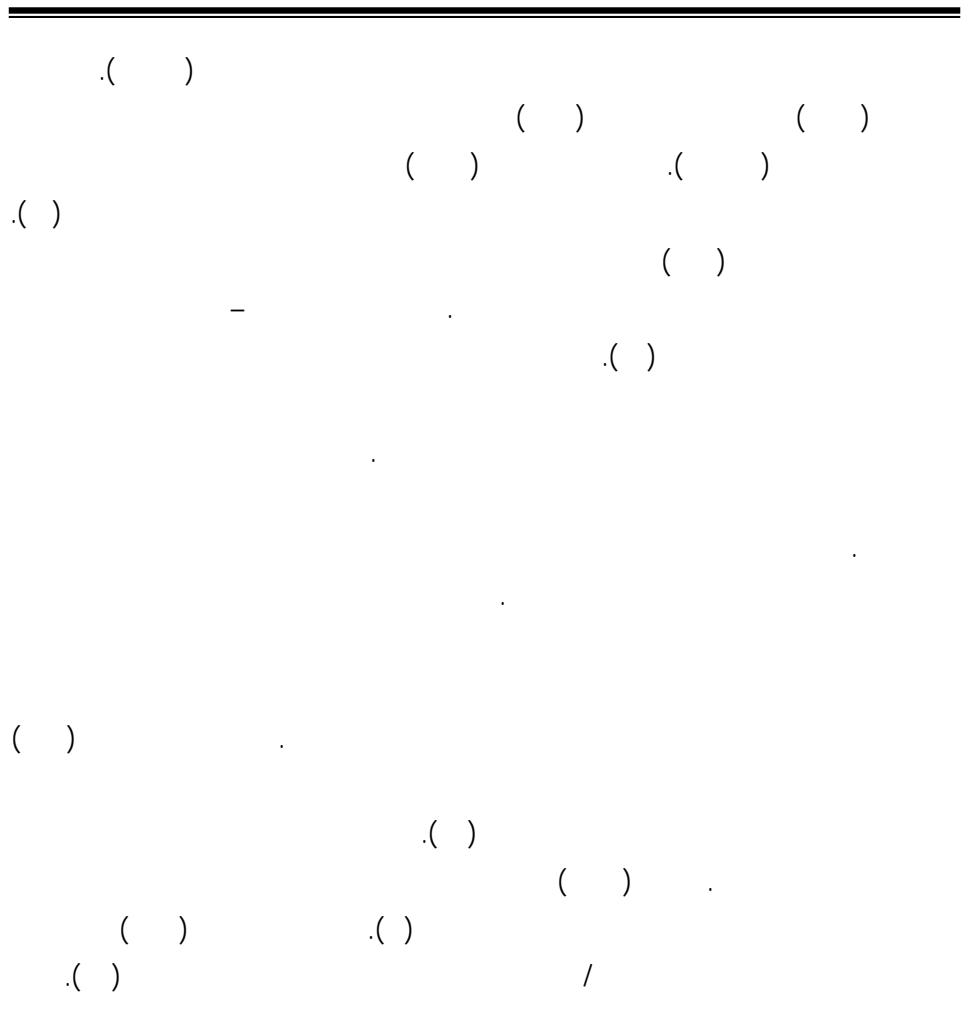
/

)
(

Email :saeedghorbani_ur@yahoo.com

+ - - : -

-
- 1 - Media
2 - Video Games
3 - Computer Games
4 - Huesman
5 - Meta Analysis
6 - Animations



-
- 1 - Mazur
 - 2 - Hebert
 - 3 - Koepf
 - 4 - Skosnik
 - 5 - α -amylase
 - 6 - Woodare & Gridina
 - 7 - Funk
 - 8 - Sherry & Lucas

)
(

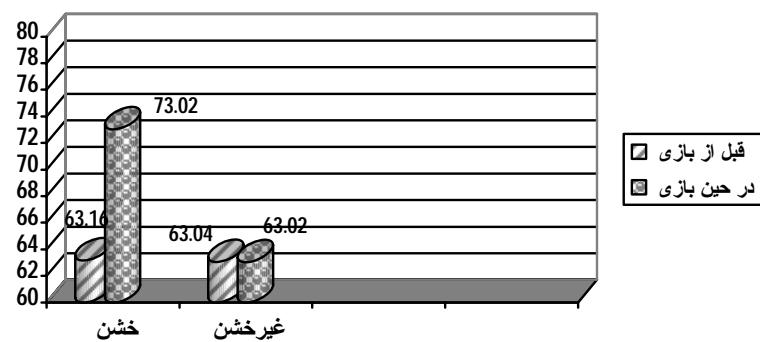
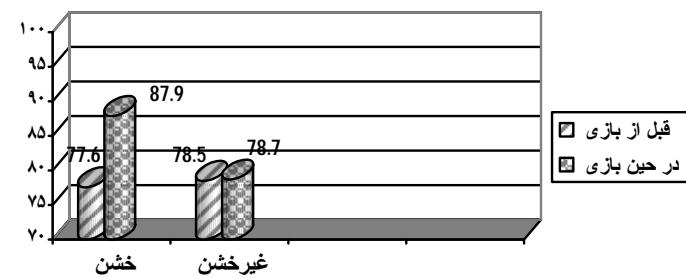
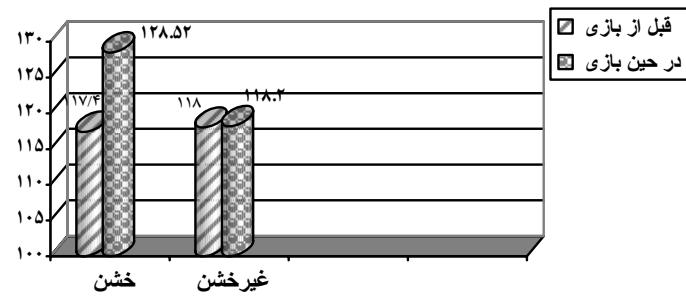
/

Omron

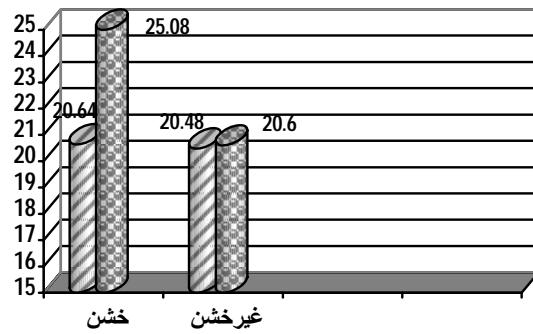
()

(Repeated ANOVA)

(P = / F = /)
F = /) (P = / F = /)
F = /) .(P = / (P = /
. (P = / F = /) (P = /
F = /) .(P = / F = /) (P = /
F = /) .(P = / F = /) (P = /
. (P = /)

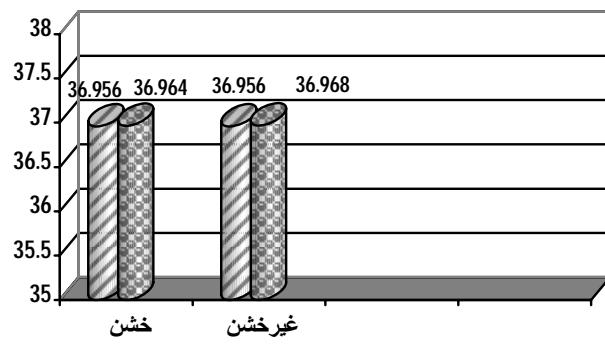


قبل از بازی
در حین بازی



-

قبل از بازی
در حین بازی



-

-
-
1. Anderson, C. A and Dill, K.E. (2000). "Video games and aggressive thoughts, fillings and behavior in the laboratory and in life". *Journal of personality and social pscyholgy*, 78 (4), PP: 772-790.
 2. Anderson, C. A. And Buchman, B.J. (2001). "Effect of violent video game on aggressive behavior, aggressive cognition, aggressive affect, phisological arousal, and prosocial behavior: a meta – analytic review of the scientific literature", *psychological science*, 12, PP: 353-39.
 3. Anderson, C.A. and Buchman B.J. (2002). "Human aggression", *Annual review of pscyholgy*, 53, PP: 27-51.
 4. Anderson, C.A. (2003). "Video games and aggressive behavior". *Lowa state university, in press*.
 5. Anderson, C.A. and Murphy, C.R. (2003). "Violent video games and aggressive behavior in young women". *Aggressive behavior*, 29, PP: 423-429.
 6. Ballard, M.E. and Weist, J.R. (1996). "Mortal combat: the effect of violent game play on male's hostility and cardiovascular responding", *Journal of applied social psychology*, 26, PP:717-730.
 7. Buchman, B.J. and Anderson, C.A. (2002). "Violent video games and hostile expectations: a test o the general aggression model". *Personality and social psychology bulletin*, 12, PP: 1679-1686.
 8. Denot – ledunois, s., vardon, G., perruchet, p., Gallego, J. (1998). "The effect of attention load on the bearting pattern in children", *international journal of psychophyisology*, 29 (1), PP:13-21.
 9. Ditto, B and Miller, S.B. (1989). "Forearm blood flow responses of offspring of hypertensive to an extended stress task". *Hypertension*, 13 (2), PP:181-187.
 10. Emes, C.E. (1997). "Is Mr. Pac Man eating our children? A review of the effect of video games on children". *Canadian journal of psychiatric*. 42 (4), PP:409-414.

-
-
11. Funk, J.B. (1993). "Revaluation of the impact of violent video games". *Clinical pediatrics*, 32, PP:86-90.
 12. Griffiths, M.D. and Dancaster, I. (1995). "The effect of type a personality on physiological arousal while playing computer game", *addictive behavior*, 20 (4), PP: 453-548.
 13. Herbert, S., Beland, R., Dionne – Fournelle, O., Crete, M., Lupien S.G. (2005). "Physiological response to video game playing: contribute of built in music". *Life science*, 76, PP:2371-2380.
 14. Huesman L.R. (1986). "Psychological processes promoting the relation between exposure to media violence and aggressive behavior by the reviewer", *Journal of social issues*, 42, PP:125-132.
 15. Koepp, M.J. Gunn, R.N. Lawrence, A.D. Cunningham, V.J. Dagher, A., Jones, T., Brooks, D.J. Bench, C.J. Grasby, P.M. (1998). "Evidence for striatal dopamine release during a video game". *Nature*, 393, PP: 266-268.
 16. Mazur, A., Susman, E., Edelbrock. (1997). "Sex difference in testosterone responses to a video game contest", *evolution and human behavior*, 18, PP:317-236.
 17. Michel, A and savil – smith, C. (2004). "The use of computer and video game for learning". *Learning and skills development agency*.
 18. Millet, C.J. Fish, D.R. Thompson, P.J. (1994). "A survey of epilepsy – patient perceptions of video game material / electronic screens and other factors as seizure precipitants", *seizure*, 6, PP:457-459.
 19. Murhphy, J.K., Alpert, B.S. Walker, S.S. (1992). "Whether to measure change from baseline or absolute level in studies children's cardiovascular reactivity: a two year follow – up", *journal of behavioral medicine*, 14, PP:409-419.
 20. Musante, L., Raunikar, R.A. Treiber, F., Davis, H., Dysart, J., Levy, M., Strong, W.B. (1994). "Consistency of children's hemodynamic responses to laboratory stressors". *International journal of psychophysiology*, 17 (1), PP:65-71.
 21. O'Connor, T.J., Cooper, R.A., Fitzgerald, S.G., Dvorznak, M.J., Biningger, M.L., VaSickle, D.P. Glasse, L.(2000). "Evaluation of manual wheelchair interface to computer games". *Neurorehabilitation neural repairmen*, 14, PP:21-31.
 22. Segal, K.R. and Dietz, W.H. (1991). "Physiological response to playing a video game", *american journal of diseases of children*, 145 (9), PP:1034-1036.
 23. Sherry, J.L and Lucas, K. (2004). "Sex differences in video game play: a communication – based explanation", *communication research*, 31 (5), PP:499-523.
 24. Skosnik, P.D., chatterton, R.T. swisher, T. Park. S. (2000). "Modulation of attention inhibition by norepinephrine and cortisol after psychological stress". *International journal of psychophysiology*, 36 (1), PP:59-68.
 25. Woodard, E.H. and Gridina, N. 2000. *Media in the home* (2000). "The fifth annual survey of parents and children". (Survey series No. 7), Philadelphia: annenberg public policy center of the university of Pennsylvania.