Participants
210 college students

Random assignment
to experimental conditions

Experimental group

Session 1:
30 minutes violent video
game play: Wolfenstein 3D

1 week interval

Session 2:
15 minutes violent video
game play: Wolfenstein 3D

Noise-blasting opponent
during "Competitive
Reaction Time Task"

Debriefing

Control group

Session 1:
30 minutes nonviolent
video game play: Myst

1 week interval

Session 2:
15 minutes nonviolent
video game play: Myst

Noise-blasting opponent
during "Competitive
Reaction Time Task"

Debriefing

Groups compared