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Effects of violent video games on sexual aggression in males

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EFFECTS OF VIOLENT VIDEO GAMES ON SEXUAL AGGRESSION IN MALES

by

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Dedication

I would like to dedicate this manuscript to my beloved friends and family,

who have been supportive, caring, loving, and patient

towards me throughout this challenging, and rewarding, academic adventure.

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Abstract

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EFFECTS OF VIOLENT VIDEO GAMES ON SEXUAL AGGRESSION IN MALES
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The purpose of this research was to investigate the link between short-term violent video game play and engagement in sexually aggressive behaviors. In this study, participants were randomly assigned to play 15 minutes of Grand Theft Auto (experimental group) or Tetris Evolution (control group) on an Xbox. After game play, participants engaged in a joke telling paradigm, in which participants were given 10 sexually aggressive jokes, and were instructed to tell between 0-10 of the jokes to a female confederate. The number of jokes told is related to sexually aggressive behaviors outside of the laboratory. The researchers of this study did find a significant interaction between hostile masculinity and video game condition on the number of jokes told, which asserts that if men have high levels of hostile masculinity traits and play violent video games, they may be more at risk for sexually aggressive behaviors.

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Chapter 1

Introduction

Engagement in sexual and nonsexual aggression are often understood through the interaction of both person factors and situational factors. One situational factor that has been indicative of non-sexually aggressive behaviors is violent video game play. Although violent video game play has been linked to nonsexual aggression, a link has not yet been solidified between sexual aggression and violent video game play. As 97% of adolescents play video games, it is apparent that video games are a frequently occurring situation that may be linked to aggression (Lenhart, et al., 2008). This research aims to investigate the link between violent video game play and sexual aggression through the use of a laboratory paradigm.

Nonsexual and Sexual Aggression

Many forms of aggression have impacted individuals throughout history. Aggression can impact the world in large scale ways, such as wars and genocide or in more personal relationships as seen by abuse in the home. Aggression is defined as "any behavior directed toward another individual that is carried out with the proximate (immediate) intent to cause harm" (Anderson & Bushman, 2002). According to this definition, aggression can be physical, verbal, sexual, or against property. These behaviors have been categorized in a variety of ways. One distinction is made between sexual and nonsexual aggression (Malamuth, Sockloskie, Koss, & Tanaka, 1991). Sexual aggression is described as forcing an individual into unwanted sexual behaviors

(Malamuth, et al., 1991). Nonsexual aggression is described as physically or verbally aggressive acts outside the realm of forced sexual behaviors (Malamuth, et al., 1991).

Nonsexual aggression is an overarching umbrella term for aggressive actions that can include behaviors such as yelling, assault, or even robbery (Anderson & Bushman, 2002). The many forms of nonsexual aggression can occur between individuals in close relationships, such as intimate partner violence, or between strangers such as robbery. Intimate partner violence in 2010 was the cause of 39% of female deaths by homicide in the United States (Catalano, 2013). In 2011, there were 14,610 known homicides in the United States (Smith & Cooper, 2011). In 2012, rates of serious intimate partner violence are reported as 270,240 victims (Truman, Langton, & Planty, 2013). This data is an indication of the extent to which nonsexual aggression can cause harm at both a personal and a societal level.

Researchers highlight some links between nonsexual and sexual aggression. For example, the attitude trait of hostility toward women is predictive of both nonsexual and sexual aggression against women. In fact, men who had high levels of hostility toward women specifically targeted women in sexual and nonsexual aggression (Anderson & Anderson, 2008). It is proposed that nonsexual and sexual aggression share underlying causes (Malamuth, et al., 1991). Research suggests that nonsexual and sexual aggression occur due to similar paths. Factors, such as hostile masculinity and social isolation, result in both sexual and nonsexual aggression against women (Malamuth, et al., 1991; Malamuth, Heavey, & Linz, 1996). Because of these factors, it is suggested that sexual and nonsexual aggression should be researched together and as related, intertwined behaviors.

Sexual aggression includes acts of sexual assault, coercion, and rape. Rape is defined as forced sexual intercourse, while sexual coercion includes unwanted sexual activity in which the victim was "pressured in a nonphysical way" (Black, et al., 2011 p. 2). Recent statistics indicate that male-on-female sexual aggression is consistently a problem in the United States. In 2010, women in America reported approximately 270,000 sexual assaults or rapes (Planty, Langton, Krebs, Berzofsky, & Smiley-McDonald, 2013). For young women, the statistics are even more staggering, as the percentage of college women experiencing attempted or completed rape is reported as between one-fifth and one-quarter (Black, et al., 2011; Fisher, Cullen, & Turner, 2000). The statistics on sexual aggression indicate that this particular type of aggression is of utmost concern in younger cohorts of women, especially female college students.

Frameworks to Understand Aggression

Although these rates and frequencies are helpful to understand aggression, statistics about aggressive behaviors illustrate only part of the picture of aggression in humans. As aggressive behaviors are extensive and heterogeneous in type, it is helpful to understand why aggressive behaviors occur, thus a framework in which to understand aggression is imperative. Due to the differentiation in research between sexual aggression and nonsexual aggression, each type of aggression has its own prominent framework. In the nonsexual aggression field, The General Aggression Model is frequently used while in the sexual aggression field, the Confluence Model is often used. Although these two models are different, they each describe aggression in a "person by situation" framework. The style of framework describes human behavior as the result of both personality factors and situational factors.

The General Aggression Model, GAM, states that aggression is the result of both person factors, such as personality traits that make people more vulnerable to committing aggressive behaviors, and situation factors such as environmental factors that may prime or influence aggressive behaviors (Anderson & Dill, 2000; Bushman & Anderson, 2002; DeWall, Anderson & Bushman, 2011). These two sets of factors combine to affect the person's internal state, which includes cognitions, affect, and arousal. These three internal state factors then work together to affect the person's appraisal of the situation. In the appraisal stage, the person determines the hostility, threat, or dangerousness of the situation. Once the situation has been appraised, the person can either react impulsively or thoughtfully. Once the actions have been taken, the information from the encounter enters into the feedback loop and continues to influence the person's future encounters (Anderson & Bushman, 2002; DeWall & Anderson, 2011; DeWall Anderson & Bushman, 2011).

Although the General Aggression Model has been cited frequently in nonsexual aggression research, the Confluence Model is one of the leading theoretical models in sexual aggression research. In this model, perpetrators of sexual aggression follow two personality paths: impersonal sex path (which includes perpetrator behavioral patterns such as high number of sex partners, believing that sex is a game to be won and that sexual conquest will boost self-esteem) and hostile masculinity path (which includes a constellation of personality traits including hostility toward women, dominance, rape myth acceptance, adversarial sexual beliefs, and aggression as masculine) (Abbey, et al., 2001; Malamuth, 1986; Malamuth et al., 1991; Malamuth & Thornhill, 1994; Malamuth, et al., 1995; Malamuth, et al., 1996). The Confluence Model is a person by situation

model, in which certain personality traits may be sparked into fruition by certain situational factors. In this model, the impersonal sex personality path and hostile masculinity path act as the "person factors" in the person by situation model, in which environmental situations can be added to those personality traits to lead to sexually aggressive behaviors. Similar to the GAM, the Confluence Model, states that personality traits or person factors can be sparked or primed for aggression due to certain situational or environmental factors. The personality traits of hostile masculinity and impersonal sex may be primed by environmental factors such as a sexist environment or sexist peer interaction (Angelone, Hirschman, Suniga, Armey, & Armelie, 2005; Mitchell, Hirschman, Angelone, & Lilly, 2004).

The General Aggression Model and the Confluence Model both suggest that certain personality factors can be triggered by certain situations in the case of aggression. Although the path or specific events may be different for the sexually aggressive or non-sexually aggressive, it is clear that both can be influenced by the environment. In this study, the researchers chose to focus on The Confluence Model, as it outlines specific person factors that may be responsible for sexually aggressive behaviors, which is more closely related to this research. It is theorized that the environment can affect a person's aggressive behaviors through a variety of ways, such as modeling, direct learning, or priming. As situational factors are known to affect aggression, it is beneficial to investigate various situations that may affect the aggression, one of which is violent video games.

Violent Video Games as the Situation

When investigating nonsexual and sexual aggression, there are many factors that are studied in both areas, such as trajectories leading to either type of aggression (Thompson, Swartout, & Koss, 2013; Malamuth, et al., 1991), personality traits found in both areas (Hosie, Gilbert, Simpson & Daffern, 2014; Mouilso & Calhoun, 2012), alcohol's role in both areas (Abbey, Jacques-Tiura, & LeBreton, 2011; Devries, Child, Bacchus, Mark, Falder, Graham, Watts, & Heisse, 2011), and psychopathy related to both (Reidy, Zeicher, Miller, & Martinez, 2007; Abbey, Jacques-Tiura, & LeBreton, 2011). However, one area frequently studied in nonsexual aggression research that is not mentioned in sexual aggression research is the use of violent video games. The literature has been saturated in the past few decades with violent video game and nonsexual aggression research due to the rapidly growing industry and impact of video games as a media for young adolescent and emerging adults. As previously stated, 97% of adolescents endorse that they play video games and of the adolescents who report playing video games, half report playing a video game the day before (Lenhart et al., 2008). Although the violent video game research has been extensively studied in terms of nonsexual aggression, the field is lacking knowledge regarding a potential connection between sexual aggression and violent video games.

Violent video games and nonsexual aggression have been studied in longitudinal, cross-sectional, and experimental studies (Anderson et al., 2003; Anderson et al., 2010). Violent video game effects include higher aggressive behavior in the short and the long term (Anderson, et al., 2010). Additionally, research indicates that violent video games are related to higher aggressive cognition and affect (Anderson & Dill, 2000). The

violent video games are also related to lower prosocial behaviors, which are described as "helping behaviors", in all research designs (Anderson, et al., 2010). Empathy and desensitization have also been studied and violent video games are linked to lower empathy and higher desensitization, which is defined as lessened physiological experiences when exposed to violence (Anderson, et al., 2010; Bartholow, Bushman, & Sestir, 2006; Bushman & Anderson, 2009; Engelhardt, Bartholow, Kerr, & Bushman, 2011). As the links between violent video games and aggression grow, research on violent video games highlights that exposure to violent video games "is a causal risk factor for long-term harmful outcomes" (Anderson, et al., 2010 p. 169).

Long term effects of violent video games indicate that over four years of high school, violent video game exposure predicted aggression (Willoughby, Adachi, & Good, 2012). Violent video games also prime individuals to recognition of both aggressive and positive concepts, indicating that violent video games are affecting aggressive cognitions, in addition to aggressive behaviors (Bösche, 2010). Additionally, violent video games induce stress and lead to aggression as seen by higher stress levels and higher aggressive behaviors after violent video game play (Hasan, Begue, & Bushman, 2013). This knowledge base indicates a need to study factors, other than violence alone, which may be influential in the connection between violent video games and aggressive behaviors.

Other factors in violent video games, such as competition, controller type, time spent, or personality factors, may be linked to aggression (Adachi & Willouhby, 2013; Barlett, Harris, & Baldassaro, 2007; Beck, Boys, Rose, & Beck, 2012; Thomas & Levant, 2012;). The effects that competition may have in video games have been investigated and competitive video games were related to higher aggression, indicating that it may be the

competition involved in violent video games that is the important factor, rather than the violence itself, in the connection between violent video games and aggression. Other research has explored the amount of time spent playing the video game and the use of a weapon-like controller instead of the standard controller (Barlett, et al., 2007). It is found that aggression and hostility increased after playing the violent video game, and weapon shaped controllers were related to higher aggression and hostility more than the standard controller (Barlett, et al., 2007). In addition to these concrete factors, more abstract ideas have also been explored such as traditional masculinity and violent video games' effects on aggression (Thomas & Levant, 2012). There is evidence that traditional masculinity and rape myth acceptance may be factors related to the aggression experienced during or after playing violent video games (Beck, Boys, Rose, & Beck, 2012; Thomas & Levant, 2012). This is of particular interest as it is one of the very few research areas on violent video games that includes some discussion of factors related more specifically to sexual aggression.

Purpose and Hypotheses

Violent video game play is linked to aggression in a variety of manifestations. Additionally, violent video games have been linked to risk factors for sexual aggression including, traditional masculinity and rape myth acceptance. This study seeks to investigate if violent video game play, in the short term, is related to one specific type of aggression: sexual aggression, such that short term violent video game play will be linked to higher sexually aggressive behaviors in a laboratory paradigm (Mitchell et al., 2004; Angelone et al., 2005). Based on previous literature, this study hypothesizes that participants who play a violent video game will engage in significantly more sexually

aggressive behaviors post-play than participants who play the non-violent video game. Additionally, it is hypothesized that there will be an interaction between the Confluence Model traits (Hostility Toward Women, Adversarial Sexual Beliefs, and Sexual Dominance) and the video game condition.

Chapter 2

Methods

Participants

A total of 34 male undergraduates, ages 18-21, from a mid-sized state university in the northeastern United States completed the study. Participants were awarded credit for their Essentials in Psychology course for completing the study. The majority of the sample identified as White/Caucasian (65%), followed by Hispanic/Latino (12%), African-American/Black (9%), Asian/Pacific Islander (9%), and Other (6%). The majority of the sample identified as Heterosexual (91%), while a small percentage identified as Homosexual (6%), and Other (3%). The majority of the sample was undergraduate freshman (68%), 21% were undergraduate sophomores, and 12% were undergraduate juniors. In terms of video game play, 68% endorsed identifying as a "gamer" and 56% reported playing weekly, 26% reported playing daily, and 18% reported playing between monthly and never.

Measures

Demographics. The demographics questionnaire consisted of seven questions assessing gender, race/ethnicity, academic rank, sexual orientation, identification as a "gamer", and frequency of game play. The questionnaire was multiple-choice and was given to the participant on a computer-based program.

Social desirability. The Paulhus Balanced Inventory of Desirable Responding is comprised of 40 questions that assess the social desirability of the participant's responses (Paulhu, 1984; Paulhus, 1991). The participants responded to the questions on a 7-point

Likert scale (1 = *not true* and 7 = *very true)*. The scale is made up of two subscales: the Self-Deceptive Enhancement subscale and the Impression Management subscale. Self-Deceptive Enhancement Scale is a subscale to assess for behaviors or thoughts that constitute the participants deceiving themselves (Lanyon & Carle, 2007). The Impression Management subscale incorporates questions about behaviors that constitute the participant purposefully deceiving others (Lanyon & Carle, 2007). An example question from this scale is "I am a completely rational person" or "I have never dropped litter on the street."

History of perpetration. The Sexual Experiences Survey is utilized to assess perpetration and victimization of sexual aggression (Koss & Oros, 1982; Koss & Gidycz, 1985, Koss, et al., 2007). The scale includes ten questions on sexual victimization or perpetration, and sub-questions based off of the participant's original response. For example, the scale includes questions such as "Even though it did not happen, I TRIED to put in my penis or I tried to put my fingers or objects into a woman's vagina without their consent by:" and then gives options on the way in which that behavior occurred such as lying, getting angry, taking advantage of the victim while he/she was drunk, threatening to physically harm the victim, or using force or a weapon (Koss & Oros, 1982; Koss & Gidycz, 1985; Koss, et al., 2007). The scale also assesses whether these behaviors occurred in the past 12 months or if they occurred after the age of 14. Research on the internal consistency of The Sexual Experiences Survey has shown a Cronbach's alpha of .89 for men (Koss & Gidycz, 1985). It has shown good test-retest reliability of 93% agreement between administrators (Koss & Gidycz, 1985).

Hostility toward women. The Hostility Toward Women Scale is a 10 question scale (α=.822) to assess the negative or positive ways in which participants view females (Lonsway, & Fitzgerald, 1995). An example question is "I think that most women would lie just to get ahead" and it is completed on a 7-point Likert Scale (1= *strongly disagree* and 7= *strongly agree)*.

Adversarial sexual beliefs. The Adversarial Sexual Beliefs Scale (Burt, 1980) assesses the way that the participant views relationships between men and women. The scale is 9 questions (α= .791) and is answered on a 7 point Likert Scale (1 = *strongly disagree* and 7 = *strongly agree*). An example question of the scale is "In a dating relationship a woman is largely out to take advantage of a man" (Burt, 1980).

Sexual dominance. The Sexual Dominance Scale is a 16 question (α= .744) survey that assesses the reasons participants engage in sexual behaviors (Nelson, 1979). The scale is on a 7-point Likert scale (1 = *not at all important* and 7 = *very important*). Example questions are "I have sexual relations because it's the way I show my partner I love her" or "I have sexual relations because it makes me feel masterful."

Joke telling. The joke telling paradigm originated to be utilized as a laboratory analogue of a sexually aggressive behavior: sexual harassment (Angelone, et al., 2005; Mitchell, et al., 2004). The joke telling paradigm utilized consists of giving the participant a list of sexually aggressive jokes, letting the participants read the jokes, and then having the participant tell the jokes to a female confederate. An example joke is "Why does the bride always wear white? Shouldn't the dishwasher always match the fridge?" (Angelone, et al., 2005; Mitchell, et al., 2004). The number of jokes, on a scale

of 0-10, that the participant tells is related to how sexually aggressive the participant is. This paradigm has been associated with the higher scores on the Adversarial Sexual Beliefs Scale and lower self-monitoring (Mitchell, et al., 2004).

Procedure

Upon arrival for the study, all participants were provided with informed consent. If participants agreed, they began by completing preliminary surveys on a designated computer which included demographic questions and the Paulhus Balanced Inventory of Desirable Responding. After the administration of the preliminary surveys, all participants were randomly assigned. Random assignment was determined by the researcher picking out either a "violent video game" or "nonviolent video game" slip from a bag on the day of the experiment. The participant then played the assigned game for 15 minutes. Fifteen minutes was utilized for this study, as it is frequently considered enough time to prime a participant towards aggression in the violent video game research field (Anderson, et al. 2010). The experimental group played Grand Theft Auto and the control group played Tetris Evolution, both of which were played on an Xbox console. After the 15 minutes of video game play, the participant was given a list of ten sexually aggressive jokes. Participants read over the list, and completed a small survey on the humor level of each joke and what would be needed to make the joke humorous when told to an audience. They participant was then instructed to tell between zero and ten of the jokes to a female confederate at their discretion. The confederate was instructed to keep a neutral face while hearing all of the jokes, in an attempt to not influence the number of jokes the participant told. The participant also had the option of telling zero jokes if he decided he did not want to fully participate. Once the participant finished

telling his jokes to the female confederate, he completed the remaining surveys, including the Sexual Experiences Scale, Hostility Toward Women Scale, Adversarial Sexual Beliefs Scale, and the Sexual Dominance Scale. After the surveys were completed, the participant was debriefed, thanked for their time, and dismissed.

Chapter 3

Results

Preliminary Analyses

Data were collected from January 2015 through March 2015. Thirty-four men completed the study; twenty-one (62%) participants were in the experimental condition (vvg) and thirteen (38%) participants were in the control group (non-vvg). The Paulhus Social Desirability scale indicated that there was no significant relationship between social desirability and number of jokes told, $r(34)=-.124$, $p=.484$. An independent samples t-test was conducted to ensure that there were no significant differences between the number of jokes told to each confederate. The test concluded that there was no significant difference between Confederate 1, (M=1.05, SD=2.33) and Confederate 2 (M=1.64, SD=2.79). The average rating of humor for the jokes was "3 = Neutral" on a scale from "1= Not Funny" to "5 = Funny" (M=2.86, SD=.81). Lastly, correlations indicate that participants' hostile masculinity scores were related to their lifetime experience of perpetration, $r(34)=.449$, $p=.008$, as per endorsement of one or more acts on the Sexual Experiences Survey.

In the violent video game group, 31 total jokes were told by the 21 participants. The mean number of jokes told by the violent video game group was 1.48 jokes (M=1.48, SD=2.84). In this group, nine (43%) participants told 1 or more jokes while 12 (57%) told 0 jokes to the female confederate. In the violent video game group, the number of jokes told by the participants ranged from zero jokes told to ten jokes told. In the violent video game group, the mean number of jokes was one joke (M=1.00, SD=1.91). Four

(31%) of the participants chose to tell one or more jokes, while nine (69.2%) chose to tell zero jokes to the female confederate. In the non-violent video game group, the number of jokes told to the participants ranged from zero jokes told to six jokes told.

Table 1

Joke Frequency Table

Game	Joke Told	Frequency	Percent
Violent Video Game	0	12	57.1
	1	4	19.0
	2	1	4.8
	3	2	9.5
	9	1	4.8
	10	1	4.8
Non-Violent Video Game	0	9	69.2
	1	1	7.7
	2	1	7.7
	4	1	7.7
	6	1	7.7

Table 2

Preliminary Correlations

	(1)	(2)	(3)	(4)	(5)	(6)
1. Game Condition	-					
2. Jokes Told	-.094	-				
3. Gamer Identification	-.156	-.108	-			
4. Frequency of Game Play	-.173	-.180	.542**	-		
5. Hostility Toward Women	.033	.516**	-.054	.117	-	
6. Sexual Dominance	-.076	.263	.163	.276	.630**	-
7. Adversarial Sexual Beliefs	-.036	.316	.035	.234	.723**	.530**

In congruence with previous research, correlations indicated that hostility toward women, sexual dominance, and adversarial sexual beliefs were all correlated with each other. Hostility toward women was significantly correlated with sexual dominance, $r(32)=.630$, $p<.01$ and with adversarial sexual beliefs $r(32)=.723$, $p<.01$. Additionally, adversarial sexual beliefs was significantly correlated with sexual dominance $r(32)= .530$, $p<.01$. In accord with previous research on the joke telling paradigm, the number of jokes told was significantly correlated with hostility toward women, $r(32)=.516$, $p<.01$ and indicated a trending relationship with adversarial sexual beliefs, $r(32)=.316$, $p=.068$. Unfortunately, in the current study, the game condition was not significantly correlated with the number of jokes told, $r(32) =-.094$, $p=.598$.

Final Analyses

In the final analyses, the researchers conducted a two-way analysis of variance to investigate an interaction between the Confluence Model traits and video game condition on the number of jokes told, as well as a Chi Square test to investigate the relationship between hostile masculinity and video game condition. The Chi Square test found no significant relationship between the variables. In the analysis of variance, all variables were dichotomized. The variables were dichotomized due to low N and a high percentage of participants who chose to tell zero jokes. Hostile masculinity in this study is an averaged composite score of the scores of the Adversarial Sexual Beliefs Scale, Hostility Toward Women Scale, and Sexual Dominance scales. Both Hostile Masculinity and the number of jokes told were dichotomized into high-low scores. There was no significant difference in the main effects between game condition,(p=.58) or hostile masculinity levels, (p=.2) However, there was a significant interaction between hostile masculinity

and video game condition, $F(1,34) = 8.1$, $p<0.01$, indicating that traits of hostile masculinity combined with the violent video game condition result in more sexually aggressive behaviors.

Table 3

Analysis of Variance

	Df	Mean Square	F	Significance
Game Condition	1	.064	.311	.581
Hostile Masculinity	1	.355	1.726	.199
Game*Hostile Masculinity	1	1.662	8.096	.008

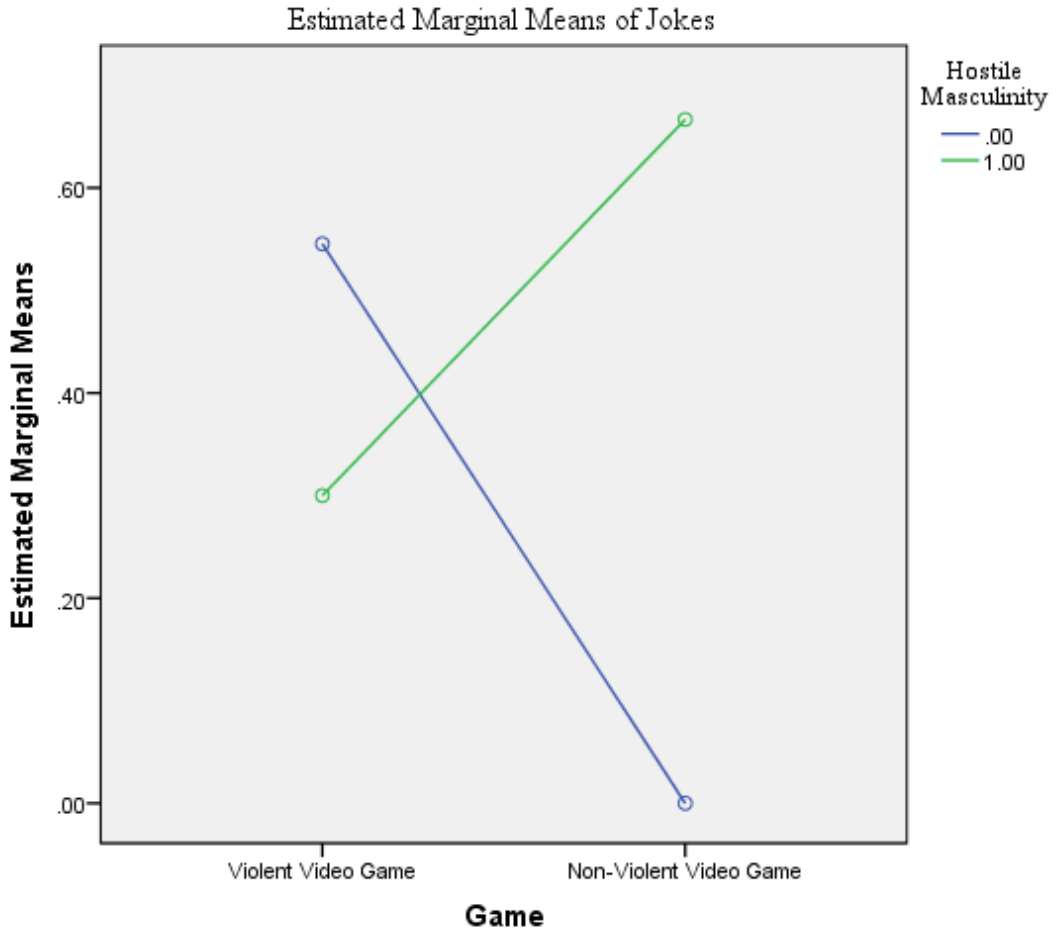

Figure 1. Analysis of Variance Interaction.

Chapter 4

Discussion

The aim of the present study was to explore violent video games and their effect on male sexual aggression, utilizing a laboratory paradigm. This study is novel in its attempts to make such a connection. Although not previously investigated, exploring the connection between violent video games and sexual aggression is critical in understanding more thoroughly about the factors that may lead to sexually aggressive behaviors. As expected from previous research, this study reveals that the traits that interact to make up the personality type of hostile masculinity were all found to be interrelated. Additionally, this study indicated that hostility toward women was significantly related to the number of jokes told in the joke telling paradigm. Most importantly, this study found an interaction effect between hostile masculinity and violent video games.

The interaction between hostile masculinity and violent video games supports the person by situation theory, evident in the Confluence Model. This interaction can be interpreted to mean that when a person possesses certain personality traits, such as adversarial sexual beliefs, hostility toward women, or sexual dominance, violent video games act as an environmental factor that may prime them for sexual aggression. This finding is important because it highlights that an activity and form of media that many adolescent and young adults engage in is related to higher risk of sexually aggressive behaviors.

One of the first and most important limitations of the study is the sample utilized. The sample was small (n=34) and the groups were not equivalent in size, with the violent video game group containing 21 males and the nonviolent video game group containing 13 males. This particularly small sample size brings into question how well the results can be generalized to a greater population. This small sample size becomes especially limiting when taking into account the percentages of minority groups in the study. For example, only three participants identified as African American, three identified as Asian, four identified as Hispanic, and two identified as Other. Because of this, it would not be reasonable to generalize to these minority groups based off of the responses of such small numbers for each group. Future research should aim for a larger scale study, to ensure greater external validity.

The researchers of this study recognize that there was a particularly high number of participants who decided to tell zero jokes, resulting in a floor effect. In this study 38% of participants decided to tell one or more jokes. In other manifestations of the joke telling paradigm, 78% of participants decided to tell between one and four jokes (Angelone et al., 2005). Because of this, it is important to investigate extraneous variables that may have led to this effect. Firstly, it is important to note that this study had a high percentage of self-identified gamers. There are aspects of this gamer identification that were not assessed for, such as the "PC gamer" or "console gamer" identification or the concept of problematic or pathological gamers. This study attempted to target console gamers by utilizing the Grand Theft Auto game on an Xbox, but it possible that the self-identified gamers are a different kind of gamer. Research supports the hypotheses that pathological gamers or problematic gamers have lower competence socially, lower

prosocial behavior, lower agreeableness, and higher neuroticism, which some have suggested may lead to long-term gamers having difficulty being comfortable in social situations (Anderson, et al. 2010; Gentile, et al., 2011; Peters & Malesky, 2008). Considering the majority of this sample self-identifies as gamers it is possible that they may be problematic gamers, and thus, may have more anxiety and difficulty in social situations, making them less likely to participate in the sexual joke telling paradigm. Because of this factor, it is imperative that future research ask participants more detailed questions about their gamer identification status, and more investigation into the type of gamer that they are, as it may have an effect on the way in which they interact in the study.

One factor that may have affected the number of jokes told in the study is the use of a female experimenter for data collection. The joke telling paradigm is most frequently conducted with a male experimenter (Mitchell, et al., 2004; Angelone, et al., 2005). Some research suggests that the gender of the experimenter may have an effect on the way in which participants respond to a laboratory task, especially in the case of a study such as this, in which the paradigm itself contains sexually offensive materials (D.J. Angelone, personal communication, April 9, 2015). It is possible that a female experimenter could be a contributing factor to why the participants in this study told substantially fewer jokes than in other studies that utilized the paradigm. As previously stated, only 38% of participants decided to tell one or more jokes in this study in contrast to 78% in other uses of this joke telling paradigm (Angelone, et al., 2005). It is possible that the interaction between the participant and the female experimenter influenced the participants to tell such few jokes in the study, which may have impacted the final results.

There are many elements of the video games utilized which could have had an effect on the results of the study. Firstly, it is possible that the video games chosen were not equivalent in terms of interest, excitement, frustration, or the participants' history of contact with the game. Future research may benefit from utilizing focus groups to investigate participants' history of contact with particular games and level of subjective excitement or pleasure derived from playing, to choose two games that are found to be more equivalent than the two utilized in this study. In addition to the subjective measurements of the games chosen, it would be beneficial for researchers to take qualitative data on the way in which the participants play the given game. For example, in an open-world, free choice game such as Grand Theft Auto, players have the option to play the game in very different ways. The participants could play the game in a violent manner or could play in a more conscientious, nonviolent manner. Additionally, it may be valuable to assess the level to which players are engaging in nonsexual aggression or sexual aggression inside the gaming session itself. In a game, such as Grand Theft Auto, there are many opportunities for the participants to be both sexually and non-sexually aggressive inside of the game. These two factors, in combination, could lead to very different outcomes in terms of sexually aggressive behaviors outside of the laboratory.

Future researchers would also benefit from investigating the long term effects of violent video games on sexual aggression. This research explored the connection between short term video game play and sexual aggression. Longitudinal research or research investigating video game history and habits may provide more rich information on the connection between violent video games and sexual aggression. Certain details of gaming were not assessed in this research that may be important for more long term research

endeavors. For example, identification of "gamer" and the "type of gamer" were not assessed thoroughly in this research. It would be helpful to evaluate whether being an individual who primarily plays computer video games or an individual who primarily plays console video games (such as PlayStation or Xbox) has an effect on the long term repercussions. In addition to the long term effects, it is imperative that future research utilize larger samples and continued replication of this study to continue researching into this novel field.

The researchers of this study struggled with limitations such as small sample size, a high percentage of self-identified "gamers," a female experimenter, and possibly unequal game conditions. In the future, it would be beneficial for researchers to adjust for these limitations by using a larger, more diverse sample, male and female experimenters, and using focus groups to ensure equivalent video game groups. Additionally, it may be helpful to utilize an alternative paradigm to investigate the connection between sexually aggressive behaviors and gaming because a more technology-based paradigm may be more comfortable for long-term gamers. Lastly, long-term research may be the most beneficial avenue to investigate this connection, as it is likely that if there are short term effects of violent video games on sexually aggressive behaviors, there are long-term risks associated with it as well.

This research avenue is important to the field because if violent video games, in the short or the long term, are related to sexually aggressive behaviors, a large percentage of young men are at risk for being affected by them without having any awareness of the link. At this point in time, 97% of adolescents endorse playing video games and many of those adolescents are males playing violent video games, who are at risk for harmful

outcomes (Lenhart, et al., 2008). In addition to the harmful effects on young males, it is all the more important to consider the harmful outcomes that the connection between violent video games and sexual aggression would have on young women. Currently, between one-fifth and one-quarter of college aged women have experienced attempted or completed rape and thus, it is obvious that sexually aggressive behaviors are an epidemic in the nation (Black, et al., 2011; Fisher, Cullen, & Turner, 2000). Continuing to solidify a connection between violent video games and sexual aggression could aid in understanding why sexually aggressive behaviors are occurring at such a high frequency in the United States. In addition to understanding why the behaviors are occurring so frequently, determining the underlying causes would also create an opportunity for raising awareness and prevention of these detrimental behaviors.

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Appendix A

Demographics

1. Age: _____

2. Gender:
    a. Male
    b. Female
    c. Other

3. Race or Ethnicity
    a. African-American/Black
    b. Asian/Pacific Islander
    c. Hispanic/Latino/Latina
    d. Native American
    e. White/Non-Hispanic
    f. Other

4. Academic Rank
    a. High School Graduate
    b. Undergraduate Freshman
    c. Undergraduate Sophomore
    d. Undergraduate Junior
    e. Undergraduate Senior
    f. Masters Student
    g. Doctoral Student
    h. Post-Doctoral Student
    i. Other

5. Sexual Orientation
    a. Heterosexual
    b. Bisexual
    c. Homosexual
    d. Other

6. Do you identify as a "gamer?"
    a. Yes
    b. No

7. In the past year, how frequently have you played video games?
    a. Daily
    b. Weekly
    c. Monthly
    d. Less Than Monthly
    e. Never

Appendix B

Paulhus Balanced Inventory of Desirable Responding

1. My first impressions of people usually turn out to be right

1	2	3	4	5
Not True				Very True

2. It would be hard for me to break any of my bad habits

1	2	3	4	5
Not True				Very True

3. I don't care to know what other people really think of me

1	2	3	4	5
Not True				Very True

4. I have not always been honest with myself

1	2	3	4	5
Not True				Very True

5. I always know why I like things

1	2	3	4	5
Not True				Very True

6. When my emotions are aroused, it biases my thinking

1	2	3	4	5
Not True				Very True

7. Once I've made up my mind, other people can seldom change my opinion

1	2	3	4	5
Not True				Very True

8. I am not a safe driver when I exceed the speed limit

1	2	3	4	5
Not True				Very True

9. I am fully in control of my own fate

1	2	3	4	5
Not True				Very True

10. It's hard for me to shut off a disturbing thought

1	2	3	4	5
Not True				Very True

11. I never regret my decisions

1	2	3	4	5
Not True				Very True

12. I sometimes lose out on things because I can't make up my mind soon enough

1	2	3	4	5
Not True				Very True

13. The reason I vote is because my vote can make a difference

1	2	3	4	5
Not True				Very True

14. My parents were not always fair when they punished me

1	2	3	4	5
Not True				Very True

15. I am a completely rational person

1	2	3	4	5
Not True				Very True

16. I rarely appreciate criticism

1	2	3	4	5
Not True				Very True

17. I am very confident of my judgments

1	2	3	4	5
Not True				Very True

18. I have sometimes doubted my ability as a lover

1	2	3	4	5
Not True				Very True

19. It's alright with me if people happen to dislike me

1	2	3	4	5
Not True				Very True

20. I don't always know the reasons why I do the things I do

1	2	3	4	5
Not True				Very True

21. I sometimes tell lies if I have to

1	2	3	4	5
Not True				Very True

22. I never cover up my mistakes

1	2	3	4	5
Not True				Very True

23. There have been occasions when I have taken advantage of someone

1	2	3	4	5
Not True				Very True

24. I never swear

1	2	3	4	5
Not True				Very True

25. I sometimes try to get even rather than forgive and forget

1	2	3	4	5
Not True				Very True

26. I always obey laws, even if I'm unlikely to get caught

1	2	3	4	5
Not True				Very True

27. I have said something bad about a friend behind his/her back

1	2	3	4	5
Not True				Very True

28. When I hear people talk privately, I avoid listening

1	2	3	4	5
Not True				Very True

29. I have received too much change from a salesperson without telling him or her

1	2	3	4	5
Not True				Very True

30. I always declare everything at customs

1	2	3	4	5
Not True				Very True

31. When I was young, I sometimes stole things

1	2	3	4	5
Not True				Very True

32. I have never dropped litter on the street

1	2	3	4	5
Not True				Very True

33. I sometimes drive faster than the speed limit

1	2	3	4	5
Not True				Very True

34. I never read sexy books or magazines

1	2	3	4	5
Not True				Very True

35. I have done things that I don't tell other people

1	2	3	4	5
Not True				Very True

36. I never take things that don't belong to me

1	2	3	4	5
Not True				Very True

37. I have taken sick-leave from work or school even though I wasn't really sick

1	2	3	4	5
Not True				Very True

38. I have never damaged a library book or store merchandise without reporting it

1	2	3	4	5
Not True				Very True

39. I have some pretty awful habits

1	2	3	4	5
Not True				Very True

40. I don't gossip about other people's business

1	2	3	4	5
Not True				Very True

Appendix C

Adversarial Sexual Beliefs Scale

1. A woman will only respect as man who will lay down the law to her

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

2. Many women are so demanding sexually that a man just can't satisfy them

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

3. A man's got to show the woman who's boss right from the start or he'll end up henpecked

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

4. Women are usually sweet until they've caught a man with then they let their true self show

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

5. A lot of men talk big, but when it comes down to it, they can't perform well sexually

1	2	3	4	5	6	7
Strongly						Strongly

Disagree Agree

6. In a dating relationship a woman is largely out to take advantage of a man

1 2 3 4 5 6 7

Strongly Strongly
Disagree Agree

7. Men are out for only one thing

1 2 3 4 5 6 7

Strongly Strongly
Disagree Agree

8. Most women are sly and manipulating when they are out to attract a man

1 2 3 4 5 6 7

Strongly Strongly
Disagree Agree

9. A lot of women seem to get pleasure in putting men down

1 2 3 4 5 6 7

Strongly Strongly
Disagree Agree

Appendix D

Hostility Toward Women Scale

1. I feel that many times women flirt with men just to tease them or hurt them

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

2. I believe that most women tell the truth

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

3. I usually find myself agreeing with women

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

4. I think that most women would lie just to get ahead

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

5. Generally, it is not safe to trust women

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

6. When it really comes down to it, a lot of women are deceitful

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

7. I am easily angered by women

1	2	3	4	5	6	7

Strongly Disagree						Strongly Agree

8. I am sure I get a raw deal from women in my life

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

9. Sometimes women bother me by just being around

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

10. Women are responsible for most of my troubles

1	2	3	4	5	6	7
Strongly Disagree						Strongly Agree

Appendix E

Sexual Experience Survey – Perpetrator

1. I fondled, kissed, or rubbed up against the private areas of someone's body (lips, breast/chest, or crotch, or butt) or removed some of their clothes without their consent (but did not attempt sexual penetration by:

a. Telling lies, threatening to end the relationship, threatening to spread rumors about them, making promised about the future I knew were untrue, or continually verbally pressuring them after they said they didn't want to.
b. Showing displeasure, criticizing their sexuality or attractiveness, getting angry but not using physical force after they said they didn't want to.
c. Taking advantage when they were too drunk or out of it to stop what was happening.
d. Threatening to physically harm them or someone close to them.
e. Using force, for example holding them down with my body weight, pinning their arms, or having a weapon.

How many times in the past 12 months?	0	1	2	3+
How many times since age 14?	0	1	2	3+

2. I had oral sex with someone or had someone perform oral sex on me without their consent by:

a. Telling lies, threatening to end the relationship, threatening to spread rumors about them, making promised about the future I knew were untrue, or continually verbally pressuring them after they said they didn't want to.
b. Showing displeasure, criticizing their sexuality or attractiveness, getting angry but not using physical force after they said they didn't want to.
c. Taking advantage when they were too drunk or out of it to stop what was happening.
d. Threatening to physically harm them or someone close to them.
e. Using force, for example holding them down with my body weight, pinning their arms, or having a weapon.

How many times in the past 12 months?	0	1	2	3+
How many times since age 14?	0	1	2	3+

3. I put my penis (men only) or I put my fingers or objects (all respondents) into a woman's vagina without her consent by:

a. Telling lies, threatening to end the relationship, threatening to spread rumors about them, making promised about the future I knew were untrue, or continually verbally pressuring them after they said they didn't want to.
b. Showing displeasure, criticizing their sexuality or attractiveness, getting angry but not using physical force after they said they didn't want to.
c. Taking advantage when they were too drunk or out of it to stop what was happening.
d. Threatening to physically harm them or someone close to them.
e. Using force, for example holding them down with my body weight, pinning their arms, or having a weapon.

How many times in the past 12 months?	0	1	2	3+
How many times since age 14?	0	1	2	3+

4. I put in my penis (men only) or I put my fingers or objects (all respondents) into someone's butt without their consent by:

a. Telling lies, threatening to end the relationship, threatening to spread rumors about them, making promised about the future I knew were untrue, or continually verbally pressuring them after they said they didn't want to.
b. Showing displeasure, criticizing their sexuality or attractiveness, getting angry but not using physical force after they said they didn't want to.
c. Taking advantage when they were too drunk or out of it to stop what was happening.
d. Threatening to physically harm them or someone close to them.
e. Using force, for example holding them down with my body weight, pinning their arms, or having a weapon.

How many times in the past 12 months?	0	1	2	3+
How many times since age 14?	0	1	2	3+

5. Even though it didn't happen, I TRIED to have oral sex with someone or make them have oral sex with me without their consent by:

a. Telling lies, threatening to end the relationship, threatening to spread rumors about them, making promised about the future I knew were untrue, or continually verbally pressuring them after they said they didn't want to.
b. Showing displeasure, criticizing their sexuality or attractiveness, getting angry but not using physical force after they said they didn't want to.
c. Taking advantage when they were too drunk or out of it to stop what was happening.
d. Threatening to physically harm them or someone close to them.
e. Using force, for example holding them down with my body weight, pinning their arms, or having a weapon.

How many times in the past 12 months?	0	1	2	3+
How many times since age 14?	0	1	2	3+

6. Even though it didn't happen, I TRIED to put in my penis (men only) or I tried to put my fingers or objects (all respondents) into a woman's vagina with their consent by:

a. Telling lies, threatening to end the relationship, threatening to spread rumors about them, making promised about the future I knew were untrue, or continually verbally pressuring them after they said they didn't want to.
b. Showing displeasure, criticizing their sexuality or attractiveness, getting angry but not using physical force after they said they didn't want to.
c. Taking advantage when they were too drunk or out of it to stop what was happening.
d. Threatening to physically harm them or someone close to them.
e. Using force, for example holding them down with my body weight, pinning their arms, or having a weapon.

How many times in the past 12 months?	0	1	2	3+
How many times since age 14?	0	1	2	3+

7. Even though it didn't happen, I TRIED to put in my penis (men only) or I tried to put my fingers or objects (all respondents) into someone's butt without their consent by:

a. Telling lies, threatening to end the relationship, threatening to spread rumors about them, making promised about the future I knew were untrue, or continually verbally pressuring them after they said they didn't want to.

b. Showing displeasure, criticizing their sexuality or attractiveness, getting angry but not using physical force after they said they didn't want to.
c. Taking advantage when they were too drunk or out of it to stop what was happening.
d. Threatening to physically harm them or someone close to them.
e. Using force, for example holding them down with my body weight, pinning their arms, or having a weapon.

How many times in the past 12 months?	0	1	2	3+
How many times since age 14?	0	1	2	3+

8. I am: Female Male
My age is _____years and _____months

9. Did you do any of the acts described in this survey 1 or more times? Yes No
If yes, what was the sex of the person or persons to whom you did them?
Female Only
Male Only
Both females and males
I reported no experiences

10. Do you think you may have ever raped someone?
Yes
No

Appendix F

Sexual Dominance

1. Because it's the way I show that I really care about someone.

1	2	3	4	5	6	7
Not at all Important						Very Important

2. Because I like the feeling that I have someone in my grasp.

1	2	3	4	5	6	7
Not at all Important						Very Important

3. Because it makes me feel like someone cares about me.

1	2	3	4	5	6	7
Not at all Important						Very Important

4. Because like many people I enjoy the conquest.

1	2	3	4	5	6	7
Not at all Important						Very Important

5. Because it makes me feel masterful.

1	2	3	4	5	6	7
Not at all Important						Very Important

6. Because it makes me feel as one with another person.

1	2	3	4	5	6	7
Not at all Important						Very Important

7. Because I like the feeling of having another person submit to me.

1 2 3 4 5 6 7

Not at all Important — Very Important

8. Because sex and love are as one to me.

1 2 3 4 5 6 7

Not at all Important — Very Important

9. Because I like teaching less experienced people how to get off.

1 2 3 4 5 6 7

Not at all Important — Very Important

10. Because it makes me feel intimate with my partner.

1 2 3 4 5 6 7

Not at all Important — Very Important

11. Because in the act of sex more than any other time I get the feeling that I can really influence how someone feels and behaves.

1 2 3 4 5 6 7

Not at all Important — Very Important

12. Because of the feeling of closeness it beings to a relationship.

1 2 3 4 5 6 7

Not at all Important — Very Important

13. Because it like it when my partner is really open and vulnerable to me.

1 2 3 4 5 6 7

Not at all Important — Very Important

14. Because it's the way I show my partner I love her.

1 2 3 4 5 6 7

Not at all Important — Very Important

15. Because when my partner finally surrenders to me I get this incredibly satisfying feeling.

1 2 3 4 5 6 7

Not at all Important — Very Important

16. Because I enjoy being affectionate and sharing my feelings.

1 2 3 4 5 6 7

Not at all Important — Very Important

Appendix G

Joke Telling Paradigm Joke List

1. How many men does it take to open a beer?

None, it should be opened already by the time she brings it

1. (Not Funny)
2. (Somewhat Unfunny)
3. (Neutral)
4. (Somewhat Funny)
5. (Very Funny)

Please describe what would help make telling this joke funny:

2. How is a woman like an airplane?

They both have cockpits

1. (Not Funny)
2. (Somewhat Unfunny)
3. (Neutral)
4. (Somewhat Funny)
5. (Very Funny)

Please describe what would help make telling this joke funny:

3. How does a guy know if he has a high sperm count?

If the girl chews before she swallows

1. (Not Funny)
2. (Somewhat Unfunny)
3. (Neutral)
4. (Somewhat Funny)
5. (Very Funny)

Please describe what would help make telling this joke funny:

4. Why does the bride always wear white?

Shouldn't the dishwasher always match the fridge?

1. (Not Funny)
2. (Somewhat Unfunny)
3. (Neutral)
4. (Somewhat Funny)
5. (Very Funny)

Please describe what would help make telling this joke funny:

5. What's the best thing about a blowjob?

Ten minutes of silence

1. (Not Funny)
2. (Somewhat Unfunny)
3. (Neutral)
4. (Somewhat Funny)
5. (Very Funny)

Please describe what would help make telling this joke funny:

6. What's the difference between a woman and a refrigerator?

A fridge doesn't fart when you pull out your meat

1. (Not Funny)
2. (Somewhat Unfunny)
3. (Neutral)
4. (Somewhat Funny)
5. (Very Funny)

Please describe what would help make telling this joke funny:

7. Why is a pap smear called a pap smear?

Because women wouldn't want to go if it were called cunt scrapes

1. (Not Funny)

2. (Somewhat Unfunny)
3. (Neutral)
4. (Somewhat Funny)
5. (Very Funny)

Please describe what would help make telling this joke funny:

8. What is the difference between pussy and apple pie?

You can eat your mom's apple pie

1. (Not Funny)
2. (Somewhat Unfunny)
3. (Neutral)
4. (Somewhat Funny)
5. (Very Funny)

Please describe what would help make telling this joke funny:

9. What do women and milk cartons have in common?

You gotta open the flaps to get to the good stuff

1. (Not Funny)
2. (Somewhat Unfunny)
3. (Neutral)
4. (Somewhat Funny)
5. (Very Funny)

Please describe what would help make telling this joke funny:

10. What is the definition of "making love?"

Something a woman does while a guy is fucking her.

1. (Not Funny)
2. (Somewhat Unfunny)
3. (Neutral)
4. (Somewhat Funny)
5. (Very Funny)

Please describe what would help make telling this joke funny: