

Sources are cited according to APA references list guidelines.

## Annotated Bibliography

Best, J. (1998). Too much fun: Toys as social problems and the interpretation of culture.

*Symbolic Interaction*, 21(2), 197-212. Retrieved from <http://www.jstor.org>

Annotations are indented half an inch (.5).

Sociologist Joel Best argues that social anxiety about popular children's entertainment—especially that they might exert "dark" influence over—are not new. He uses newspaper and book commentaries dating back a century to demonstrate that many of fears have been around for a long time. Back then, people worried about the imagery in the cheap adventure novels sold to boys. In more recent times, the focus shifted to movies and television, and it now hovers around violent video games.

The first paragraph of each annotation summarizes the main points from the source.

This article is relevant to my paper because it asserts that violence in terms of children's playtime and toys has been an on-going issue since before video games were invented, which supports my claim that video games cannot be held responsible for aggressive behaviors in children.

The second paragraph of each annotation explains how the source is relevant to the paper or project.

Poiter, G., & Starcevic, V. (2007). Are violent video games harmful? *Australasian Psychiatry*, 15(5), 422-426. doi:10.1080/10398560701463343.

Leave a space between your citation and your annotation.

Psychiatric researchers Guy Poiter and Vladan Starcevic conducted a broad examination of the literature on video games and aggression that was available in 2007 when this article was published. Their analysis includes a study that found that adolescents who play violent video games also exhibit more hostility and aggressive behavior through fights, arguments, and poor school performance. The authors also reviewed studies

involving individuals playing violent video games in a laboratory setting that demonstrate a connection between the video game play and aggressive feelings and behaviors. They conclude that while available evidence does not demonstrate a direct causal connection between violent play and violent acts, it does suggest that violent play has the potential to worsen "hostile" and "antisocial" personal traits in individuals already possessing violent tendencies.

Leave a space between the paragraphs of your annotation.

The research article is crucial to my claim of violent video games not being the cause of violence being made because it presents reasonable and scientifically-founded doubt that video games caused violence.

Be sure to find the required amount of scholarly or credible sources for your Annotated Bibliography. For help finding sources, contact the University Library.