

## Bronnen Bitefile Gamers

De Bitefile Gamers is gebaseerd op de volgende artikelen:

1. Anderson, C., Sundus, M., Sabina, G., & Levitt, J. (2020). What we know about massively multiplayer online role-playing games. *Harvard Review of Psychiatry*, 28(2), 107-112.
2. Brooks, F. M., Chester, K. L., Smeeton, N. C., & Spencer, N. H. (2016). Video gaming in adolescence: factors associated with leisure time use. *Journal of Youth Studies*, 19(1), 36-54.
3. Clemenson, G. D., Henningfield, C. M., & Stark, C. (2019). Improving hippocampal memory through the experience of a rich Minecraft environment. *Frontiers in Behavioral Neuroscience*, 13, 57.
4. DeCamp, W. (2019). Parental influence on youth violent video game use. *Social Science Research*, 82, 195-203.
5. Dickmeis, A., & Roe, K. (2019). Genres matter: Video games as predictors of physical aggression among adolescents. *Communications*, 44(1), 105-129.
6. Drummond, A., Sauer, J. D., Ferguson, C. J., Cannon, P. R., & Hall, L. C. (2021). Violent and non-violent virtual reality video games: Influences on affect, aggressive cognition, and aggressive behavior. Two pre-registered experiments. *Journal of Experimental Social Psychology*, 95, 104119.
7. Duarte, M. L., Santos, L. R. Junior, J. B. G., & Peccin, M. S. (2021). Learning anatomy by virtual reality and augmented reality. *A scope review*, 104(347), 254-266.
8. Fauzan, N., Sophian Shminan, A., & Binit, A. J. A. (2018). The Effects of Minecraft Videogame On Creativity. *International Journal of Engineering & Technology*, 7(3.22), 42-44.
9. Ferguson, C. J. (2015). Do angry birds make for angry children? A meta-analysis of video game influences on children's and adolescents' aggression, mental health, prosocial behavior, and academic performance. *Perspectives on psychological science*, 10(5), 646-666.
10. Ferguson, C. J., Barr, H., Figueroa, G., Foley, K., Gallimore, A., LaQuea, R., ... & Stevens, J. (2015). Digital poison? Three studies examining the influence of violent video games on youth. *Computers in Human Behavior*, 50, 399-410.
11. Ferguson, C. J., & Wang, J. C. K. (2019). Aggressive video games are not a risk factor for future aggression in youth: A longitudinal study. *Journal of Youth and Adolescence*, 48, 1439-1451.
12. Fikkers, K. M., Piotrowski, J. T., & Valkenburg, P. M. (2019). Child's play? Assessing the bidirectional longitudinal relationship between gaming and intelligence in early childhood. *Journal of Communication*, 69(2), 124-143.
13. Granic, I., Lobel, A., & Engels, R. C. (2014). The benefits of playing video games. *American psychologist*, 69(1), 66.
14. Greitemeyer, T. (2018). The spreading impact of playing violent video games on aggression. *Computers in human behavior*, 80, 216-219.
15. Halbrook, Y. J., O'Donnell, A. T., & Msetfi, R. M. (2019). When and how video games can be good: A review of the positive effects of video games on well-being. *Psychological Sciences*, 14(6), 1096-1104.
16. Hartanto, A., Toh, W. X., & Yang, H. (2018). Context counts: The different implications of weekday and weekend video gaming for academic performance in mathematics, reading, and science. *Computers & Education*, 120, 51-63.
17. Hygen, B. W., Belsky, J., Stenseng, F., Skalicka, V., Kvannd, M. N., Zahl-Thandem, T., & Wichstrøm, L. (2019). Time Spent Gaming and Social Competence in Children: Reciprocal Effects Across Childhood. *Child development*, 1-15.

18. Iten, H. G., Bopp, J. A., Steiner, C., Opwis, K., & Mekler, E. D. (2018). Does a prosocial decision in video games lead to increased prosocial real-life behavior? The impact of reward and reasoning. *Computers and Human Behaviour*, 89, 163-172.
19. Jahouh, M., González-Bernal, J. J., González-Santos, J., Fernández-Lázaro, D., Soto-Cámara, R., & Mielgo-Ayuso, J. (2021). Impact of an Intervention with wii video games on the autonomy of activities of daily living and psychological–cognitive components in the institutionalized elderly. *International Journal of Environmental Research and Public Health*, 18(4), 1570.
20. Jimenez-Hernandez, C., Sarabia, R., Paz-Zalueta, M., Paras-Bravo, P., Pellico, A., Azcona, L. R., Blanco, C., et al. (2019). Impact of active video games on body mass index in children and adolescents: systematic review and meta-analysis evaluating the quality of primary studies. *Environmental Research and Public Health*, 16(13), 2424.
21. Kneer, J., Elson, M., & Knapp, F. (2016). Fight fire with rainbows: The effects of displayed violence, difficulty, and performance in digital games on affect, aggression, and physiological arousal. *Computers in Human Behavior*, 54, 142-148.
22. Kovess-Masfety, V., Keyes, K., Hamilton, A., Hanson, G., Bitfoi, A., Golitz, D., ... & Otten, R. (2016). Is time spent playing video games associated with mental health, cognitive and social skills in young children?. *Social psychiatry and psychiatric epidemiology*, 51(3), 349-357.
23. Kuss, D., & Griffiths, M. (2012). Online gaming addiction in children and adolescents: A review of empirical research. *Journal of Behavioral Addictions*, 1, 3-22.
24. Kuss, D. J., Van Rooij, A. J., Shorter, G. W., Griffiths, M. D., & Van De Mheen, D. (2013). Internet addiction in adolescents: Prevalence and risk factors. *Computers in Human Behavior*, 29, 1987-1996.
25. Kühn, S., Kugler, D. T., Schmalen, K., Weichenberger, M., Witt, C., & Gallinat, J. (2019). Does playing violent video games cause aggression? A longitudinal intervention study. *Molecular psychiatry*, 24(8), 1220.
26. Lobel, A., Engels, R. C., Stone, L. L., Burk, W. J., & Granic, I. (2017). Video gaming and children's psychosocial wellbeing: A longitudinal study. *Journal of youth and adolescence*, 46(4), 884-897.
27. Lobel, A., Engels, R. C., Stone, L. L., & Granic, I. (2019). Gaining a competitive edge: Longitudinal associations between children's competitive video game playing, conduct problems, peer relations, and prosocial behavior. *Psychology of Popular Media Culture*, 8(1), 76.
28. Lugin, J. L., Cavazza, M., Charles, F., Le Renard, M., Freeman, J., & Lessiter, J. (2013, October). Immersive FPS games: user experience and performance. In *Proceedings of the 2013 ACM international workshop on Immersive media experiences* (pp. 7-12).
29. Lyons, E. J., Tate, D. F., Ward, D. S., Ribisl, K. M., Bowling, J. M., & Kalyanaraman, S. (2014). Engagement, enjoyment, and energy expenditure during active video game play. *Health Psychology*, 33(2), 174.
30. Nuyens, F. M., Kuss, D. J., Lopez-Fernandez, O., & Griffiths, M. D. (2019). The Empirical analysis of non-problematic video gaming and cognitive skills: A systematic review. *Mental Health Addiction*, 17, 389-414.
31. Perusek, K., Sparks, K., Little, K., Motley, M., Patterson, S., & Wieand, J. (2014). A comparison of energy expenditure during "Wii Boxing" versus heavy bag boxing in young adults. *Games for health: Research, Development, and Clinical Applications*, 3(1), 21-24.
32. Pujol, J., Fenoll, R., Forn, J., Harrison, B. J., Martínez-Vilavella, G., Macià, D., ... & Sunyer, J. (2016). Video gaming in school children: How much is enough?. *Annals of neurology*, 80(3), 424-433.

33. Reer, F., & Krämer, N. C. (2018). Psychological need satisfaction and well-being in first-person shooter clans: Investigating underlying factors. *Computers in Human Behavior, 84*, 383-391.
34. Shosdani, A., Kraskopf, M. (2021). The Fortnite social paradox: The effects of violent-cooperative multi-player video games on children's basic psychological needs and prosocial behavior. *Computers in Human Behavior, 116*, 106641.
35. Turel, O., Romashkin, A., & Morrison, K. M. (2017). A model linking video gaming, sleep quality, sweet drinks consumption and obesity among children and youth. *Clinical Obesity, 7*(4), 191-198.
36. Ferguson, C. J., & Colwell, J. (2017). Understanding why scholars hold different views on the influences of video games on public health. *Journal of Communication, 67*(3), 305-327.
37. Van Rooij, A. J., Schoenmakers, T. M., Vermulst, A. A., Van Den Eijnden, R. J., & Van De Mheen, D. (2011). Online video game addiction: identification of addicted adolescent gamers. *Addiction, 106*, 205-212.
38. Velez, J. A., Greitemeyer, T., Whitaker, J. L., Ewoldsen, D. R., & Bushman, B. J. (2016). Violent video games and reciprocity: The attenuating effects of cooperative game play on subsequent aggression. *Communication Research, 43*(4), 447-467.
39. Yang, X., Lin, L., Cheng, P., Yang, X., Ren, Y., & Huang, Y. (2018). Examining creativity through a virtual reality support system. *Education Tech Research, 66*, 1231-1254.