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Symposium SP-1  
Saturday, July 29, 2006

**Violent video games and the processing of  
dynamic facial expressions.**

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This study assessed the speed of recognition of facial emotional expressions (happy and angry) as a function of violent video game play. Color photos of calm facial expressions were morphed to either an angry or a happy facial expression. Participants were asked to make a speeded identification of the emotion (happiness or anger) during the morph. Typically, happy faces are identified faster than angry faces (the happy face advantage). Results indicated that playing a violent video game led to a reduction in the happy face advantage. Implications of these findings are discussed with respect to current models of aggressive behavior.