

Violent video games and the Supreme Court: Lessons for wake of *Brown v. Entertainment Merchants Association*

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Value Creation in the Video Game Industry: Industry Economics, Consumer Benefits, and Research Opportunities. <i>Journal of Interactive Marketing</i> , 2013, 27, 141-157.	6.2	216
2	A Content Analysis of Print News Coverage of Media Violence and Aggression Research. <i>Journal of Communication</i> , 2013, 63, 1070-1087.	3.7	30
3	The influence of solitary and cooperative violent video game play on aggressive and prosocial behavior. <i>Computers in Human Behavior</i> , 2013, 29, 2573-2578.	8.5	59
4	Current trends in cyberbullying. <i>Journal of Social Distress and the Homeless</i> , 2013, 22, 35-57.	0.9	13
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8	Failure to Demonstrate That Playing Violent Video Games Diminishes Prosocial Behavior. <i>PLoS ONE</i> , 2013, 8, e68382.	2.5	62
9	Action game experimental evidence for effects on aggression and visuospatial cognition: similarities, differences, and one rather foolish question. <i>Frontiers in Psychology</i> , 2014, 5, 88.	2.1	3
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