Accepted Manuscript

Acute Effect of Active Video Games on Older Children's Mood Change Resubmitted to *Computers in Human Behavior*

Jung Eun Lee, Ping Xiang, Zan Gao

| PII: | S0747-5632(16)30889-5 |
|----------------|-----------------------------|
| DOI: | 10.1016/j.chb.2016.12.060 |
| Reference: | CHB 4670 |
| To appear in: | Computers in Human Behavior |
| Received Date: | 21 September 2015 |
| Revised Date: | 16 December 2016 |
| Accepted Date: | 28 December 2016 |

Please cite this article as: Jung Eun Lee, Ping Xiang, Zan Gao, Acute Effect of Active Video Games on Older Children's Mood Change Resubmitted to *Computers in Human Behavior*, *Computers in Human Behavior* (2016), doi: 10.1016/j.chb.2016.12.060

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.



ACCEPTED MANUSCRIPT

Acute Effect of Active Video Games on Older Children's Mood Change

Resubmitted to Computers in Human Behavior

December 15th, 2016

Jung Eun Lee, PhD ^a, Ping Xiang, PhD ^b, and Zan Gao, PhD ^c

^a University of Minnesota-Duluth

108 SPHC, 1216 Ordean Court, Duluth, MN 55812

Email: junelee@d.umn.edu

^b Texas A & M University, College Station, Texas, USA

Email: ping@hlkn.tamu.edu

^c Direct correspondence to:

Dr. Zan Gao School of Kinesiology, the University of Minnesota Twin Cities 207 Cooke Hall, 1900 University Ave. SE Minneapolis, MN 55455 P: (612) 626-4639; Fax: (612) 626-7700 Email: gaoz@umn.edu Download English Version:

https://daneshyari.com/en/article/4937280

Download Persian Version:

https://daneshyari.com/article/4937280

Daneshyari.com