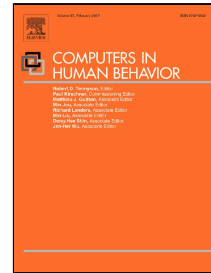


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An exploratory study on association between Internet game contents and aggression in Korean adolescents

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Research Highlights

- The dispute over the influence of violent media has been going on for decades.
- The study investigated the influence of games contents on aggression by comparison.
- To precise results, correlation among the dependent variables should be considered.
- The research results suggested that violent video games affect aggressive beliefs.

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