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Title: Counter striking psychosis: Commercial video games as potential treatment in schizophrenia? A systematic review of neuroimaging studies.

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1 **Counter striking psychosis: Commercial video games as potential treatment in**  
2 **schizophrenia? A systematic review of neuroimaging studies.**

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18 **Highlights:**

- 19 - This review summarizes recent MRI studies assessing video game studies  
20 and compares their effect to CRT induced brain modulations.
- 21 - Although currently available studies are heterogeneous in study design and  
22 results, some commonalities with CRT induced brain effects can be seen.
- 23 - A discussion of schizophrenia-specific vulnerabilities impeding video game  
24 training is provided
- 25 - The currently limited number and heterogeneity of video game studies  
26 impedes meta-analytical assessments which would allow to draw more  
27 generalizable qualitative and quantitative conclusions.
- 28 - More longitudinal and specifically designed studies would be needed to  
29 reconfirm beneficial effects of video game training.

30

31 **Abstract:**

32 Schizophrenia is a severe, chronic, and strongly disabling neuropsychiatric disorder,  
33 characterized by cognitive decline, positive and negative symptoms. Positive  
34 symptoms respond well to antipsychotic medication and psycho-social interventions,

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