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EDUCATIONAL BACKGROUND

BA	State University of New York	1986 (Psychology)
MA	University of Minnesota	1993 (Child Psychology)
PhD	University of Minnesota	1998 (Child Psychology)

PROFESSIONAL BACKGROUND

1986-1988 Assistant Research Data Analyst, Educational Testing Service, Princeton, NJ
1989 Assistant Examiner, Educational Testing Service, Princeton, NJ
1989-1995 Graduate Assistant, University of Minnesota, Minneapolis, MN
1995-1998 Research Associate, Anderson Niebuhr & Associates, Arden Hills, MN
2000-2003 Academic Staff, Institute of Child Development, University of Minnesota, Minneapolis, MN
1998-2009 Director of Research, National Institute on Media and the Family, Minneapolis, Minnesota
2003- Assistant Professor, Department of Psychology, Iowa State University, Ames, IA

RESEARCH

JOURNAL PUBLICATIONS (REFEREED)

[* = Student; Citation counts from ISI & PsychFirst, no self-citations; 284 total known citations]

1. Rice, R. W., Gentile, D. A., & McFarlin, D. B. (1991). Facet importance and job satisfaction. *Journal of Applied Psychology, 76*, 31-39. [2007 Impact factor: 3.047, 5-year: 5.146; 39 citations]
2. Gentile, D. A., Condry, K., & Yonas, A. (1991). Four- and seven-month-old infants' perception of global structure with kinetic illusory contour displays. *Investigative Ophthalmology & Visual Science Abstract Issue, 32/4*.
3. Gentile, D. A. (1993). Just what are sex and gender, anyway? A call for a new terminological standard. *Psychological Science, 4*, 120-122. [Impact factor: 4.812, 5-year: 6.269; 33 citations] (Reprinted in D. L. Anselmi, A. L. Law (Eds.), *Questions of Gender: Perspectives & Paradoxes*. Boston: McGraw-Hill, pp. 14-17).
4. Pick, H. L., Yonas, A., Gentile, D., Melendez, P., Wagner, D., & Wegesin, D. (1993). Perceptual aspects of navigation. In *Proceedings DARPA Image Understanding Workshop*.
5. Walsh, D. A. & Gentile, D. A. (2001). A validity test of movie, television, and video game ratings. *Pediatrics, 107*, 1302-1308. [Impact factor: 4.789, 5-year: 5.665; 21 citations]
6. Gentile, D. A., & Walsh, D. A. (2002). A normative study of family media habits. *Journal of Applied Developmental Psychology, 23*, 157-178. [Impact factor: 1.300, 5-year: 1.799; 49 citations]
7. Walsh, D. A., Gentile, D. A., & *van Brederode, T. M. (2002). Parents rate the ratings: A test of the validity of the American movie, television, and video game ratings. *Minerva Pediatrica, 54*, 1-11.
8. Gentile, D. A., Lynch, P. J., *Linder, J. R., & Walsh, D. A. (2004). The effects of violent video game habits on adolescent aggressive attitudes and behaviors. *Journal of Adolescence, 27*, 5-22. [Impact factor: 1.474, 5-year: 2.251; 80 citations]
9. Gentile, D. A., Oberg, C., Sherwood, N. E., Story, M., Walsh, D. A., & Hogan, M. (2004). Well-child exams in the video age: Pediatrics and the AAP guidelines for children's media use. *Pediatrics, 114*, 1235-1241. [Impact factor: 4.789, 5-year: 5.665; 18 citations]
10. Gentile, D. A., *Humphrey, J. & Walsh, D. A. (2005). Media ratings for movies, music, video games, & television: A review of the research and recommendations for improvements. *Adolescent Medicine Clinics, 16*, 427-446.

11. Gentile, D. A. & *Stone, W. (2005). Violent video game effects on children and adolescents: A review of the literature. *Minerva Pediatrica*, 57, 337-358.
12. Bricolo, F., Aldegheri, F., Gentile, D. A., & Serpelloni, G. (2005). L'uso patologico della tecnologia digitale: Verso la formulazione di un primo paradigma diagnostico. *Noumen*, 33, 29-41. [Italian language]
13. *Ostrov, J. M., Gentile, D. A., & Crick, N. R. (2006). Media exposure, aggression and prosocial behavior during early childhood: A longitudinal study. *Social Development*, 15, 612-627. [Impact factor: 1.128, 5-year: 2.185; 7 citations]
14. Rosser, J. C., Lynch, P. J. Haskamp, L., Gentile, D. A., & Yalif, A. (2007). The impact of video games in surgical training. *Archives of Surgery*, 142, 181-186. [Impact factor: 4.259, 5-year: 4.556; 25 citations]
15. Eisenmann, J.C., *Laurson, K., *Wickel, E. E., Gentile, D. A., & Walsh, D. A. (2007). The utility of current pedometer step recommendations for predicting overweight in children. *International Journal of Obesity*, 31, 1179-1182. [Impact factor: 3.640, 5-year: 4.802; 3 citations]
16. Bricolo, F., Gentile, D. A., *Smelser, R. L., & Serpelloni, G. (2007). Use of the computer/Internet among Italian families: First national study. *CyberPsychology & Behavior*, 10, 789-798. [Impact factor: 1.295, 5-year: 2.010]
17. Gentile, D. A., *Saleem, M., & Anderson, C. A. (2007). Public policy and the effects of media violence on children. *Social Issues and Policy Review*, 1, 15-61.
18. *Holmes, M., Eisenmann, J. C., Ekkekakis, P., & Gentile, D.A. (2008). Physical activity, stress and the metabolic syndrome in 8 to 18-year-old boys. *Journal of Physical Activity & Health*, 5, 294-307.
19. Gentile, D. A. & Gentile, J. R. (2008). Violent video games as exemplary teachers: A conceptual analysis. *Journal of Youth and Adolescence*, 37, 127-141. [Impact factor: 1.316, 5-year: 1.997; 3 citations]
20. Vogel, D., Gentile, D. A., & *Kaplan, S. (2008). The influence of television on willingness to seek therapy. *Journal of Clinical Psychology*, 64, 276-295. [Impact factor: 1.542, 5-year: 1.671; 1 citation]
21. *Laurson, K., Eisenmann, J. C., Welk, G. J., *Wickel, E. E., Gentile, D. A., & Walsh, D. A. (2008). Evaluation of youth pedometer-determined physical activity guidelines using Receiver Operator Characteristic curves. *Preventive Medicine*, 46, 419-424. [Impact factor: 2.314, 5-year: 3.002; 1 citation]
22. Eisenmann, J. C., Gentile, D. A., Welk, G. J., Callahan, R., Strickland, S., Walsh, M., & Walsh, D. A. (2008). SWITCH: Rationale, design, and implementation of a community, school, and family-based intervention to modify behaviors related to childhood obesity. *BMC Public Health*, 8, 223. Available: <http://www.biomedcentral.com/1471-2458/8/223> [Impact factor: 2.029, 5-year: 2.256; 1 citation]
23. *Laurson, K., Eisenmann, J. C., Welk, G. J., *Wickel, E. E., Gentile, D. A., & Walsh, D. A. (2008). Combined influence of physical activity and screen time recommendations on childhood overweight. *Journal of Pediatrics*, 153, 209-214. [Impact factor: 4.122, 5-year: 4.220; 2 citations]
24. Flom, R. A., Gentile, D. A., & Pick, A. D. (2008). Infants' discrimination of happy and sad music. *Infant Behavior and Development*, 31, 716-728. [Impact factor: 1.533, 5-year: 1.831]
25. Anderson, C. A., Sakamoto, A., Gentile, D. A., Ithori, N., & Shibuya, A., Yukawa, S., Naito, M., & Kobayashi, K. (2008). Longitudinal effects of violent video games on aggression in Japan and the United States. *Pediatrics*, 122, e1067-e1072. [Impact factor: 4.789, 5-year: 5.665; 1 citation]
26. Linder, J. R. & Gentile, D. A. (2009). Is the television rating system valid? Indirect, verbal, and physical aggression in programs viewed by fifth grade girls and associations with behavior. *Journal of Applied Developmental Psychology*, 30, 286-297. [Impact factor: 1.300, 5-year: 1.799]
27. Gentile, D. A. (2009). Pathological video game use among youth 8 to 18: A national study. *Psychological Science*, 20, 594-602. [Impact factor: 4.812, 5-year: 6.269]
28. Gentile, D. A., Anderson, C. A., Yukawa, N., *Saleem, M., Lim, K. M., Shibuya, A., Liau, A. K., Khoo, A., Bushman, B. J., Huesmann, L. R., & Sakamoto, A. (2009). The effects of prosocial video games on prosocial behaviors: International evidence from correlational, longitudinal, and experimental studies. *Personality and Social Psychology Bulletin*, 35, 752-763. [Impact factor: 2.580, 5-year: 3.296]

29. *Drenowatz, C. J., Eisenmann, J. C., Pfeiffer, K. A., Wickel, E. E., Gentile, D. A., & Walsh, D. A. (in press). Maturity-related differences in physical activity among 10- to 12-year-old girls. *American Journal of Human Biology*. [Impact factor: 1.805, 5-year: 2.059]
30. *Dykstra, J.L., Lane, D.J., *Tapscott, R.L., & Gentile, D.A. (in press). Susceptible to social influence: Risky “driving” in response to peer pressure. *Journal of Applied Social Psychology*. [Impact factor: 0.657, 5-year: 1.077]
31. Gentile, D. A., Welk, G., Eisenmann, J. C., *Reimer, R. A., Walsh, D. A., Russell, D. W., Callahan, R., Walsh, M., Strickland, S., & Fritz, K. (2009). Evaluation of a multiple ecological level child obesity prevention program: Switch what you do, view, and chew. *BMC Medicine*, 7, 49. Available: www.biomedcentral.com/1741-7015/7/49 [Impact factor: 3.276]
32. Council on Communications and Media, American Academy of Pediatrics [contributing group author] (2009). Media violence. *Pediatrics*, 124, 1495-1503. [Impact factor: 4.789, 5-year: 5.665]
33. Gentile, D. A., *Mathieson, L. C., & Crick, N. R. (in press). Media violence associations with the form and function of aggression among elementary school children. *Social Development*. [Impact factor: 1.128, 5-year: 2.185]
34. Gentile, D. A. (in press). The multiple dimensions of video game effects. *Child Development Perspectives*.

OTHER JOURNAL PUBLICATIONS

1. Gentile, D. A. & Anderson, C. A. (2009). How are other first-world nations suppressing the adverse consequences of violence and youth sex in the modern media environment? *Pediatrics*, 123, e364-e365. [Response] [Impact factor: 4.789, 5-year: 5.665]
2. Gentile, D. A. (2009, July). Video games affect the brain – for better *and* worse. *Cerebrum*. Available <http://www.dana.org/news/cerebrum/detail.aspx?id=22800>.

BOOKS

1. Gentile, D. A. (Ed.). (2003). *Media violence and children*. (In series *Advances in Applied Developmental Psychology*, I. Sigel, Series Ed.). Westport, CT: Praeger Publishing.
2. Anderson, C. A., Gentile, D. A., & Buckley*, K. E. (2007). *Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy*. New York: Oxford University Press.
 - 2a. Reprinted: Anderson, C. A., Gentile, D. A., & Buckley*, K. E. (2008). *Videogiochi violenti: Effetti su bambini e adolescenti*. Torino, Italy: Centro Scientifico Editore. [Italian language]

GRANTS RECEIVED

EXTERNAL GRANTS (TOTAL \$3,501,300 PI OR CO-PI ONLY)

1. Gentile, D. A. (1999). KARE-11 Television, “Teen-oriented radio and CD sexual content analysis.” \$3,000.
2. Gentile, D. A. (1999-2000). Target Corporation, “Development of Media Quotient™ Family Media Inventory and Individualized Media Profile.” \$57,425.
3. Gentile, D. A. (2001-2006). Individual donations, “Completion of Nine-Year Longitudinal Study of the Physiological Effects of Violent Video Games.” \$26,550.
4. Gentile, D. A. (2002-2003). Laura Jane Musser Foundation, “Media habits and aggressive/bullying behavior in children.” \$30,000.
5. Gentile, D. A. (2003-2004). Laura Jane Musser Foundation, “Media habits and aggressive/bullying behavior in children - Year 2.” \$30,000.
6. Huesmann, L. R., Bushman, B. J., & Boxer, P. (2004-2007). Centers for Disease Control & Prevention, “Serious Youth Violence & Long-term Use of Violent Media.” \$1,200,000. (1-049-CE-0002207-01; Role: Consultant)
7. Anderson, C. A., & Gentile, D. A. (2004-2005). Centers for Disease Control & Prevention, “Center for the Study of Violence.” \$144,000.

8. Bushman, B. J., Anderson, C. A., Huesmann, L. R. & Gentile, D. A. (2005-2010). National Institute on Child Health and Human Development, "Video Game Violence." \$1,670,814. (1 R01 MH 067794-01 A1)
9. Anderson, C. A., & Gentile, D. A. (2005-2006). Centers for Disease Control & Prevention, "Center for the Study of Violence." \$153,760. (CE05-106)
10. Walsh, D. A., Gentile, D. A., & Eisenmann, J. C. (2005-2007). Fairview Health Services, Cargill Corporation, Medica Foundation, Healthy and Active America Foundation, "Switch: A community-based health intervention." \$1,200,000
11. Khoo, A., Sim, T., Chen, V. (Co-PIs), Choo, H., Duh, B. L., Divaharan, S., Fung, D., Gentile, D. A., Hawkins, R., Liau, A. K., Lim, K. M., Liu, W. C., & Wang, J. C. K. (Co-investigators). (2006-2009). Ministry of Education, and Media Development Authority, "Effects of Gaming on Children and Teenagers in Singapore." \$398,926 SGD
12. Gentile, D. A. (2007-2008). National Institute on Media and the Family, "Switch: Data analysis and reporting." \$14,000.
13. Gentile, D. A. (2007-2008). Fisher-Price Corporation, "Smart Cycle Effects on Four-Year-Olds." \$10,000.
14. Gentile, D. A. & Cress, J. (2008). Iowa Psychological Foundation & Scott County Empowerment Board, "Creation and implementation of a media literacy awareness and educational campaign." \$8,000
15. Khoo, A., Chen, V. Choo, H., Fung, D. (Co-PIs), Duh, B. L., Ooi, Y. P., Sim, T., & Gentile, D. A. (Co-investigators). (2009-2011). Office of Educational Research, National Institute of Education, "An investigation of gaming effects and counseling strategies for young gamers in Singapore." \$249,622 SGD

INTERNAL GRANTS (TOTAL \$50,665)

16. Gentile, D. A. (2003-2004). Institute of Science and Society, Iowa State University, "The effects of violent video games on physiology and behavior." \$3,500.
17. Gentile, D. A., Rodriguez, L., & Sherman, P. (2004-2005). Institute of Science and Society, Iowa State University, "Characterization and Prediction of Public Attitudes toward Bioterrorism." \$20,000.
18. Ji Song, M., Gentile, D. A., & Lascniak, R. (2005-2006). Institute of Science and Society, Iowa State University, "Effects of Violent Content in TV Advertisements on Children." \$8,600.
19. Gentile, D. A. (PI), Anderson, C. A., & Thomas, K. (2005-2007). Center for the Study of Violence, Iowa State University, "Violent video game effects on brain activation of high and low aggressive game players." \$18,565.

GRANTS UNDER REVIEW AND IN PREPARATION

- Ogilvie, C. (PI), Howard Hughes Medical Institute, "Undergraduate Science Education 2010." Submitted October 1, 2009. \$2,200,000 (total funds). Role: Co-Investigator.
- Gentile, D. A. & Lanningham-Foster, L (Co-PIs). National Institute of Health, Centers for Behavioral Intervention Development Grant, "Development of family intervention strategies to reduce childhood obesity." Submitted January 13, 2009. \$5,451,301 (total funds).
- Welk, G., Gentile, D. A., & Keren, N. (Co-PIs). National Institute of Health. "Dissemination of Family-Based Obesity Prevention Programming in Rural Iowa Communities." \$10,795,273 (total funds).

CHAPTERS

1. Gentile, D. A. & Sesma, A. (2003). Developmental approaches to understanding media effects on individuals. In D. A. Gentile (Ed.), *Media violence and children*. Westport, CT: Praeger Publishing.
2. Gentile, D. A. & Anderson, C. A. (2003). Violent video games: The newest media violence hazard. In D. A. Gentile (Ed.), *Media violence and children*. Westport, CT: Praeger Publishing.
3. Roberts, D. F., Christenson, P. G., & Gentile, D. A. (2003). The effects of violent music on children and adolescents. In D. A. Gentile (Ed.), *Media violence and children*. Westport, CT: Praeger Publishing.

4. Dill, K. E., Gentile, D. A., Richter, W. A., & Dill, J. C. (2005). Violence, sex, race, and age in popular video games: A content analysis. In (E. Cole & D. J. Henderson, Eds.), *Featuring females: Feminist analyses of the media* (pp. 115-130). Washington, DC: American Psychological Association.
5. Gentile, D. A. & Anderson, C. A. (2006). Violent video games, effects on youth, and public policy implications. In N. Dowd, D. G. Singer, & R. F. Wilson (Eds.), *Children, Culture, and Violence* (pp. 225-246). Thousand Oaks, CA: Sage Publications.
6. Gentile, D. A. & Anderson, C. A. (2006). Video games and children. In N. J. Salkind (Ed.), *Encyclopedia of Human Development, Vol 3* (pp. 1303-1307). Thousand Oaks, CA: Sage Publications.
7. Khoo, A. & Gentile, D. A. (2007). Problem based learning in the world of games. In O. S. Tan and D. Hung (Eds.), *Problem-based Learning and e-Learning Breakthroughs* (pp. 97-129). Singapore: Thomson Publishing.
8. Anderson, C. A. & Gentile, D. A. (2008). Media Violence, Aggression, and Public Policy. In E. Borgida & S. Fiske (Eds.) *Beyond Common Sense: Psychological Science in the Courtroom* (pp. 281-300).
9. Gentile, D. A. (2008). The rating systems for media products. In S. Calvert & B. Wilson (Eds.), *Handbook of children, media, and development* (pp. 527-551). Oxford, England: Blackwell Publishing.
10. Bricolo, F., Gentile, D. A., Serpelloni, G., & Mozzoni, M. (2008). I videogiochi violenti possono idurre comportamenti aggressive nei ragazzi? Il contributo delle scienze di neuroimaging. In G. Serpelloni, F. Bricolo, & M. Mozzoni (Eds.), *Elementi di neuroscienze e dipendenze* (pp. 113-122). Verona, Italy: Dipartimento della Dipendenze. [Italian language]
11. Walsh, D. A., & Gentile, D. A. (in press). Slipping under the radar: Advertising and the mind. In L. Riley & I. Obot (Eds.) *Drinking it in: Alcohol Marketing and Young People*. Geneva, Switzerland: World Health Organization.
12. *Swing, E. L., Gentile, D. A., & Anderson, C. A. (2009). Violent video games: Learning processes and outcomes. In R. E. Ferdig (Ed.), *Handbook of research on effective electronic gaming in education, Vol. 2* (pp. 876-892). Hershey, PA: Information Science Reference.
13. *Barlett, C. P. & Gentile, D. A. (in press). Affective and emotional consequences of mass media. In K. Döveling, C. von Scheve, & E. Konijn (Eds.), *Handbook of emotions and mass media*. New York: Routledge.

TECHNICAL REPORTS (PARTIAL LIST SINCE 2003 – FULL LIST AVAILABLE)

1. Walsh, D., Gentile, D. A., Gieske, J., Walsh, M., & Chasco, E. (2003, December). *MediaWise video game report card*. Minneapolis, MN: National Institute on Media and the Family.
2. Walsh, D., Gentile, D. A., Gieske, J., Walsh, M., & Chasco, E. (2004, November). *MediaWise video game report card*. Minneapolis, MN: National Institute on Media and the Family.
3. Walsh, D., Gentile, D. A., Walsh, E., Bennett, N., Robideau, B., Walsh, M., Strickland, S., & McFadden, D. (2005, November). *10th Annual MediaWise video and computer game report card*. Minneapolis, MN: National Institute on Media and the Family.
4. Walsh, D., Gentile, D. A., Walsh, E., Bennett, N., Robideau, B., Walsh, M., Strickland, S., & McFadden, D. (2005, November). *MediaWise video and computer game report card: A ten year overview*. Minneapolis, MN: National Institute on Media and the Family.
5. Wright, L. J., Gentile, D. A., & Strickland, S. B. (2006, February). *2005 MediaWise early childhood project report to the Cargill Foundation*. Minneapolis, MN: National Institute on Media and the Family.
6. Walsh, D., Gentile, D. A., Walsh, E., & Bennett, N. (2006, November). *11th Annual MediaWise video and computer game report card*. Minneapolis, MN: National Institute on Media and the Family.
7. Walsh, D., & Gentile, D. A. (2007, November). *12th Annual MediaWise video and computer game report card*. Minneapolis, MN: National Institute on Media and the Family.
8. Khoo, A., Liao, A. K., Lim, K. M., Liu, W. C., Divaharan, S., Keng, J. W. C., Chen, V., Duh, B. L., Sim, T., Choo, H., Fung, D., Hawkins, R., Gentile, D. A., Li, D. D., & Ng, S. (2007). *Effects of digital gaming on children and teenagers in Singapore: First year report*. Singapore: National Institute of Education.

9. Walsh, D., & Gentile, D. A. (2008, November). *13th Annual MediaWise video and computer game report card*. Minneapolis, MN: National Institute on Media and the Family.
10. Gentile, D. A. (2008). Aggressive cognitions and prosocial behaviours. In A. Khoo (Ed.), *First year report part two: The effects of videogaming*. Singapore: National Institute of Education.

REFERRED CONFERENCE PAPERS PRESENTED (PARTIAL LIST SINCE 2003)

1. Rosser, J. C. Jr., Lynch, P. J., *Haskamp, L. A., Yalif, A., Gentile, D. A., & Giammaria, L. (2004, January). *Are Video Game Players Better at Laparoscopic Surgery?* Paper presented at the Medicine Meets Virtual Reality Conference, Newport Beach, CA.
2. Nawrot, E., *Ascano, A., & Gentile, D. A., (2004, May). *Infants' perception of emotion in music*. Paper presented at the 2004 International Conference on Infant Studies, Chicago, IL.
3. *Bonacci, A. M., *Tapscott, R. L., *Carnagey, N. L., Wade, N. G., & Gentile, D. A. (2004, May). *The relationship between violent and relationally aggressive media consumption and interpersonal relations*. Poster presented at the American Psychological Society 16th Annual Convention, Chicago, IL.
4. *Buckley, K. E., *Tapscott, R., *Sidharta, R., *Rypma, C., Gentile, D. A., Anderson, C. A., *Nacin, C., Sannier, A., Oliver, J., & Bushman, B. (2004, May) *The effects of violent virtual reality games on aggressive behavior and cognitions*. Poster presented at the American Psychological Society 16th Annual Convention, Chicago, IL.
5. Gentile, D. A., Walsh, D. A., *Ellison, P. R., *Fox, M., & *Cameron, J. (2004, May). *Media violence as a risk factor for children: A longitudinal study*. Paper presented at the American Psychological Society 16th Annual Convention, Chicago, IL.
6. Hyman, I., Cohen, I., Mahon, M., Tabori, A., Ateah, C., Báguena, M. J., Beleña, A., Bolatoglou, K., Del Buffa, O., Campagnaro, S., Deville, Y., Ducette, J., Fiumefreddo, K., Eslea, M., Espinoza, E., Fakinis, M., Kaila, H. L., Flanagan, R., Gentile, D. A., Halkias, D., Newman, M., Karcher, P, Kay, B., McCabe, K., Toldos, M. P., Sixsmith, J., Smorti, A., Sutherland, A., & Yoder, M. (2004, July). *Bullying and victimization in the schools: A preliminary analysis of a cross-national study*. Poster presented at the American Psychological Association Conference, Honolulu, Hawaii.
7. Gentile, D. A. & Gentile, J. R. (2005, April). *Violent video games as exemplary teachers*. Paper presented at the 2005 Society for Research in Child Development Biennial Conference, Atlanta, GA.
8. *Woodhouse, J., Lynch, P.J., & Gentile, D. A. (2006, April). *Computer-mediated biofeedback in managing acute post-operative pain*. Paper presented at the Association for Biofeedback and Physiology 2006 37th Annual Meeting, Portland, OR.
9. Eisenmann, J.C., Walsh, D., Gentile, D. A., Strickland, S., Walsh, M., Fritz, K., Callahan, R., Dahlquist, A., Swanson, L., McGillicuddy, J., Garwood, H., Patterson, J., *Laurson, K., & *Wickel, E. E. (2006, April). *SWITCH - active lifestyles from MediaWise@: baseline results for physical activity and BMI*. International Congress on Physical Activity and Health, Centers for Disease Control, Atlanta, GA.
10. Gentile, D. A., Eisenmann, J. C., Walsh, D. A., & Callahan, R. (2006, July). *Violent TV and video game exposure as risk factors for aggressive behavior among elementary school children*. Poster presented at the XVII Biennial Meeting of the International Society for Research on Aggression, Minneapolis, MN.
11. Lynch, P. J., *Woodhouse, J., Park, J., Dubois, M., Lebovitz, A, & Gentile, D. A. (2006, September). *The use of computer-mediated biofeedback in the management of acute post-operative pain*. Paper presented at the American Academy of Pain Management Annual Clinical Meeting, Orlando, FL.
12. Gentile, D. A. & Walsh, D. A. (2007, March). *Violent TV and video games as risk factors for children's aggressive behavior: Two longitudinal studies*. Paper presented at the 2007 Society for Research in Child Development Conference, Boston, MA.
13. Cohen, I. J, Ateah, C., DuCette, J., Mahon, M., Tabori, A., Davelle, Y., Fiumefreddo, K., McCabe-Fitch, K., Flanagan, R., Gentile, D.A., Newman, M., & Yoder, M. (2007, August). *A cross-national comparison of school victimization between Canada and the United States*. Paper presented at the American Psychological Association Conference, San Francisco, CA.

14. Bushman, B. J., Huesmann, L. R., Anderson, C. A., Gentile, D. A., O'Brien, M., Mocerri, D., & Boxer, P. (2008, March). The relation of violent video game play to aggressive behavior and cognition in adolescence. Paper presented at the Society for Research on Adolescence, Chicago, IL.
15. *Swing, E. L., Gentile, D. A., & *Stone, W. A. (2008, May). *Long-term media effects on children's attention*. Paper presented at the 20th Annual Convention of the Association for Psychological Science, Chicago, IL.
16. Gentile, D. A., Khoo, A., Liao, A., Bushman, B. J., Anderson, C. A., & Huesmann, L. R. (2008, July). *A cross-cultural comparison of violent video game effects on aggressive cognition*. Paper presented at the International Congress on Psychology, Berlin, Germany.
17. Anderson, C. A., *Saleem, M., & Gentile, D. A. (2008, August). *Direct and indirect effects of electronic media on youth violence*. Paper presented at the Annual Convention of the American Psychological Association, Boston, MA.
18. Gentile, D. A. & Anderson, C. A. (2008, August). *Violent video game effects: An overview*. Paper presented at the Annual Convention of the American Psychological Association, Boston, MA.
19. *Stone, W. & Gentile, D. A. (2008, August). *The five dimensions of video game effects*. Paper presented at the Annual Convention of the American Psychological Association, Boston, MA.
20. *Barlett, C. P., Gentile, D. A., & Anderson, C. A. (2009, April). *The effect of violent video game play on hostility, arousal, and salivary cortisol levels in young adults and children*. Poster presented at the 2009 Society for Research in Child Development Conference, Denver, CO.
21. *Mathieson, L. C., Gentile, D. A., & Crick, N. R. (2009, April). *Does hostile attribution bias mediate the associations between violent media exposure and physical and relational aggression?* Poster presented at the 2009 Society for Research in Child Development Conference, Denver, CO.
22. *Mathieson, L. C., Gentile, D. A., & Crick, N. R. (2009, April). *Media violence associations with the form and function of aggression among elementary school children*. Paper presented at the 2009 Society for Research in Child Development Conference, Denver, CO.
23. Linder, J., *Moriarty, K., *Torres, C., *Maier, J., & Gentile, D. (2009, May). *The effects of viewing retouched photos on women's perceptions of self and others*. Poster presented at the 21st Annual Convention of the Association for Psychological Science, San Francisco, CA.
24. Choo, H., Sim, T., & Gentile, D. A. (2009, August). *Parent-child relationship, parental supervision and pathological symptoms of massively multiplayer online gaming*. Paper presented at the Digital Games Research Association, London, England.

INVITED CONFERENCE PRESENTATIONS & KEYNOTES

1. Gentile, D. A. (2002, October). *Media and Literacy*. Invited keynote presented at the 2002 Youth Summit, Columbia, TN.
2. Gentile, D. A. (2004, July). *Media and the young child. Risks and benefits*. Invited keynote presented at the 19th Annual Early Intervention and Early Childhood Summer Institute, Williamsburg, VA.
3. Gentile, D. A. (2004, December). *The psychology of successful video game initiatives*. Invited lecture presented at the Video Games/Entertainment Industry Technology and Medicine Conference, Marina Del Rey, CA.
4. Lynch, P. J. & Gentile, D. A. (2004, December). *The physiological and psychological effects of video games*. Invited lecture presented at the Video Games/Entertainment Industry Technology and Medicine Conference, Marina Del Rey, CA.
5. Gentile, D. A. (2005, March). *Media violence as a risk factor for healthy development*. Keynote address at the New Mexico Media Literacy Catalyst Institute, Albuquerque, NM.
6. Gentile, D. A. (2005, May). *The psychology behind video games as excellent teachers: A dimensional approach*. Invited lecture presented at the Third Annual 91W WMS/Department of Combat Medical Training Education Conference, San Antonio, TX.
7. Gentile, D. A. (2005, June). *Videogame, aggressività e dipendenza: Dalla ricerca alla pratica clinica* (Videogames, aggression, and addiction: From research to the clinic). Dipartimento della Dipendenza, Verona, Italy.
8. Gentile, D. A. (2005, September). *The impact of media on health behaviours*. Centro di Medicina Preventiva, Verona, Italy.

9. Gentile, D. A. (2005, September). *The psychology of advertising and the problem with health education*. Centro di Medicina Preventiva, Verona, Italy.
10. Gentile, D. A. (2005, November). *Your brain on media*. Keynote address at the Governor's 7th Annual Safe Schools Summit, Oklahoma City, OK.
11. Gentile, D. A. (2006, March). *Media violence and children*. Keynote address at the 10th Annual Greater Texas Community Partners Conference, Dallas, TX.
12. Gentile, D. A. (2006, March). *Becoming Media Wise and Digital Savvy*. Keynote address at the 10th Annual Greater Texas Community Partners Conference, Dallas, TX.
13. Gentile, D. A. (2006, September). *Becoming Media Wise and Digital Savvy*. Keynote address at the Oregon WIC Annual Statewide Meeting, Portland, OR.
14. Gentile, D. A. (2006, October). *Becoming Media Wise and Digital Savvy*. Keynote address at the Virginia Department of Health, WIC and Community Nutrition Services Annual Training Conference, Richmond, VA.
15. Gentile, D. A. (2007, June). *Media violence as a risk factor for physical and relational aggression*. Invited paper at the Media Violence Workshop, Potsdam, Germany.
16. Gentile, D. A. (2008, May). *The utility of adopting a risk factor approach to studying media violence*. Invited paper presented at the Midwestern Social Development Consortium, Omaha, NE.
17. Gentile, D. A. (2008, June). *Not as seen on TV: The truth about media's effects on children*. Keynote address at the American Association of Family and Consumer Sciences 99th Annual Conference, Milwaukee, WI.
18. Gentile, D. A. (2008, November). *Longitudinal research on violent video game effects and implications for public policy*. Plenary address at the Internationaler Kongress "Computerspiele und Gewalt" (International congress "Video games and violence"), Munich, Germany.
19. Gentile, D. A. (2009, March). *Not seen on TV: The truth about media's effects on children*. Keynote address at the Iowa Family and Consumer Sciences Annual Conference, Cedar Falls, IA.
20. Gentile, D. A. (2009, April). *Computer and video game "addiction" – Does it sound like a duck?* Invited paper presented at the Midwest Psychological Association Conference, Chicago, IL.

OUTREACH

OUTREACH: PUBLICATIONS (NON-REFERREED)

1. Gentile, D. A. (2000, Summer). TV in the bedroom. *MediaWise*, 10, 1.
2. Gentile, D. A. & Walsh, D. A. (2001). *The impact of video games on children and youth (The Informed Educator Series)*. Arlington, VA: Educational Research Service.
3. Gentile, D. A. & Anderson, C. A. (2004). *Violent video games – Psychologists help protect children from harmful effects*. Available: <http://www.psychologymatters.org/videogames.html>. Washington, DC: American Psychological Association.
4. Gentile, D. A. (2004, Summer). Two myths about media effects. *The Amplifier: Media Psychology (Newsletter of Division 46 of the American Psychological Association)*, p. 3. Available: <http://www.apa.org/divisions/div46/amp042total.html>.
5. Gentile, D. A. (2005). The effects of video games on children: What parents need to know. *Pediatrics for Parents*, 21(6), 10-11.
6. Gentile, D. A. (2005). Examining the effects of video games from a psychological perspective: Focus on violent games and a new synthesis. Minneapolis, MN: National Institute on Media and the Family.
7. Gentile, D. A. (2009). Media violence and public policy: Cutting through the hype. *Pediatrics for Parents*, 25, 20-22.

OUTREACH: VIDEOS

1. Walsh, M. & Gentile, D. A. (2003). *Sex, murder, & video games*. Minneapolis, MN: National Institute on Media and the Family. [Educational video]
2. Gentile, D. A. (2008). *Dr. Doug answers the questions parents need to know about media*. Ames, IA. www.drddouglas.org [Educational video]

OUTREACH: MEDIA INTERVIEWS

Media interviews regarding media research (e.g., *New York Times*, *USA Today*, *Washington Post*, *Los Angeles Times*, *Boston Globe*, *Epoch Times*, *Chicago Tribune*, *Dallas Observer*, *Toronto Globe & Mail*, *BBC*, *Associated Press*, *Reuters News Service*, *Boston Herald*, *Seattle Post Intelligencer*, *National Public Radio*, *CNN*, *Fox News*, *CBS Evening News*, *ABC News*, *Today Show*, *NBC News*, *Jane Pauley Show*, *Channel News Asia*, *CBS Early Show*, *NPR Morning Edition*, *ABC Radio Network*, *BBC World Service*, *CBS Radio Network*, *Laura Ingraham Show*, *Newsweek*, *Time Magazine*, *US News and World Report*, *Family Circle Magazine*, *Parenting Magazine*, *Readers' Digest*, etc. (A partial list is available upon request - 2000-present)

OUTREACH: SELECTED OTHER PRESENTATIONS (SINCE 2003)

- Gentile, D. A. (2004, May). *Violent video games as a risk factor for healthy development*. Invited lecture presented at the 19th Annual Risky Business Conference, Ames, IA.
- Gentile, D. A. (2005, January). *MediaWise kids: Focus on video games*. Invited training presented as part of the Planned Parenthood of New England Training Workshop Series, Portsmouth, NH.
- Gentile, D. A. (2005, August). *MediaWise: The effects of media on children and adolescents*. Invited in-service training required for all educators in the Bradley County School District, Cleveland, TN.
- Gentile, D. A. (2005, August). *MediaWise: The effects of media on children, adolescents, and adults*. Invited training presented as part of the state of Minnesota adult educators certification conference.
- Gentile, D. A. (2006, January). *Raising screen-wise kids*. Screen Time Conference Series, Faith Lutheran Church, Clive, IA.
- Gentile, D. A. (2006, April). *Frogs sell beer: The psychology of advertising and youth drinking*. 29th Annual Governor's Conference on Substance Abuse, Des Moines, IA.
- Gentile, D. A. (2006, April). *Media and children: Risks and benefits*. Region One Prevention Conference, Williston, ND.
- Gentile, D. A. (2006, November). *Screen Time: What you see...what you do...who you are*. Christie Vilsack's Iowa Stories 2000 Foundation, Ankeny, IA.
- Gentile, D.A. (2007, January). *Effects of violent video games: Some research evidence*. National Institute of Education, Singapore.
- Gentile, D.A. (2007, January). *Video game ratings: What can be learned from the errors of the American rating systems*. National University of Singapore, Singapore.
- Gentile, D.A. (2007, January). *Media effects and media ratings*. Media Development Authority, Singapore.
- Gentile, D.A. (2007, January). *Reaching the wired generation*. Touch Community Services, Singapore.
- Gentile, D.A. (2007, January). *Violent video games and video game addiction as risk factors for health adolescent development*. Singapore Association of Social Workers, Singapore.
- Gentile, D.A. (2007, August). *Media Wise and Digital Savvy: How and Why Media Affect Kids*. Invited lecture presented at the Celebrating Healthy Communities: The Governor's Conference on Public Health Barn Raising VI, Des Moines, IA.
- Gentile, D.A. (2007, September). *Brain development, children's media use & its influence; Influence of media violence and violent video games on youth aggression*. Invited set of lectures presented at the Juvenile Court Seminar, North Dakota Supreme Court, Grand Forks, ND.
- Gentile, D.A. (2008, August). *Are the media helping to create a culture of disrespect?* Invited lecture presented at the School Administrators of Iowa Annual Conference, Des Moines, IA.
- Gentile, D. A. (2009, March). *Not as seen on TV: The truth about media's effects on children*. Invited lecture presented at The Academy, Des Moines, IA.
- Gentile, D. A. (2009, March). *Effects of video games*. Invited lecture presented to Touch Community Services, Singapore.
- Gentile, D. A. (2009, May). *Advertising, the mind, and what we can learn from advertisers' successes*. Invited lecture presented to the Partnership for a Drug-Free Iowa/Face It Together, Des Moines, IA.
- Gentile, D. A. (2009, August). *This is your brain on advertising*. Invited lecture presented at the Iowa Drug Policy Advisory Council, Des Moines, IA.

TEACHING

UNIVERSITY TEACHING EXPERIENCE

Introductory Psychology (Psy 101), Iowa State University (Average student evaluation – 4.67 on a 5-point scale)

Advanced Developmental Psychology (Psy 530), Iowa State University (Average student evaluation – 4.63 on a 5-point scale)

Media and Child Development (CPsy 4310), University of Minnesota

Cognitive Development (CPsy 301), University of Minnesota

Introduction to Child Development (CPsy 101), University of Minnesota

GRADUATE ADVISING

<u>Student</u>	<u>Entered</u>	<u>MS</u>	<u>PhD</u>
Kaplan, Scott A.	F2003	2006	2009 co/Vogel
Tapscott, Ryan L.	F2003	2006	
Reimer, Rachel	F2003	2006	2009 co/Madon
Humphrey, Jeremy M.	F2004	2007	
Maier, Julia	F2005	2008	
Stone, William	F2006		

CONFERENCE PRESENTATIONS BY UNDERGRADUATE ADVISEES

1. *Paschke, M. B., *Green, E., & Gentile, D. (2001, April). *Physiological and psychological effects of video game play*. Poster presented at the 36th Annual Minnesota Undergraduate Psychology Conference, St. Paul, MN.
2. *Haylett, J., *Utomo, E., *Langholz, A., *Straight, J., *Tapscott, R., & Gentile, D. A. (2004, April). *Psychological reactions to video game exposure*. Poster presented at the 11th Annual CSBS Student Research Conference, University of Northern Iowa, Cedar Falls, IA.
3. *Rypma, C., *Walterman, R., *Tapscott, R., *Hui, W., *Rice, M., & Gentile, D. A. (2004, April). *Emotional and desensitization consequences of video game exposure*. Poster presented at the 11th Annual CSBS Student Research Conference, University of Northern Iowa, Cedar Falls, IA.
4. *Jackson, J., *Chicos, A., *Stockdale, K., *Recker, S., *Tapscott, R., & Gentile, D. (2004, April). *The Driving Vengeance Questionnaire (DVQ): Correlates with aggression, and media exposure*. Poster presented at the 11th Annual CSBS Student Research Conference, University of Northern Iowa, Cedar Falls, IA.
5. *Langer, A., *Lynch, K., *Schweer, J., *Nacin, C., *Pitts, N., *Buckley, K., & Gentile, D. A. (2004, April). *The effects of violent video games on aggression levels in a virtual reality environment*. Poster presented at the 11th Annual CSBS Student Research Conference, University of Northern Iowa, Cedar Falls, IA.
6. *Langer, A., *Utomo, E., *Stringer, J., *Lynch, K., *Dose, E., & Gentile, D. A. (2004, November). *Violent video games: Effects of violent content on feeling powerful and energetic*. Poster presented at the 14th Annual Tri-State Undergraduate Psychology Conference, University of Wisconsin-Platteville, Platteville, WI.
7. *Jackson, J., *Incorvia, L., *Pecenka, A., *Chicos, A., *Schweer, J., & Gentile, D. A. (2004, November). *The indirect and direct relationships between media exposure and aggressive driving*. Poster presented at the 14th Annual Tri-State Undergraduate Psychology Conference, University of Wisconsin-Platteville, Platteville, WI.
8. *Jackson, J., *Dose, E., *Schaumberg, L., & *Mann, S. (2005, April). *Mediating effect of trait hostility between aggressive driving and media exposure*. Poster presented at the 12th Annual CSBS Student Research Conference, University of Northern Iowa, Cedar Falls, IA.
9. *Langer, A., *Schweer, J., *Smelser, R., *Rogers, K., & *Bonacci, A. (2005, April). *The relationship between violent video games and men's aggression towards women*. Poster presented at the 12th Annual CSBS Student Research Conference, University of Northern Iowa, Cedar Falls, IA.

10. *Lynch, K., *Stringer, J., *Fangman, A., *Newsom, L., *Miller, H., & Gentile, D. (2005, April). *MTV and professional wrestling: Are they creating aggressive students?* Poster presented at the 12th Annual CSBS Student Research Conference, University of Northern Iowa, Cedar Falls, IA.

SERVICE

UNIVERSITY COMMITTEES

- 2003-06: Institute of Science and Society Science Communication Committee (Chair)
 2004-07: LAS Representative Assembly (Department Representative) (Spring 04)
 2004-05: Presidential Commission on Improving Relations among ISU Students, the University, the City of Ames, and the Ames Community
 2005-07: LAS Representative Assembly Executive Committee
 2004- : Institute of Science and Society Grant Reviewing Committee
 2005- : Cooperative Education Coordinator
 2006- : Interdisciplinary Communication Studies Advisory Board
 2007- : Interdisciplinary Communication Studies Search Committee
 2007- : Human Computer Interaction Program Supervisory Committee

DEPARTMENTAL COMMITTEES

- 2003-04: Committee for the Evaluation of Research, Teaching, and Service (CERTS, non-voting), Violence/Aggression Search
 2004-05: CERTS (non-voting), Developmental Search, Newsletter/Fundraising
 2005-06: Newsletter/Fundraising (Chair), CERTS (non-voting)
 2006-07: Faculty enhancement (Chair), Social/Comm Studies Search (Chair), Human Relations
 2007-08: Human relations, Faculty enhancement, Social/Comm Studies Search
 2008-09: CERTS, Faculty enhancement, Cooperative Education Coordinator, CIO Advisor

PROFESSIONAL MEMBERSHIPS

- American Psychological Association (APA)
 American Psychological Association, Division 46 (APA – Media Psychology)
 Society for Research in Child Development (SRCD)
 Association for Psychological Science (APS)
 International Society for Research in Aggression (ISRA)

REVIEWING (PARTIAL LIST)

Editorial Board, *Journal of Applied Developmental Psychology*

- Reviewer *ad hoc*, *Aggressive Behavior*
 Reviewer *ad hoc*, *Archives of Pediatrics & Adolescent Medicine*
 Reviewer *ad hoc*, *British Journal of Social Psychology*
 Reviewer *ad hoc*, *Child Development*
 Reviewer *ad hoc*, *Cognitive Affective and Behavioral Neuroscience*
 Reviewer *ad hoc*, *Developmental Psychology*
 Reviewer *ad hoc*, *Journal of Adolescence*
 Reviewer *ad hoc*, *Journal of Advertising*
 Reviewer *ad hoc*, *Journal of Experimental Child Psychology*
 Reviewer *ad hoc*, *Journal of Experimental Psychology: Applied*
 Reviewer *ad hoc*, *Journal of Experimental Social Psychology*
 Reviewer *ad hoc*, *Journal of Pediatrics*
 Reviewer *ad hoc*, *Journal of Personality*

Reviewer *ad hoc*, *Journal of Personality and Social Psychology: Interpersonal Relations and Group Processes*
Reviewer *ad hoc*, *Pediatrics*
Reviewer *ad hoc*, *Preventive Medicine*
Reviewer *ad hoc*, *Psychology of Addictive Behaviors*
Reviewer *ad hoc*, *Psychological Science*
Reviewer *ad hoc*, *Social Development*

Reviewer, National Institutes of Health, Psychosocial Development, Risk and Prevention Review Committee, June 2006 (compensated)
Reviewer, Robert Wood Johnson Foundation, Healthy Eating Research Panel, 2008 (compensated)
Reviewer, Nuffield Foundation, Social Science Small Grants Scheme, 2008
Reviewer, Society for Research in Child Development 2005 Biennial Meeting

OTHER PROFESSIONAL SERVICES

Member, Organizing Committee, Video Games/Entertainment Industry Technology and Medicine Conference, Marina Del Rey, CA, December 10-11, 2004
Member, Advisory Reference Group, 2010 World Summit on Media for Children and Youth, Karlstad, Sweden, 2008-present

Member, Strategic Planning Committee, Anderson, Niebuhr, & Associates, Inc., Minneapolis, MN, 1995-1998
Member, Board of Directors, Turn Off the Violence, Minneapolis, MN. Term: 1999 - present
Member, Board of Advisors, Media Knowledge, Inc., New Fairfield, CT. 1999 – present
Member, Board of Directors, College of Education and Human Development Alumni Society, University of Minnesota, Minneapolis, MN. Term: 2000 - 2003
Member, Board of Advisors, Action Coalition for Media Education, Albuquerque, NM. 2002 - present
Member, Board of Advisors, Family Connections (public television program), KMSQ Public Television, Austin, MN (2008 - present)
Member, Board of Directors, Partnership for a Drug-Free Iowa/Face it Together, 2009 - present

Consultation with State of California regarding video game legislation (2003)
Consultation with City of New York regarding video game legislation (2003)
Consultation with Governor of Illinois regarding video game legislation (2004-05)
Member, Safe Games Illinois Task Force, Office of the Governor, Springfield, IL. 2004 – 2009
Organizer, National Summit on Video Games, Youth, and Public Policy, Minneapolis, MN, October, 2006
Consultation with First Lady of Iowa regarding media literacy (2005-2008)

HONORS

Feldman-Cohen Award for Outstanding Honors Thesis, State University of New York at Buffalo, 1986
Traineeship, National Institute of Mental Health, University of Illinois, 1988-1989
Phi Beta Kappa
Research Fellow, Institute of Science and Society, Iowa State University, 2004
Exceptional Teaching in a Large Enrollment Course, Department of Psychology, Iowa State University, 2006
Visiting Scholar, Department of Social Work, National University of Singapore, 2007
Outstanding service to the public and profession, Department of Psychology, Iowa State University, 2007
Excellence in Undergraduate Introductory Teaching, College of Liberal Arts and Sciences, Iowa State University, 2009
Shakeshaft Master Teacher, Iowa State University, 2009