

**DOUGLAS A. GENTILE**  
**CURRICULUM VITAE**

W112 Lagomarcino Hall  
Ames, IA 50011-3180  
dgentile@iastate.edu  
515.294.1472  
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**EDUCATIONAL BACKGROUND**

BA	State University of New York at Buffalo	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  
1998-2009 Director of Research, National Institute on Media and the Family, Minneapolis, Minnesota  
2000-2003 Academic Staff, Institute of Child Development, University of Minnesota, Minneapolis, MN  
2003-2010 Assistant Professor, Department of Psychology, Iowa State University, Ames, IA  
2010-2012 Extension Specialist, Iowa State University Extension and Outreach, Ames, IA  
2010- Associate Professor, Department of Psychology, Iowa State University, Ames, IA

**RESEARCH**

**PEER-REVIEWED EMPIRICAL ARTICLES**

[\* = Graduate Student, \*\* = Undergraduate Student]

- Gentile, D. A. (in press). What is a good skeptic to do? The case for skepticism in the media violence discussion. *Perspectives on Psychological Science*. [Invited; Impact factor: 9.955, 5-year: 8.496]
- \*Prot, S. & Gentile, D. A. (in press). Turning our gaze to prosocial media effects: What is and isn't known. *Empirical Musicology Review* [Invited]
- Lemmens, J., Valkenburg, P., & Gentile, D. A. (in press). The Internet gaming disorder scale. *Psychological Assessment*. [Impact factor: 2.840, 5-year: 4.147]
- Liau, A.K., Choo, H., Li, D., Gentile, D., Sim, T., & Khoo, A. (in press). Pathological video-game use among youth: A prospective study examining dynamic protective factors. *Addiction Research and Theory*. [Impact factor: 1.019, 5-year: 1.193]
- Barlett, C. P., Gentile, D. A., & Chew, C. (in press). Predicting cyber-bullying from anonymity. *Psychology of Popular Media Culture*.
- Gentile, D. A., \*Swing, E. L., Anderson, C. A., Rinker, D., & Thomas, K. M. (in press). Differential neural recruitment during violent video game play in violent- and nonviolent-video game players. *Psychology of Popular Media Culture*.
- Petry, N.M., Rehbein, F., Gentile, D. A., Lemmens, J. S., Rumpf, H. J., Mößle, T., Bischof, G., Tao, R., Fung, D. S. S., Gorges, G., Auriacombe, M., Ibáñez, A. G., Tam, P., & O'Brien, C. P. (in press). An international consensus for assessing Internet gaming disorder using the new DSM-5 approach. *Addiction*. doi:10.1111/add.12457 [Impact factor: 4.746, 5-year: 5.021]
- Laurson, K. R., \*Lee, J. A., Gentile, D. A., Walsh, D. A., & Eisenmann, J. C. (in press) Concurrent associations between physical activity, screen time, and sleep duration with childhood obesity. *ISRN Obesity*.
- Price, J., Palsson, C., & Gentile, D. A. (in press). What matters in movie ratings? Cross-country differences in how content influences mature movie ratings. *Journal of Children and Media*.

10. \*Maier, J. A., Gentile, D. A., Vogel, D., & Kaplan, S. (in press). Media influences on self-stigma of seeking psychological services: The importance of media portrayals and person perception. *Psychology of Popular Media Culture*.
11. \*Busching, R., Gentile, D. A., Krahé, B., Möller, I., Khoo, A., Walsh, D. A., & Anderson, C. A. (in press). Testing the reliability and validity of different measures of violent video game use in the USA, Singapore, and Germany. *Psychology of Popular Media Culture*. doi: [10.1037/ppm0000004](https://doi.org/10.1037/ppm0000004)
12. Gentile, D. A., Reimer, R. A., Nathanson, A. I., Walsh, D. A., & Eisenmann, J. C. (2014). A prospective study of the protective effects of parental monitoring of children's media use. *JAMA-Pediatrics*, *168*, 479-484. doi:10.1001/jamapediatrics.2014.146 [Impact factor: 4.282, 5-year: 5.184]
13. Gentile, D. A., \*Li, D., Khoo, A., \*Prot, S., & Anderson, C. A. (2014). Practice, thinking, and action: Mediators and moderators of long-term violent video game effects on aggressive behavior. *JAMA-Pediatrics*, *168*, 450-457. [Impact factor: 4.282, 5-year: 5.184]
14. \*Prot, S. & Gentile, D. A. (2014). Applying risk and resilience models to predicting the effects of media violence on development. *Advances in Child Development and Behavior*, *46*, 215-244. [Impact factor: 0.950, 5-year: 1.452]
15. Barlett, C.P., Gentile, D. A., Anderson, C. A., Suzuki, K., Sakamoto, A., Akasaka, R., and Yamaoka, A. (2014). Cross-cultural differences in cyberbullying behavior: A short-term longitudinal study. *Journal of Cross-Cultural Psychology*, *45*, 300-313. [Impact factor: 1.547, 5-year: 2.056]
16. Choo, H. Sim, T., Liau, A., Gentile, D. A., & Khoo, A. (2014). Parental influences on pathological symptoms of video-gaming among children and adolescents: A prospective study. *Journal of Child and Family Studies*, 1-13. doi: 10.1007/s10826-014-9949-9. [Impact factor: 1.422]
17. \*Prot, S. Gentile, D. A., Anderson, C. A., Suzuki, K., Swing, E., Lim, K. M., Horiuchi, Y., Jelic, M., Krahé, B., Liuqing, W., Liau, A., Khoo, A., Petrescu, P. D., Sakamoto, A., Tajima, S. Toma, R. A., Warburton, W., Zhang, X., and Lam, C. P. (2014). Long-term relations between prosocial media use, empathy, and prosocial behavior. *Psychological Science*, *25*, 358-368. [Impact factor: 4.543, 5-year: 6.299]
18. Gentile, D. A. (2013). Catharsis and media violence: A conceptual analysis. *Societies*, *3*, 491–510; doi:10.3390/soc3040491
19. \*Li, D., Liau, A., Gentile, D. A., Khoo, A., & Cheong, W. D. (2013). Construct and predictive validity of a brief MMO player motivation scale: Cross-sectional and longitudinal evidence based on Singapore young gamers. *Journal of Children and Media*, *7*, 287-306.
20. Ostrov, J., Gentile, D. A., & \*Mullins, A. D. (2013). Evaluating the effect of educational media exposure on aggression in early childhood. *Journal of Applied Developmental Psychology*, *34*, 38-44. [Impact factor: 1.852, 5-year: 2.450]
21. Rosser, J. C., Gentile, D. A., \*\*Hannigan, K., & Danner, O. K. (2012). The effect of video game "warm-up" on performance of laparoscopic surgery tasks. *Journal of the Society of Laparoendoscopic Surgeons*, *16*, 3-9.
22. Media Violence Commission [contributing group author] (2012). Report of the media violence commission. *Aggressive Behavior*, *38*, 335-341. [Impact factor: 2.630, 5-year: 2.897]
23. Davies, J. & Gentile, D. A. (2012). Responses to children's media use in families with and without siblings: A family development perspective. *Family Relations*, *61*, 410-425. [Impact factor: 1.216, 5-year: 1.612]
24. \*Saleem, M., Anderson, C. A., & Gentile, D. A. (2012). Effects of prosocial, neutral, and violent video games on children's helpful and hurtful behaviors. *Aggressive Behavior*, *38*, 281-287. [Impact factor: 2.630, 5-year: 2.897]
25. \*Saleem, M., Anderson, C. A., & Gentile, D. A. (2012). Effects of prosocial, neutral, and violent video games on college students' affect. *Aggressive Behavior*, *38*, 263-271. [Impact factor: 2.630, 5-year: 2.897]
26. Gentile, D. A. & Bushman, B. J. (2012). Reassessing media violence effects using a risk and resilience approach to understanding aggression. *Psychology of Popular Media Culture*, *1*, 138-151.
27. DeLisi, M., Vaughn, M. G., Gentile, D. A., Anderson, C. A., & Shook, J. (2012). Violent video games, delinquency, and youth violence: New evidence. *Youth Violence and Juvenile Justice*, *11*, 132-142. [Impact factor: 1.366]

28. Bavelier, D., Green, C.S., Han, D. H., Renshaw, P. F., Merzenich, M. M., & Gentile, D. A. (2011). Brains on video games. *Nature Reviews Neuroscience*, 12, 763-768. [Invited; Impact factor: 29.510, 5-year: 32.753]
29. Hill, E. E, Eisenmann, J. C., Gentile, D. A., Holmes, M. E., & Walsh, D. A. (2011). The association between morning cortisol and adiposity in children varies by weight status. *Journal of Pediatric Endocrinology and Metabolism*, 24, 709-713.
30. Liau, A.K., Neo, E.C., Gentile, D.A., Choo, H., Sim, T., Li, D., & Khoo, A. (2011). Impulsivity, self-regulation, and pathological video-gaming among youth: Testing a mediation model. *Asia-Pacific Journal of Public Health*. doi:10.1177/1010539511429369 [Impact factor:1.057]
31. Kaplan, S., Vogel, D. L., Gentile, D.A., & Wade, N. G. (2012). Increasing positive perceptions of counseling: The importance of repeated exposures. *The Counseling Psychologist*, 40, 409-442. [Impact factor: 1.325, 5-year: 2.309]
32. \*Barlett, N., Gentile, D. A., \*Barlett, C. P., Eisenmann, J. C., & Walsh, D. A. (2011). Sleep as a mediator of screen time effects on American children's health outcomes: A prospective study. *Journal of Children and Media*, DOI:10.1080/17482798.2011.633404.
33. Coyne, S. M., Linder, J. R., Nelson, D. A., & Gentile, D. A. (2012). "Frenemies, fraitors, and mean-em-aitors": Priming effects of viewing physical and relational aggression in the media on women. *Aggressive Behavior*, 38, 141-149. [Impact factor: 2.630, 5-year: 2.897]
34. Gentile, D. A., \*Swing, E. L., Lim, C. G., & Khoo, A. (2012). Video game playing, attention problems, and impulsiveness: Evidence of bi-directional causality. *Psychology of Popular Media Culture*, 1, 62-70.
35. \*Prot, S., \*\*McDonald, K. A., Anderson, C. A., & Gentile, D. A. (2012). Video games: Good, bad, or other? *Pediatric Clinics of North America*, 59, 647-658. [Impact factor: 2.204, 5-year: 1.877]
36. Sim, T., Gentile, D. A., Bricolo, F., Serpelloni, G., & \*Gulamoydeen, F. (2012). A conceptual review of research on the pathological use of computers, video games, and the Internet. *International Journal of Mental Health and Addiction*, 10, 748-769. DOI 10.1007/s11469-011-9369-7
37. \*Barlett, C. P. & Gentile, D. A. (2012). Attacking others online: The formation of cyber-bullying in late adolescence. *Psychology of Popular Media Culture*, 1, 123-135.
38. Gentile, D. A., Nathanson, A. I., Rasmussen, E. E., Reimer, R. A., & Walsh, D. A. (2012). Do you see what I see? Parent and child reports of parental monitoring. *Family Relations*, 61, 470-487. [Impact factor: 1.216, 5-year: 1.612]
39. Coyne, S.M., Busby, D., Bushman, B.J., Gentile, D. A., Ridge, R., & \*Stockdale, L. (2012). Gaming in the game of love: Effects of video games on conflict in couples. *Family Relations*, 61, 388-396. [Impact factor: 1.216, 5-year: 1.612]
40. Gentile, D. A. (2011). The multiple dimensions of video game effects. *Child Development Perspectives*, 5, 75-81. [Impact factor: 2.602, 5-year: 2.713]
41. Gentile, D. A., \*Maier, J. A., Hasson, M. R., & de Bonetti, B. L. (2011). Parents' evaluation of media ratings a decade after television ratings were introduced. *Pediatrics*, 128, 36-44, doi: 10.1542/peds.2010-3026. [Impact factor: 5.119, 5-year: 5.930]
42. Gentile, D. A., Coyne, S., & Walsh, D. A. (2011). Media violence, physical aggression and relational aggression in school age children: A short-term longitudinal study. *Aggressive Behavior*, 37, 193-206. DOI: 10.1002/ab.2038 [Impact factor: 2.630, 5-year: 2.897]
43. Gentile, D. A., Choo, H., Liau, A., Sim, T., Li, D., Fung, D., & Khoo, A. (2011). Pathological video game use among youth: A two-year longitudinal study. *Pediatrics*, 127, e319-329. [Impact factor: 5.119, 5-year: 5.930]
44. Gentile, D. A., Woodhouse, J., Lynch, P. J., Maier, J. A., & McJunkin, T. (2011). Reliability and validity of the global pain scale with chronic pain sufferers. *Pain Physician*, 14, 61-70. [Impact factor: 10.722]
45. \*Dykstra, J.L., Lane, D.J., \*Tapscott, R.L., & Gentile, D.A. (2011). Susceptible to social influence: Risky "driving" in response to peer pressure. *Journal of Applied Social Psychology*, 41, 773-797. [Impact factor: 0.772, 5-year: 1.184]
46. \*Drenowatz, C., Eisenmann, J.C., Pfeiffer, K. A., Welk, G., Heelan, K., Gentile, D. A., & Walsh, D. A. (2010). Influence of socio-economic status on habitual physical activity and sedentary behavior in 8- to 11-year-old children. *BMC Public Health*, 10, 214. doi:10.1186/1471-2458-10-214 Available: <http://www.biomedcentral.com/1471-2458/10/214> [Impact factor: 2.223, 5-year: 2.553]

47. Choo, H., Gentile, D.A., Sim, T., \*Li, D., Khoo, A., & Liau, A.K. (2010). Pathological video-gaming among Singaporean youth. *Annals of the Academy of Medicine Singapore*, 39, 822-829. [Impact factor: 1.010, 5-year: 1.175]
48. Brocato, D., Gentile, D. A., Laczniak, R. N., \*Maier, J. A., & Song, M. L. (2010). Television commercial violence: Potential effects on children. *Journal of Advertising*, 39, 95-108. [Impact factor: 1.165, 5-year: 2.154]
49. \*Swing, E., Gentile, D. A., Anderson, C. A., & Walsh, D. A. (2010). Television and video game exposure and the development of attention problems. *Pediatrics*, 126, 214-221. [Impact factor: 5.119, 5-year: 5.930]
50. \*Drenowatz, C. J., Eisenmann, J. C., Pfeiffer, K. A., Wickel, E. E., Gentile, D. A., & Walsh, D. A. (2010). Maturity-related differences in physical activity among 10- to 12-year-old girls. *American Journal of Human Biology*, 22, 18-22. [Impact factor: 1.976, 5-year: 2.059]
51. Gentile, D. A., \*Mathieson, L. C., & Crick, N. R. (2010). Media violence associations with the form and function of aggression among elementary school children. *Social Development*. doi: 10.1111/j.1467-9507.2010.00577. [Impact factor: 1.128, 5-year: 2.185]
52. Gentile, D. A. (2010). Are motion picture ratings reliable and valid? *Journal of Adolescent Health*, 47, 423-424. [Editorial; Impact factor: 3.325]
53. Council on Communications and Media, American Academy of Pediatrics [contributing group author] (2009). Media violence. *Pediatrics*, 124, 1495-1503. [Impact factor: 5.119, 5-year: 5.930]
54. 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: 5.119, 5-year: 5.930]
55. 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](http://www.biomedcentral.com/1741-7015/7/49) [Impact factor: 5.75]
56. Gentile, D. A. (2009). Pathological video game use among youth 8 to 18: A national study. *Psychological Science*, 20, 594-602. [Impact factor: 5.090, 5-year: 6.648]
57. 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]
58. 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]
59. 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]
60. Anderson, C. A., Sakamoto, A., Gentile, D. A., Ichori, 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: 5.119, 5-year: 5.930]
61. \*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.
62. 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: 2.695, 5-year: 3.078]
63. 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]
64. \*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]
65. 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: 2.223, 5-year: 2.553]

66. \*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: 5.119, 5-year: 5.930]
67. 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. [Impact factor: 1.294]
68. 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]
69. 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]
70. 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]
71. \*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]
72. 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.
73. Gentile, D. A. & \*Stone, W. (2005). Violent video game effects on children and adolescents: A review of the literature. *Minerva Pediatrica*, *57*, 337-358.
74. 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]
75. 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: 1.882, 5-year: 2.670]
76. Gentile, D. A., Oberg, C., Sherwood, N. E., Story, M., Walsh, D. A., & Hogan, M. (2004). Well-child exams in the video age: Pediatricians and the AAP guidelines for children's media use. *Pediatrics*, *114*, 1235-1241. [Impact factor: 5.119, 5-year: 5.930]
77. 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]
78. 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.
79. Walsh, D. A. & Gentile, D. A. (2001). A validity test of movie, television, and video game ratings. *Pediatrics*, *107*, 1302-1308. [Impact factor: 5.119, 5-year: 5.930]
80. Pick, H. L., Yonas, A., Gentile, D., Melendez, P., Wagner, D., & Wegesin, D. (1993). Perceptual aspects of navigation. In *Proceedings DARPA Image Understanding Workshop*.
81. 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: 5.090, 5-year: 6.648] (Reprinted in D. L. Anselmi, A. L. Law (Eds.), *Questions of Gender: Perspectives & Paradoxes*. Boston: McGraw-Hill, pp. 14-17).
82. 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*, *32/4*.
83. Rice, R. W., Gentile, D. A., & McFarlin, D. B. (1991). Facet importance and job satisfaction. *Journal of Applied Psychology*, *76*, 31-39. [Impact factor: 3.047, 5-year: 5.146]

## BOOKS

1. Gentile, D. A. (Ed.). (2014). *Media violence and children*, 2<sup>nd</sup> 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]

3. Gentile, D. A. (Ed.). (2003). *Media violence and children*. (In series *Advances in Applied Developmental Psychology*, I. Sigel, Series Ed.). Westport, CT: Praeger Publishing.

### **ADDITIONAL JOURNAL PUBLICATIONS**

1. Gentile, D. A. (2010). Selling ideas, attitudes, and behaviors. *Journal of Agromedicine*, 15, 1-2.
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>.
3. Woodhouse, J., Lynch, P. A., Dubois, M., Park, J., Leborgis, A., & Gentile, D. A. (2007). Computer-mediated biofeedback in managing acute post-operative pain. *Applied Psychophysiology and Biofeedback*, 32, 52-53.

### **GRANTS RECEIVED**

#### **EXTERNAL GRANTS** (TOTAL \$3,641,574 - NOT COUNTING CONSULTANT ROLE)

1. Welk, G., Gentile, D.A., Chen, S., & Lanningham-Foster, L. (2013-2014). Wellmark Foundation, "Dissemination of the Evidence-Based SWITCH™ Obesity Prevention Program through the YMCA/School Partnerships." \$50,000. [Role: Instrumental in securing ISU's rights for the Switch program, designing the project, planning for the transfer to web-based delivery, and provided content.]
2. Ogilvie, C. (2010-2014), Howard Hughes Medical Institute, "Undergraduate Science Education 2010." \$1,600,000. [Role: Participated in developing and conducting the introductory science faculty learning community in Year 1 (This was a large project team of about 30 people, with most of the work being conducted in the biology and chemistry departments in the later years of the grant).]
3. Bushman, B. J., Anderson, C. A., Huesmann, L. R., Gentile, D. A., & Boxer, P. (2005-2010). National Institute on Child and Human Development, "Video Game Violence." \$1,670,814 [ISU subcontract \$367,640]. (1 R01 067794-01 A1) [Role: Co-PI (with Huesmann) of the three-year longitudinal study - Responsible for study design, measurement, sample design and recruitment, overseeing data collection in Iowa, data analysis, and reporting. Role: Co-I (with Anderson) on experimental studies conducted at ISU.]
4. Gentile, D. A. (2007-2008). Fisher-Price Corporation, "Smart Cycle Effects on Four-Year-Olds." \$10,000. [Role: PI for a short-term experimental longitudinal study with preschoolers.]
5. Gentile, D. A. (2007-2008). National Institute on Media and the Family, "Switch: Data analysis and reporting." \$14,000. [This was a grant to support a graduate student to help with data from our longitudinal study of the Switch obesity prevention program.]
6. Anderson, C. A., & Gentile, D. A. (2005-2006). Centers for Disease Control & Prevention, "Center for the Study of Violence." \$153,760. (R49 CE000790-01) [Role: Co-PI of an earmark grant to further the creation of the center for fostering collaborations on research on aggression, and to fund a seed grant program for collaborative research.]
7. Anderson, C. A., & Gentile, D. A. (2004-2005). Centers for Disease Control & Prevention, "Center for the Study of Violence." \$142,000. (R49 CD000492-01). [Role: Co-PI of an earmark grant to create of the center for fostering collaborations on research on aggression, and to create a seed grant program for collaborative research.]
8. 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)

#### **INTERNATIONAL EXTERNAL GRANTS** (TOTAL \$1,957,977)

9. Khoo, A. (PI), Liao, A., Chen, V., Choo, H., Chew, C., Fung, D., Gentile, D.A., Lim, C. G., Sim, T. (Co-Is). (2011-2012). "Singapore Youths in the Cyber-world: A Study of Cyber-Wellness Issues." \$79,978 [This and the two grants below comprise multiple parts of a series of studies related to studying the prevalence and pathways related to cyber-wellness issues, as well as testing different interventions to reduce the risks. My role varied depending on the study; See letter from Dr. Angeline Khoo.]

10. Khoo, A. & Park, Y. (Co-PIs), Chen, V., Chew, C., Choo, H., Fung, D., Gentile, D. A., & Sim, T. (Co-investigators). (2011-2013). Academic Research Fund, "Singapore Youth in the Cyberworld: Internet activities, outcomes and interventions (The iZHero project)." \$79,200
11. Liao, A. & Khoo, A. (Co-Pis), Choo, H., Gentile, D. A., & Chen, V. (Co-Investigators). (2010-2014). "Singapore Youths in the Cyber-world: A 4-year Study on Cyber-Wellness." \$1,279,960
12. Khoo, A., Chen, V. Choo, H., Fung, D. (Co-PIs), Duh, B. L., Ooi, Y. P., Sim, T., & Gentile, D. A. (Co-investigators). (2009-2012). Office of Educational Research, National Institute of Education, "An investigation of gaming effects and counseling strategies for young gamers in Singapore." \$199,698 [Role: Co-I with responsibility for aspects focused on video game addiction.]
13. Khoo, A., Sim, T., Chen, V. (Co-PIs), Choo, H., Duh, B. L., Divaharan, S., Fung, D., Gentile, D. A., Hawkins, R., Liao, 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 Digital Gaming on Children and Teenagers in Singapore." \$319,141 [Role: Co-I with particular responsibility for the aspects of the longitudinal study that focused on aggression, prosocial behavior, and video game addiction.]

#### **REGIONAL GRANTS (TOTAL \$1,429,975)**

14. Komendowski, P. & Gentile, D. A. (2012-2013). Aegon Transamerica Foundation, "Media Literacy Pilot Program." \$50,000. [Co-PI responsible for further developing and creating content and delivery systems for the Iowa Media Literacy project, and for providing the training to Cedar Rapids, IA schools.]
15. Komendowski, P. & Gentile, D. A. (2010-2011). Wellmark Foundation, "Media Literacy Pilot Program – Grades 5 – 8." \$25,000. [Co-PI responsible for developing and creating the Iowa Media Literacy project and for providing a pilot test in five IA school districts.]
16. 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 [Co-PI responsible for developing a media literacy training video that was provided to over 1000 Iowa pediatricians, psychologists, and health care workers.]
17. 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 [Co-PI primarily responsible for designing and leading a four-wave longitudinal study of over 1300 children, families, and teachers to test the efficacy of the Switch obesity prevention intervention. I was slightly involved in the program design.]
18. Gentile, D. A. (2003-2004). Laura Jane Musser Foundation, "Media habits and aggressive/bullying behavior in children - Year 2." \$30,000.
19. Gentile, D. A. (2002-2003). Laura Jane Musser Foundation, "Media habits and aggressive/bullying behavior in children." \$30,000. [PI of a study of media violence exposure and aggressive behavior in classrooms.]
20. Gentile, D. A. (2001-2006). Individual donations, "Completion of Nine-Year Longitudinal Study of the Physiological Effects of Violent Video Games." \$26,550.
21. Gentile, D. A. (1999-2000). Target Corporation, "Development of Media Quotient™ Family Media Inventory and Individualized Media Profile." \$57,425.
22. Gentile, D. A. (1999). KARE-11 Television, "Teen-oriented radio and CD sexual content analysis." \$3,000.

#### **INTERNAL GRANTS (TOTAL \$61,665)**

1. Gentile, D. A. (2012). Engineering-LAS Online Learning, "Online Course Development to Update Psychology 386, Media Psychology." \$3,000
2. Gentile, D. A. (2012). Engineering-LAS Online Learning, "Online Course Development for Psychology 386, Media Psychology." \$8,000
3. 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.

4. 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.
5. Ji Song, M., Gentile, D. A., & Laschniak, R. (2005-2006). Institute of Science and Society, Iowa State University, "Effects of Violent Content in TV Advertisements on Children." \$8,600.
6. 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.

### **GRANTS UNDER REVIEW**

1. Gentile, D. A. National Institute of Justice. "Randomized Controlled Trial of the Mentors in Violence Prevention Program in High Schools." \$697,000.
2. Welk, G. USDA. "Dissemination of the Evidence-Based SWITCH Program for Childhood Obesity Prevention." \$2,851,196, Role: Co-PI
3. Chen, V., Gentile, D. A., & Skoric, M. Australian Research Council. "The good, the bad, and the debate: The influence of video games on youths' social behaviors."
4. Gentile, D. A. Dahl Trust. "Parent Media Education." \$50,000.
5. Komendowski, P. & Gentile, D. A. Wellmark Foundation. "Media Literacy & Healthy Habits Project Floyd County, Iowa." \$25,000
6. Park, Y. Academic Research Fund, Singapore, "Evaluating Efficacy of A Cyberbullying Intervention Programme For Children Under Age 13 in Changing Their Online Attitudes Toward Cyberbullying" \$80,000, Role: Co-PI

### **GRANTS IN PREPARATION**

1. Welk, G. General Mills Foundation. "Switch program efficacy." Role: Co-I.
2. Park, Y. UNESCO. "Global Respect Movement." Role: Co-I.

### **CHAPTERS**

1. \*Lewis, A., \*Prot, S., \*Groves, C. L., & Gentile, D. A. (in press). Smashing the screen: Violent video game effects. Chapter in L. Rosen (Ed.), *Handbook of Psychology, Technology and Society*. Hoboken, NJ: Wiley-Blackwell.
2. \*Groves, C. L., \*Blanco-Herrera, J. A., \*Prot, S., \*\*Berch, O. N., \*\*Bowie, S., & Gentile, D. A. (in press). What is Known about Video Game and Internet Addiction after DSM-5. Chapter in L. Rosen (Ed.), *Handbook of Psychology, Technology and Society*. Hoboken, NJ: Wiley-Blackwell.
3. \*Prot, S., Anderson, C. A., Gentile, D. A., Warburton, W., Saleem, M., \*Groves, C. L., & \*Brown, S. C. (2015). Media as agents of socialization. In J.E. Grusec & P. D. Hastings (Eds.), *Handbook of Socialization* (second edition), (pp. 276-300). New York, NY: Guilford Press.
4. Gentile, D. A. & Murray, J. P. (2014). Media violence and public policy: Where we have been and where we should go. In D. A. Gentile (Ed.), *Media violence and children: A complete guide for parents and professionals (2<sup>nd</sup> Ed.)* (pp. 413-432). Westport, CT: Praeger Publishing.
5. Gentile, D. A. (2014). Why don't media violence effects look the same for everyone? Developmental approaches to understanding media effects. In D. A. Gentile (Ed.), *Media violence and children: A complete guide for parents and professionals (2<sup>nd</sup> Ed.)* (pp. 45-70). Westport, CT: Praeger Publishing.
6. Anderson, C. A. & Gentile, D. A. (2014). Violent video game effects on aggressive thoughts, feelings, physiology, and behavior. In D. A. Gentile (Ed.), *Media violence and children: A complete guide for parents and professionals (2<sup>nd</sup> Ed.)*, (pp. 301-328). Westport, CT: Praeger Publishing.
7. \*Prot, S., Anderson, C. A., Gentile, D. A., \*Brown, S. C., & Swing, E. L. (2014). The Positive and Negative Effects of Video Game Play. Chapter in A.B. Jordan & D. Romer (Eds.), *Media and the well-being of children and adolescents* (109-128). New York: Oxford University Press.
8. Gentile, D. A., \*Groves, C., & Gentile, J. R. (2014). The general learning model: Unveiling the learning potential from video games. In F. C. Blumberg (Ed.) *Learning by playing: Video Gaming in Education* (pp. 121-142). New York: Oxford University Press.



9. Gentile, D. A., Coyne, S. M., & Bricolo, F. (2013). Pathological technology addictions: What is scientifically known and what remains to be learned. In K. E. Dill (Ed.), *Oxford Handbook of Media Psychology* (pp. 382-402). New York: Oxford University Press.
10. \*Maier, J. A. & Gentile, D. A. (2012). Learning aggression through the media: Comparing psychological and communication approaches. In L.J Shrum (Ed.) *The Psychology of Entertainment Media: Blurring the Lines Between Entertainment and Persuasion* (2nd Edition, pp. 267-299). New York: Taylor & Francis.
11. \*Barlett, C. P. & Gentile, D. A. (2011). Affective and emotional consequences of mass media. In K. Dovel, C. von Scheve, & E. Konijn (Eds.), *Handbook of emotions and mass media*. New York: Routledge.
12. Gentile, D. A. (2010). Video games affect the brain – for better and worse. In D. Gordon (Ed.), *Cerebrum: Emerging ideas in brain science 2010*, (pp. 71-80). Washington, DC: Dana Press.
13. Bricolo, F., Gentile, D. A., Serpelloni, G., & Mozzoni, M. (2010). I videogiochi violenti possono indurre comportamenti aggressivi nei ragazzi? Il contributo delle scienze di neuroimaging. In G. Serpelloni, F. Bricolo, & M. Gomma (Eds.) *Elementi di neuroscienze e dipendenze, 2<sup>nd</sup> Edition* (pp. 181-190). Verona, Italy: Dipartimento delle Dipendenze. [Italian language]
14. \*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.
15. 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).
16. 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.
17. Bricolo, F., Gentile, D. A., Serpelloni, G., & Mozzoni, M. (2008). I videogiochi violenti possono idurre comportamenti aggressivi 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]
18. 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.
19. 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.
20. 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.
21. 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.
22. 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.
23. 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.
24. 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.

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

1. Khoo, A., A.K.F. Liao, Choo, H.K., D.A., Gentile, Sim, T., Chen, V., Fung, D., Lim, C.G., Chew, C.L., Li D.D., Chng, G.S., Kotov, R., Lau, P.C.S, Tan, C.H.A., Katna, D. & Paul, D. (2013). *Singapore Youths in the Cyber World: A Study of Cyberwellness Issues July 2013 (Third Year Report)*. Singapore
2. Khoo, A., Choo, H.K., Gentile, D.A., Liao, A.K.F., Sim, T., Chen, V., Ooi, Y.P., Fung, D., Lim, C.G., Duh, B.L.H. (2011) *An Investigation of Gaming Effects and Interventions for Young Gamers in Singapore*. Final Report. Singapore, National Institute of Education
3. \*Tapscott, R.L. & Gentile, D. A. (2010). *Educational and exercise effects of the Fisher-Price Smart Cycle on 3 and 4-year-olds: An experimental study*. Ames, IA: Iowa State University.
4. Khoo, A., Liao, A.K., Choo, H.K., Chen, V., Gentile, D.A., Sim, T., Fung, D., Li, D.D., Chai, S. L., Cheong, C. (2010) *Singapore Youth in the Cyber World: A Descriptive Report*. Singapore: National Institute of Education.
5. Khoo, A., Choo, H.K., Chen, V., Liao, A.K., Gentile, D., Wang, C.K. J., Sim, T., Liu, W.C., Lim, K.M., Fung, D., Duh, B.L., Hawkins, R., Li, D.D., Chai, S. L., Cheong, C. (2010) *Effects of digital gaming on children and teenagers in Singapore: Final Report*. Singapore: National Institute of Education.
6. Khoo, A., Chen, V., Liao, A.K., Choo, H.K., Gentile, D.A., Chew, C.L.R., Fung, D., Sim, T., Li, D.D., Chai, S. L., Cheong, C. (2010). *Singapore's youth in the cyber world*. Singapore: National Institute of Education.
7. 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.
8. 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.
9. 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.
10. 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.
11. 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.
12. 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.
13. 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.
14. 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.
15. 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.
16. 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.

**REFERRED CONFERENCE PAPERS PRESENTED (PARTIAL LIST SINCE 2003)**

1. Komendowski, P. & Gentile, D. A. (2013, October). *The Iowa Media Literacy Curriculum*, 2013 ITAG Conference, Des Moines, IA.
2. Gentile, D. A. & Barlett, C. P. (2013, April). *Cyberbullying moderators and mediators*. Paper presented at the Society for Research in Child Development Biennial Conference, Seattle, WA.

3. \*Prot, S., Anderson, C. A., \*Brown, S., \*\*Johnson, M. A., Gentile, D. A., & \*Bittner, K. (2013, May). *Media use, empathy, and prosocial behavior across culture*. Paper presented at the Midwest Psychological Association Conference, Chicago, IL.
4. Gentile, D. A.. (2012, July). *Sometimes you need to know when to attack the flank rather than charge up the middle: How to really win this battle*. Paper presented at the International Society for Research on Aggression, Luxembourg.
5. Gentile, D. A.. & Bushman, B. J. (2012, July). *Understanding media violence within a risk and resilience approach*. Paper presented at the International Society for Research on Aggression, Luxembourg.
6. Gentile, D. A. & Liau, A. (2011, May). *Internet, video games, and mental health: Update on the evidence*. Paper presented at the American Psychiatric Conference, Honolulu, HI.
7. Gentile, D. A. (2010, July). *Ratings for media products: The untried policy option*. Paper presented at the International Society for Research on Aggression, Storrs, CT.
8. Gentile, D. A., Li, D. D., Lim, K. M., Liau, A., & Khoo, A. (2010, July). *Violent and prosocial video game exposure effects on Singaporean children: A three-year longitudinal study*. Paper presented at the International Society for Research on Aggression, Storrs, CT.
9. Bushman, B., Huesmann, L. R., Anderson, C. A., Gentile, D. A., O'Brien, M., & Garrard, W. (2010, May). *Social cognitive mediators of the longitudinal relations between violent video game playing and aggressive behavior from early childhood to late adolescence*. Paper presented at the International Society for Research on Aggression, Storrs, CT.
10. Bushman, B., Huesmann, L. R., Anderson, C. A., Gentile, D. A., O'Brien, M., & Garrard, W. (2010, May). *Social cognitive mediators of the longitudinal relations between violent video game playing and aggressive behavior from early childhood to late adolescence*. Paper presented at the European Association for Research on Adolescence, Vilnius, Lithuania.
11. Hill, E. E., Eisenmann, J. C., Holmes, M., Gentile, D. A., & Walsh, D. A. (2010, May). *Independent and Combined Influence of Physical Activity and Sleep on Waking Cortisol in Children*. Paper presented at the American College of Sports Medicine conference.
12. Gentile, D.A., Li, D.D. & Khoo, A. (2010, May) *Violent and Prosocial Video Game Exposure Effects on Singaporean Children: A Three-Year Longitudinal Study*. Paper presented at the European Association for Research on Adolescence, 12th Biennial Conference, Vilnius, Lithuania.
13. Laczniak, R., Brocato, E.D., Gentile, D.A., \*Maier, J.A., & Ji-Song, M. (2009, November). *Television commercial violence: Potential effects on children*. Poster presented at the 2009 Consumer Culture and the Ethical Treatment of Children: Theory, Research, and Fair Practice conference, East Lansing, MI
14. Drenowatz, C., Eisenmann, J.C., Wickel, E.E., Gentile, D. A., & Walsh, D. A. (2009, October). *The Influence of Sleep and Screen-time on Physical Activity and Body Mass Index in Children*. Paper presented at the North American Society for the Study of Obesity.
15. 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.
16. 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 21<sup>st</sup> Annual Convention of the Association for Psychological Science, San Francisco, CA.
17. Wickel, E.E., Eisenmann, J.C., Gentile, D.A., & Walsh, D. A. (2009, May). *Inter- and Intra-Individual Variation in Habitual Physical Activity Among 10-yr-old Children*. 2009 American College of Sports Medicine meeting.
18. Drenowatz, C., Eisenmann, J.C., Pfeiffer, K., Gentile, D., & Walsh, D. A. (2009, May). *Influence of Socio-Economic Status on Habitual Physical Activity in 8- to 10-Year-Old Children*. 2009 American College of Sports Medicine meeting.
19. Strickland, S. D Walsh, D A Gentile, R Callahan, M Walsh, K Fritz, JC Eisenmann, K Larson, A Dahlquist, L Swanson, J McGuillicuddy, H Garwood, J Patterson, EE Wickel. *Switch - active lifestyles from MediaWise® : Switch what you Do, View, and Chew!* International Conference on Physical Activity and Obesity, Toronto, Canada
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. 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.
24. 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.
25. \*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.
26. \*Laurson, K.R., Eisenmann, J. C., Welk, G., Gentile, D.A., Walsh, D. A. Combined influence of physical activity and screen time recommendations on childhood overweight. International Conference on Physical Activity and Obesity, Toronto, Canada
27. Gentile, D. A., Khoo, A., Liau, 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.
28. \*Swing, E. L., Gentile, D. A., & \*Stone, W. A. (2008, May). *Long-term media effects on children's attention.* Paper presented at the 20<sup>th</sup> Annual Convention of the Association for Psychological Science, Chicago, IL.
29. 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.
30. \*Laurson, K.R., Eisenmann, J.C., Welk, G. W., Gentile, D.A., & Walsh, D. A. (2008). Assessing habitual physical activity with pedometers: Influence of time worn, inclusion criteria, and metric. 2008 American College of Sports Medicine meeting
31. 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.
32. Cohen, I. J., Ateah, C., DuCette, J., Mahon, M., Tabori, A., Delvelle, 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.
33. 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.
34. \*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 37<sup>th</sup> Annual Meeting, Portland, OR.
35. 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.
36. 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.
37. 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.

38. 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.
39. 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.
40. \*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.
41. \*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.
42. 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.
43. 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.

#### **INVITED CONFERENCE PRESENTATIONS & KEYNOTES**

1. Gentile, D. A. (2014, October). *Do violent video games lead to aggression and mass shootings?* Invited presentation at the American Academy of Pediatrics National Conference, San Diego, CA.
2. Gentile, D. A. (2014, October). *It IS brain science: Media violence as a risk factor for aggression.* Invited Keynote address at the Alberti Center for Bullying Abuse Prevention Annual Conference, Buffalo, NY.
3. Gentile, D. A. (2014, May-June). *Video game addiction: What the latest research tells us.* Invited plenary address at the Mental Health and Wellbeing of Young People Conference, Perth, Sydney, & Canberra, Australia.
4. Gentile, D. A. (2014, May). *The state of the science on Internet Gaming Disorder.* Invited address at the Annenberg Retreat at Sunnyslans and the New York Center for Living Expert conference, Addiction in the Digital Age: Promoting Healthy Internet Use in Adolescents and Young Adults in Recovery, New York City.
5. Gentile, D. A. (2014, April). *How can video games be used to improve children's health and wellness?* Invited plenary address at 58<sup>th</sup> Annual Pediatric Spring Conference, Des Moines, IA.
6. Gentile, D. A. (2014, March). *Singapore video game addiction research.* Invited address at the UNESCO Experts' Meeting for Fostering Digital Citizenship through Safe and Responsible Use of ICT, Singapore.
7. Gentile, D. A. (2013, May). *Understanding media violence within a risk and resilience approach.* Invited address at the Midwest Psychological Association Conference, Chicago, IL.
8. Gentile, D. A. (2012, October). *Media violence and brain development.* Plenary address at the 2012 Mental Health Conference, Ames, IA.
9. Gentile, D. A. (2012, August). *Social and skill learning and transfer from video games.* Invited address at the Presidential Workshop on Games, Well-Being and Attention, Washington, DC
10. Gentile, D. A. (2012, August). *Combining theory and data to improve the DSM-style criteria for pathological gaming.* Invited address at the International Expert Workshop on the Diagnosis of Computer Game and Internet Addiction, Hannover, Germany.
11. Gentile, D. A. (2012, March). *Recent research on video game "addiction."* Plenary address at the Corporate Takeover of Childhood: Who's Paying the Price, 3<sup>rd</sup> Australian Conference on Children and the Media, Melbourne, Australia.
12. Gentile, D. A. (2012, February). *An update on the effects of violent video games.* Plenary address at the National Coalition for Violence Prevention Chairs Meeting, Las Vegas, NV.

13. Gentile, D. A. (2011, November). *Not seen on TV: The truth about media's effects on children*. Keynote address at the 3<sup>rd</sup> Educating for Health Conference, Ministry of Education, Singapore.
14. Gentile, D. A. (2011, September). *Pathological technology use – What the science reveals*. Plenary address at the Was macht süchtig? Vom Medienkonsumenten zum Suchtpatienten conference, Köln, Germany.
15. Gentile, D. A. (2011, February). *Getting beyond the good/bad dichotomy: Five dimensions of video game effects*. Keynote address at the American Mensa Conference, Austin, TX.
16. Gentile, D. A. (2011, February). *Researching the ratings: Parents' views, issues, and the evidence base for greater effectiveness*. Plenary address at the Australian Conference on Children and the Media – Scared, Sleepless, and Hostile: Children, violent/frightening media and public policy, Sydney, Australia.
17. 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.
18. 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.
19. 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.youn
20. 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 99<sup>th</sup> Annual Conference, Milwaukee, WI.
21. 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.
22. 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.
23. 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.
24. Gentile, D. A. (2006, September). *Becoming Media Wise and Digital Savvy*. Keynote address at the Oregon WIC Annual Statewide Meeting, Portland, OR.
25. Gentile, D. A. (2006, March). *Media violence and children*. Keynote address at the 10<sup>th</sup> Annual Greater Texas Community Partners Conference, Dallas, TX.
26. Gentile, D. A. (2006, March). *Becoming Media Wise and Digital Savvy*. Keynote address at the 10<sup>th</sup> Annual Greater Texas Community Partners Conference, Dallas, TX.
27. Gentile, D. A. (2005, November). *Your brain on media*. Keynote address at the Governor's 7<sup>th</sup> Annual Safe Schools Summit, Oklahoma City, OK.
28. Gentile, D. A. (2005, September). *The impact of media on health behaviours*. Centro di Medicina Preventiva, Verona, Italy.
29. Gentile, D. A. (2005, September). *The psychology of advertising and the problem with health education*. Centro di Medicina Preventiva, Verona, Italy.
30. 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.
31. 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.
32. 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.
33. 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.
34. 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.
35. Gentile, D. A. (2004, July). *Media and the young child. Risks and benefits*. Invited keynote presented at the 19<sup>th</sup> Annual Early Intervention and Early Childhood Summer Institute, Williamsburg, VA.

36. Gentile, D. A. (2002, October). *Media and Literacy*. Invited keynote presented at the 2002 Youth Summit, Columbia, TN.

## OUTREACH

### OUTREACH: PUBLICATIONS (NON-REFERREED)

1. Gentile, D. A. (2014, July 15). Kids on screen-time diet lost weight and got better grades. *Scientific American*. Available: <http://www.scientificamerican.com/article/kids-on-screen-time-diet-lost-weight-and-got-better-grades/>
2. Gentile, D. A. & Green, S. (2014). Have your parents ever complained that they think you are “addicted” to video games? Have you ever worried about it yourself? *Frontiers in Neuroscience for Young Minds*, 2, 1-5, doi:10.3389/frym.2014.00015
3. Gentile, D. A. (2010, October 8). Editorial: Pros/Cons:Schwarzenegger v. EMA. Gamepro. Available: <http://www.gamepro.com/article/news/216849/pros-cons-schwarzenegger-v-ema/> Reprinted as Gamers fight for first amendment rights. PC World. Available: [http://www.pcworld.com/article/207338/gamers\\_fight\\_for\\_first\\_amendment\\_rights.html](http://www.pcworld.com/article/207338/gamers_fight_for_first_amendment_rights.html)
4. Brown, Governor of California, et al. v. Entertainment Merchants Association, et al. *Amicus Curiae* Brief to the U.S. Supreme Court (2010, July 19). Supreme Court case No. 08-1448.
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. & 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.
8. 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>.
9. Gentile, D. A. (2009). Media violence and public policy: Cutting through the hype. *Pediatrics for Parents*, 25, 20-22.
10. 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.
11. Gentile, D. A. (2000, Summer). TV in the bedroom. *MediaWise*, 10, 1.

### OUTREACH: PROJECTS

1. Iowa Media Literacy curriculum and training for 5<sup>th</sup> – 8<sup>th</sup> graders in the state of Iowa. Information available at [www.iowamedialiteracy.org](http://www.iowamedialiteracy.org)
2. *Science of Parenting* monthly radio show and podcast, available at [www.scienceofparenting.org](http://www.scienceofparenting.org) and [www.itunes.com](http://www.itunes.com). 2010 - 2013 [Producer and host]

### OUTREACH: VIDEOS

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

### OUTREACH: MEDIA INTERVIEWS

Media interviews regarding research for outlets, including (but not limited to):

- *New York Times*
- *USA Today*
- *Washington Post*
- *Los Angeles Times*
- *Boston Globe*
- *Epoch Times*
- *Chicago Tribune*
- *Dallas Observer*
- *Toronto Globe & Mail*
- *BBC World Service*
- *Associated Press*

- *Al Jazeera TV (English)*
- *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*
- *Iowa Public Radio*
- *Laura Ingraham Show*
- *Newsweek*
- *Time Magazine*
- *US News and World Report*
- *Family Circle Magazine*
- *Parenting Magazine*
- *Readers' Digest*

### **OUTREACH: SELECTED OTHER PRESENTATIONS (PARTIAL LIST SINCE 2003)**

- Gentile, D. A. (2014, April). *Advertising, media, and video games: How fantasy becomes reality*. Community training, Charles City, IA.
- Gentile, D. A. (2014, April). *Not seen on TV: The truth about media's effects on children*. Invited training at Orchard Place, Des Moines, IA.
- Gentile, D. A. (2013, October). *It isn't IS brain science: Media violence as a risk factor for aggression*. Invited public address at Linfield College, McMinnville, OR.
- Gentile, D. A. (2013, October). *Not seen on TV: The science on media's effects on children and adolescents*. Invited Haggerty-Friedman Grand Rounds address at the University of Rochester Medical School.
- Gentile, D. A. (2013, June). *Media's effects on children*. Invited day-long training of parent coaches, Parent Coaching Institute, Chicago, IL.
- Gentile, D. A. (2013, April). *Beyond good and evil: The multiple dimensions of video game effects*. Invited address at the Minnesota State University, Owatonna, MN.
- Gentile, D. A. (2013, April). *Your brain on media*. Invited address at Advance LA Conference, Napa, CA.
- Gentile, D. A. (2013, April). *The multiple effects of video games*. Invited address at Advance LA Conference, Napa, CA.
- Gentile, D. A. (2013, January). *Screen violence: When should you be concerned?* Invited address at the Global Parenting & New Media Summit, Singapore.
- Gentile, D. A. (2012, December). *Just child's play? Understanding today's video and online games*. Invited address at the Global Parenting & New Media Summit, Singapore.
- Gentile, D. A. (2012, October). *Media violence and brain development*. Plenary address at the 2012 Mental Health Conference, Ames, IA.
- Gentile, D. A. (2012, August). *Combining theory and data to improve the DSM-style criteria for pathological gaming*. Invited address at the International Expert Workshop on the Diagnosis of Computer Game and Internet Addiction, Hannover, Germany.
- Gentile, D. A. (2012, March). *Recent research on video game "addiction."* Plenary address at the Corporate Takeover of Childhood: Who's Paying the Price, 3<sup>rd</sup> Australian Conference on Children and the Media, Melbourne, Australia.
- Gentile, D. A. (2012, February). *An update on the effects of violent video games*. Plenary address at the National Coalition for Violence Prevention Chairs Meeting, Las Vegas, NV.
- Gentile, D. A. (2011, November). *Not seen on TV: The truth about media's effects on children*. Keynote address at the 3<sup>rd</sup> Educating for Health Conference, Ministry of Education, Singapore.
- Gentile, D. A. (2011, September). *Pathological technology use – What the science reveals*. Plenary address at the Was macht süchtig? Vom Medienkonsumenten zum Suchtpatienten conference, Köln, Germany.
- Gentile, D. A. (2011, February). *Getting beyond the good/bad dichotomy: Five dimensions of video game effects*. Keynote address at the American Mensa Conference, Austin, TX.
- Gentile, D. A. (2011, February). *Researching the ratings: Parents' views, issues, and the evidence base for greater effectiveness*. Plenary address at the Australian Conference on Children and the Media – Scared, Sleepless, and Hostile: Children, violent/frightening media and public policy, Sydney, Australia.



- Gentile, D. A. (2009, August). *This is your brain on advertising*. Invited lecture presented at the Iowa Drug Policy Advisory Council, Des Moines, IA.
- 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, 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. (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. (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. (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, 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, 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. (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. (2006, April). *Frogs sell beer: The psychology of advertising and youth drinking*. 29<sup>th</sup> 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, January). *Raising screen-wise kids*. Screen Time Conference Series, Faith Lutheran Church, Clive, IA.
- 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. (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. (2004, May). *Violent video games as a risk factor for healthy development*. Invited lecture presented at the 19<sup>th</sup> Annual Risky Business Conference, Ames, IA.

## **TEACHING**

### **UNIVERSITY TEACHING EXPERIENCE**

- Introductory Psychology (Psy 101), Iowa State University (Average student evaluation – 4.65 on a 5-point scale)
- Media Psychology (Psy 386), Iowa State University (online course; Average student evaluation – 4.71 on a 5-point scale)
- Focus Group Methodology (Psy 594i), Iowa State University (Average student evaluation – 4.45 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	2011	
Reimer, Rachel	F2003	2006	2009	co/Madon
Humphrey, Jeremy M.	F2004	2007	n/a	
Maier, Julia	F2005	2008	2011	
Stone, William	F2006	2009	n/a	
Brown, Stephanie	F2011			
Stone, William (HCI)	S2012			
Blanco-Herrera, Jorge	F2013			
Lewis, Ann	F2013			
Zhang, Pollyanna Bopeng	F2013			co/Fiore

### GRADUATE ADVISING/ COMMITTEES AT OTHER UNIVERSITIES

<u>Student</u>	<u>University</u>	<u>MS</u>	<u>PhD</u>
Sfera, Michale	Texas A&M		

### CONFERENCE PRESENTATIONS BY UNDERGRADUATE ADVISEES

1. \*Berch, O., \*Davis, J., Markland, A., Blanco-Herrera, J (graduate student), & Gentile, D. A. (2014, April) *Use of Smart Cycle® and Children's Physical Activity and Cognitive Skills*. Poster presented at the 21st Annual CSBS Student Research Conference, University of Northern Iowa, Cedar Falls, IA.
2. \*Williams, S., \*Albert, J., Maier, J.(graduate student), Gentile, D.A. *Stuck in the matrix: The meeting of basic needs within video games*. Poster presented at the 27<sup>th</sup> Annual College of Social and Behavioral Sciences Student Research Conference, Cedar Falls, IA.
3. \*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.
4. \*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.
5. \*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.
6. \*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.
7. \*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.
8. \*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.
9. \*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.
10. \*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.

11. \*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.
12. \*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.

## **SERVICE**

### **UNIVERSITY SERVICE**

- 2014 : Graduate College Appeal Committee (Chair)
- 2013- : Margaret Ellen White Awards Committee
- 2011- : Graduate Council
- 2006- : Interdisciplinary Communication Studies Advisory Board
- 2011-14: Nutrition and Wellness Research Center Internal Steering Committee
- 2007-10: Interdisciplinary Communication Studies Search Committee
- 2007-10: Human Computer Interaction Program Supervisory Committee
- 2005-10: Cooperative Education Coordinator
- 2005-07: LAS Representative Assembly Executive Committee
- 2004-09: Institute of Science and Society Grant Reviewing Committee
- 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
- 2003-06: Institute of Science and Society Science Communication Committee (Chair)

### **DEPARTMENTAL SERVICE**

- 2013-14: Undergraduate Program Committee, Public Relations (Chair)
- 2012-13: Executive committee, Public Relations (Chair), Teaching Mentor
- 2011-12: Public Relations (Chair)
- 2010-11: CERTS (Chair), Public Relations (Chair)
- 2009-10: CERTS, Public Relations
- 2008-09: CERTS, Faculty enhancement, Cooperative Education Coordinator, CIO Advisor
- 2007-08: Human relations, Faculty enhancement, Social/Comm Studies Search
- 2006-07: Faculty enhancement (Chair), Social/Comm Studies Search (Chair), Human Relations
- 2005-06: Newsletter/Fundraising (Chair), CERTS (non-voting)
- 2004-05: CERTS (non-voting), Developmental Search, Newsletter/Fundraising
- 2003-04: Committee for the Evaluation of Research, Teaching, and Service (CERTS, non-voting), Violence/Aggression Search

### **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*
- Editorial Board, *Psychology of Popular Media Culture*
- Associate Editor, *Entertainment Computing*

Article Editor, *SAGE Open*

Reviewer *ad hoc*, *Addiction*  
Reviewer *ad hoc*, *Aggression and Violent Behavior*  
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*, *Cyberpsychology, Behavior, and Social Networking*  
Reviewer *ad hoc*, *Developmental Psychology*  
Reviewer *ad hoc*, *Educational Psychology*  
Reviewer *ad hoc*, *European Journal of Social Psychology*  
Reviewer *ad hoc*, *JAMA-Pediatrics*  
Reviewer *ad hoc*, *Journal of Adolescence*  
Reviewer *ad hoc*, *Journal of Adolescent Health*  
Reviewer *ad hoc*, *Journal of Advertising*  
Reviewer *ad hoc*, *Journal of Behavioral Addictions*  
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 Bulletin*  
Reviewer *ad hoc*, *Journal of Personality and Social Psychology: Interpersonal Relations and Group Processes*  
Reviewer *ad hoc*, *Media Psychology*  
Reviewer *ad hoc*, *Motivation and Emotion*  
Reviewer *ad hoc*, *Pediatrics*  
Reviewer *ad hoc*, *Perspectives on Psychological Science*  
Reviewer *ad hoc*, *Preventive Medicine*  
Reviewer *ad hoc*, *Psychology of Addictive Behaviors*  
Reviewer *ad hoc*, *Psychological Science*  
Reviewer *ad hoc*, *Social Development*  
Reviewer *ad hoc*, *Youth and Society*

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  
Reviewer, National Science Foundation, 2012, 2013  
Reviewer, National Institutes of Health, Clinical Neuroscience and Entertainment Software Pilot Partnership Program to Develop Neuropsychiatric Interventions (SBIR [R43/R44]), 2013  
Reviewer, Leventis Foundation Research Committee, University of Cyprus, 2013 (compensated)  
Reviewer, International Society for Research in Aggression Biennial Conference, 2014  
Reviewer, French National Cancer Institute, 2014 (compensated)

### **OTHER PROFESSIONAL SERVICES**

Member, Board of Directors, Turn Off the Violence, Minneapolis, MN. Term: 1999 - present  
Member, Board of Advisors, Media Knowledge, Inc., New Fairfield, CT. 1999 – 2008o  
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, Organizing Committee, Video Games/Entertainment Industry Technology and Medicine Conference, Marina Del Rey, CA, December 10-11, 2004

Member, Board of Advisors, Family Connections (public television program), KMSQ Public Television, Austin, MN, 2008 - present  
Member, Advisory Reference Group, 2010 World Summit on Media for Children and Youth, Karlstad, Sweden, 2008-2009  
Member, Board of Directors, Partnership for a Drug-Free Iowa/Face it Together, 2009 – present  
Member, Board of Directors, KHOI-FM community radio, 2011  
Member, Executive Council, International Society for Research on Aggression, 2012 – present  
Teaching Mentor, Society for Research in Child Development Teaching Mentorship Program, 2012 – present  
Member, Board of Advisors, ParentsWare, La Jolla, CA 2013-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)  
Expert witness in adolescent/young adult bullying and murder trials, 2007 - present

### **HONORS AND AWARDS**

*Outstanding Achievement in Teaching*, College of Liberal Arts and Sciences, Iowa State University, 2014  
*Educational Aids Blue Ribbon Award*, American Society of Agricultural and Biological Engineers, 2014  
*Kentner Fritz Outstanding Research Productivity*, Iowa State University, 2014  
*Fellow*, Midwestern Psychological Association, 2013  
Named one of the *Best 300 Professors* in the U.S. by the Princeton Review, 2012 (and oddly singled out as number one by the *Huffington Post*, April 9, 2012)  
Visiting Professor, Department of Psychology, Macquarie University, Sydney, Australia, 2012  
*Distinguished Scientific Contributions to Media Psychology*, American Psychological Association, Division 46 (Media Psychology), 2010  
*Best Publication Silver Award*, Annals, Academy of Medicine, 2010  
*Shakeshaft Master Teacher*, Iowa State University, 2009  
*Excellence in Undergraduate Introductory Teaching*, College of Liberal Arts and Sciences, Iowa State University, 2009  
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  
*Exceptional Teaching in a Large Enrollment Course*, Department of Psychology, Iowa State University, 2006  
Research Fellow, Institute of Science and Society, Iowa State University, 2004  
Phi Beta Kappa, 1986  
*Feldman-Cohen Award for Outstanding Honors Thesis*, State University of New York at Buffalo, 1986