DOUGLAS A. GENTILE
CURRICULUM VITAE

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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

2022-	Distinguished Professor in Liberal Arts and Sciences, Department of Psychology, Iowa State University, Ames, IA
2016-2022	Professor, Department of Psychology, Iowa State University, Ames, IA
2010-2016	Associate Professor, Department of Psychology, Iowa State University, Ames, IA
2010-2012	Extension Specialist, Iowa State University Extension and Outreach, Ames, IA
2003-2010	Assistant Professor, Department of Psychology, Iowa State University, Ames, IA
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, MN
1995-1998	Research Associate, Anderson Niebuhr & Associates, Arden Hills, MN
1989-1995	Graduate Assistant, University of Minnesota, Minneapolis, MN
1989	Assistant Examiner, Educational Testing Service, Princeton, NJ
1986-1988	Assistant Research Data Analyst, Educational Testing Service, Princeton, NJ

RESEARCH

PEER-REVIEWED MANUSCRIPTS

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

1. *Kim, E., Gentile, D. A., & Linder, J. R. (2025). Social media use and academic outcomes: The mediating role of grit. *Social Psychology of Education, 28*. https://doi.org/10.1007/s11218-024-09973-5 [Impact factor: 3.2, 5-year: 3.6; 1st Quartile in Psychology, Educational]
2. American Psychological Association Expert Advisory Panel (2024). APA recommendations for healthy teen video viewing. Washington, DC: American Psychological Association. https://www.apa.org/topics/social-media-internet/healthy-teen-video-viewing
3. Palmer, J.C., Davies, A. L., Spiga, F., Heitmann, B. L., Jago, R., Summerbell, C. D., Higgins, J. P. T., & the Inequity in Obesity Prevention Trialists Collaborative Group. (in press). Do the effects of interventions aimed at the prevention of childhood obesity reduce inequities? A re-analysis of randomized trial data from two Cochrane reviews. *eClinicalMedicine.* [Impact factor: 9.6, 5-year: 9.9; 1st Quartile in Medicine, General]
4. Saini, N., Adair, C., King, D.L., Kuss, D.J., Gentile, D.A., Kim, H.S., Edges, J., Billieux, J., Yun, J.P.S., Henkel, L., Faulcon, L., Nogueira, M., Nielsen, R.K.L. Husk, S., Rumble, S., Becker, T.R., Demetrovics, Z., & Hodgins, D.C. (2024). Development of the Saini-Hodgins Addiction Risk Potential of Games Scale (SHARP-G): An International Delphi Study. *Journal of Behavioural Addictions, 13,* 450-462. DOI: 10.1556/2006.2024.00026 [Impact factor: 6.6, 5-year: 7.3; 2nd Quartile in Psychiatry; 1st Quartile in Psychiatry]
5. Blumberg, F. C., Flynn, Rachel M., Homer, Bruce D., Bailey, J. O., Eng, C. M., Green, C. S., Giannakos, M., Papadakis, S., & Gentile, D. A. (in press). Current state of play: Children's learning in the context of digital games. *Journal of Children and Media*. [Impact factor: 3.0, 5-year: 3.3; 2nd Quartile in Communication; 2nd Quartile in Social Sciences, Interdisciplinary]

6. Gentile, D. A. & *Kim, E. (in press). Comparing virtual reality, video, and audio-guided meditations in fostering positive attitudes toward meditation. *Mindfulness.* [Impact factor: 3.6, 5-year: 4.7; 2nd Quartile in Psychiatry; 2nd Quartile in Clinical Psychology]
7. Rehbein, F., Gentile, D.A., Lemmens, J., & Rumpf, H. J. (2024). Structural game characteristics and problematic gaming: Introduction of the Risk Characteristics Checklist for Games (RCCG). *SUCHT: Interdisciplinary Journal of Addiction Research, 70,* 77-86. https://doi.org/10.1024/0939-5911/a000859 [Impact factor: 1.8]
8. Committee on the Impact of Social Media on Adolescent Health (2023). Social media and adolescent health. Washington, DC: National Academies of Sciences, Engineering, and Medicine. https://doi.org/10.17226/27396.
9. Milani, L., & Gentile, D. A. (2024). Factorial structure of the Internet Gaming Disorder questionnaire in the Italian setting: A single-factored ailment or a multifaceted condition? *European Child & Adolescent Psychiatry.* https://doi.org/10.1007/s00787-023-02322-5 [Impact factor: 6.4, 5-year: 6.2; 1st Quartile in Pediatrics; 1st Quartile in Psychiatry]70
10. *Faulhaber, M. E., Lee, J. E., & Gentile, D. A. (2023). The effect of self-monitoring limited social media use on psychological well-being. *Technology, Mind, and Behavior, 4*(2: Summer 2023). https://doi.org/10.1037/tmb0000111
11. *Kim, E.-L., Gentile, D. A., Choo, H., Liau, A. K., Li, D., & Khoo, A. (2023). Differential predictors of problematic Internet use and problematic video gaming among school children: A 2-year longitudinal study. *Technology, Mind, and Behavior*, *4*(2: Summer 2023). https://doi.org/10.1037/tmb0000109
12. *Rogojina, A., *Kim, E., Miles-Novello, A., & Gentile, D. A. (2023) Video games and violent content. In Dana S. Dunn (Ed.), Oxford Bibliographies in Psychology. New York: Oxford University Press. doi: 10.1093/obo/9780199828340-0315
13. Docherty, M., Boxer, P., Huesmann, L. R., Bushman, B. J., Anderson, C. A., Gentile, D. A., & Dubow, E. F. (online 2023). Within-person bidirectional associations over time between parenting and youths' callousness. *Journal of Clinical Child and Adolescent Psychology*. DOI: 10.1080/15374416.2023.2188554 [Impact factor: 4.2, 5-year: 5.2; 1st Quartile in Psychology, Clinical; 1st Quartile in Psychology, Developmental]
14. Gentile, D. A., Bender, P., Plante, C., Schmidt, C., *Park, S., & (2023) Psychological Perspectives on Media Violence. In Dana S. Dunn (Ed.), Oxford Bibliographies in Psychology. New York: Oxford University Press. doi: 10.1093/obo/9780199828340-0202
15. Coyne, S.M., Reschke, P. J., Stockdale, S., Gale, M., Shawcroft, J., Gentile, D. A., Brown, M., Ashby, S., Siufanua, M., & Ober, M. (online 2023). Silencing screaming with screens: The longitudinal relationship between media emotion regulation processes and children's emotional reactivity, emotional knowledge, and empathy. *Emotion.* https://doi.org/10.1037/emo0001222 [Impact factor: 5.564, 5-year: 5.7111; 1st Quartile in Psychology, Experimental]
16. *Kim, E., Gentile, D. A., Anderson, C. A., & Barlett, C. P. (2022). Are mindful people less aggressive? The role of emotion regulation in the relations between mindfulness and aggression. *Aggressive Behavior, 48*, 546–562. https://doi.org/10.1002/ab.22036 [Impact factor: 3.047, 5-year: 3.804; 2nd Quartile in Psychology, Multidisciplinary]
17. Rosenkranz, R. R., Dixon, P., Dzewaltowski, D.A., McLoughlin, G., Lee, J., Chen, S., Vazou, S., Lanningham-Foster, L., Gentile, D. A., & Welk, G. J. (in press). A cluster-randomized trial comparing two SWITCH implementation support strategies for school wellness intervention effectiveness. *Journal of Sport and Health Science, 12(1), 87–96. https://doi.org/10.1016/j.jshs.2021.12.001* [Impact factor: 7.179, 5-year: 6.701; 1st Quartile in Sport Sciences]
18. Carragher, N., Achab, S., Aricak, T., Babor, T., Baigent, M., Billieux, J., Bowden-Jones, H., Demetrovics, Z., Gandin, C., Gentile, D. A.,…Scafato, E. (2021). Overview of the WHO collaborative project on the development of new international screening and diagnostic instruments for Gaming Disorder and Gambling Disorder. [Letter] *Addiction.* https://doi.org/10.1111/add.15780 [Impact factor: 6.526, 5-year: 7.451; 1st Quartile in Psychiatry; 1st Quartile in Substance Abuse]
19. Sweet, D. M., Gentile, D. A., & *He, L. (2021). Communication apprehension in veterinary medicine students: Mediating effects of depression, anxiety, and stress. *Health Communication.*

https://doi.org/10.1080/10410236.2021.1930881 [Impact factor: 3.198, 5-year: 3.434; 1st Quartile in Communication]

20. Coyne, S. M., Shawcroft, J., Gale, M., Gentile, D. A., Etherington, J. T., Holmgren, H., & Stockdale, L. (2021). Tantrums, toddlers, and technology: Temperament, media emotion regulation, and problematic media use in early childhood. *Computers in Human Behavior. DOI:* 10.1016/j.chb.2021.106762 [Impact factor: 6.829, 5-year: 8.302; 1st Quartile in Psychology, Multidisciplinary; 1st Quartile in Psychology, Experimental]
21. Jackman, J. A., Gentile, D. A., Cho, N.J., & Park, Y. (2021). Addressing the digital skills gap for future education. *Nature Human Behavior. https://doi.org/10.1038/s41562-021-01074-z* [Impact factor: 12.282, 5-year: 12.316]
22. Choo, H., Chng, G., Gentile, D. A., & Lau, S. (2021). The role of peer support in the growth trajectory of pathological internet use: A protective factor. *Cyberpsychology, Behavior, and Social Networking, 24(8),* 558-565. *https://doi.org/10.1089/cyber.2020.0054.* [Impact factor: 6.6, 5-year: 6.3; 1st Quartile in Psychology, Social]
23. McLoughlin, G. M., Candal, P., Vazou, S., Lee, J. A., Dzewaltowski, D. A., Rosenkranz, R. R., Lanningham-Foster, L., Gentile, D. A., Liechty, L., Chen, S., & Welk, G. J. (2020). Evaluating the implementation of the SWITCH® school wellness intervention and capacity-building process through multiple methods. *International Journal of Behavioral Nutrition and Physical Activity, 17,* 162. doi: 10.1186/s12966-020-01070-y [Impact Factor: 8.7, 5-Year: 9.7; 1st Quartile in Nutrition & Dietetics; 1st Quartile in Physiology]60
24. Domoff, S., Banga, Claire A., Borgen, A., Foley, R., Robinson, C., Avery, K., & Gentile, D. A. (2021). Use of passive sensing to quantify adolescent mobile device usage: Feasibility, acceptability, and preliminary validation of the eMoodie application. *Human Behavior and Emerging Technologies, 3*, 63-74. https://doi.org/10.1002/hbe2.247 [Impact Factor: 10.3, 5-Year: 9.8; 1st Quartile in Psychology, Multidisciplinary]
25. Bender, P. K., *Kim, E. L. & Gentile, D. A. (2020) Gaming Disorder in children and adolescents: Risk factors and preventive approaches. *Current Addiction Reports, 7*, 553–560. https://doi.org/10.1007/s40429-020-00337-5 [Impact Factor: 4.3; 2nd Quartile in Substance Abuse]
26. Zhang, Q., Cao, Y., Tian, J., *Kim, E.L., & Gentile, D. A. (2020). Effects of prosocial cartoon models on aggressive cognitions and aggressive behaviors. *Children and Youth Services Review, 118,* 105498. https://doi.org/10.1016/j.childyouth.2020.105498 [Impact Factor: 2.393, 5-Year: 2.944; 1st Quartile in Family Studies; 1st Quartile in Social Work]
27. Chen, S., Rosenkranz, R. R., McLoughlin, G. M., Vazou, S., Lanningham-Foster, L., Gentile, D. A., Dzewaltowski, D. A. (2020). Evaluating the implementation and effectiveness of the SWITCH-MS: An ecological, multi-component adolescent obesity prevention intervention. *International Journal of Environmental Research and Public Health, 17,* 1-18. [Impact Factor: 4.614 , 5-Year: 4.799; 2nd Quartile Public, Environmental & Occupational Health]
28. Coyne, S. M., Stockdale, L. A., Warburton, W., Gentile, D. A., Yang, C., & Merrill, B.M. (2020). Pathological video game symptoms from adolesence to emerging adulthood: A six-year longitudinal study of trajectories, predictors, and outcomes. *Developmental Psychology, 56,* 1385-1396. https://doi.org/10.1037/dev0000939 [Impact Factor: 4.0, 5-year: 5.0; 1st Quartile in Psychology, Developmental]
29. Zerhouni, O., Begue, L., Sarda, E., & Gentile, D. A. (2020). Self-regulation failure reduces the effect alcohol portrayals in movies on indirect attitudes toward alcohol. *The Journal of Psychology: Interdisciplinary and Applied, 154,* 309-324. [Impact Factor: 2.920, 5-year: 3.612]
30. Paulson, J., Huggins, V., & Gentile, D. A. (2019). Mindful awareness training: A pilot study integrating mindfulness practices into a rural jail-based substance abuse program. *Contemporary Rural Social Work, 11(1), Art. 5.* https://digitalcommons.murraystate.edu/crsw/vol11/iss1/5/
31. McLoughlin,G. M., Rosenkranz, R., *Lee, J., *Wolff, M., Chen, S., Dzewaltowski, D., Vazou, S., Gentile, D. A., Lanningham-Foster, L., Rosen, M., & Welk, G. (2019). The importance of self-monitoring for behavior change in youth: Findings from the SWITCH® school wellness feasibility study. *International Journal of Environmental Research and Public Health, 26, 3806.* DOI: 10.3390/ijerph16203806 [Impact Factor: 4.614 , 5-Year: 4.799; 2nd Quartile Public, Environmental & Occupational Health]
32. Corral, D., Carpenter, S. K., Perkins, K., & Gentile, D. A. (2020). Assessing students' use of optional online lecture reviews. *Applied Cognitive Psychology, 34,* 318-329.

https://doi.org/10.1002/acp.3618 [Impact factor: 2.005, 5-year: 2.218; 3rd Quartile in Psychology, Experimental]

33. Gentile, D. A., Arterberry, B. J., Bender, P. K., & Costabile, K. A. (2019). Beer advertisements and adolescent drinking knowledge, expectancies, and behavior. *Addictive Behaviors Reports, 10,* 100226. https://doi.org/10.1016/j.abrep.2019.100226 [Open Access; Impact factor: 3.913]
34. Gentile, D. A., Sweet, D. M., & *He, L. (2020). Caring for others cares for the self: An experimental test of brief downward social comparison, loving-kindness, and interconnectedness contemplations. *Journal of Happiness Studies, 21*, 765-778. [Impact factor: 3.852, 5-year: 4.729; 1st Quartile in Psychology, Multidisciplinary]
35. *Blanco-Herrera, J. A., Gentile, D. A., & *Rokkum, J. N. (2019). Video games can increase creativity, but with caveats. *Creativity Research Journal, 31*, 119-131. https://doi.org/10.1080/10400419.2019.1594524 [Impact factor: 2.371, 5-year: 2.611; 2nd Quartile in Psychology, Multidisciplinary]
36. Bender, P. K. & Gentile, D. A. (2019). Internet Gaming Disorder: Relations between needs satisfaction in-game and in life in general. *Psychology of Popular Media, 9*, 266-278. http://dx.doi.org/10.1037/ppm0000227 [Impact factor: 3.0, 5-year: 2.611; 2nd Quartile in Psychology, Multidisciplinary; 2nd Quartile in Communication]
37. Phan, T., Tucker, J. M., Siegel, R., Cristison, A. A., Stratbucker, W., Werk, L. N., Hossain, J., Datto, G., Gentile, D. A., & Stubblefield, S. (2019). Electronic gaming characteristics associations with Class 3 severe obesity in youth who attend the pediatric weight management programs of the COMPASS network. *Childhood Obesity, 15*, 21-30. *doi: 10.1089/chi.2018.0156* [Impact factor: 2.992, 5-year: 3.463; 2nd Quartile in Pediatrics]
38. Chen, S., Dzewaltowski, D. A., Rosenkranz, R. R., Lanningham-Foster, L., Vazou, S., Gentile, D. A., *Lee, J. A., *Braun, K.J., *Wolff, M. M., Welk, G. J. (2018). Feasibility study of the SWITCH implementation process for enhancing school wellness. *BMC Public Health, 18,* 1119. DOI: 10.1186/s12889-018-6024-2 [Impact factor: 3.295, 5-year: 4.003; 2nd Quartile in Public Health, Environmental & Occupational]
39. *Rokkum, J. N. & Gentile, D. A. (2018). Primary versus secondary disorder in the context of Internet gaming disorder. *Current Addiction Reports,5,* 485-490. DOI: 10.1007/s40429-018-0222-y [Impact factor: 4.1; 1st Quartile in Substance Abuse]
40. Gorman, T.E., Gentile, D. A., & Green, C.S. (2018). Problem gaming: A short primer. *American Journal of Play, 10*, 309-327.
41. King, D. L. & Gaming Industry Response Consortium [contributing group author] (2018). Comment on the global gaming industry's statement on ICD-11 gaming disorder: A corporate strategy to disregard harm and deflect social responsibility? *Addiction, 113,* 2145-2146. DOI: 10.1111/add.14388. [Editorial; Impact factor: 6.526, 5-year: 7.451; 1st Quartile in Psychiatry; 1st Quartile in Substance Abuse]
42. Plante, C., Bender, P. K., & Gentile, D. A. (2018). Psychological perspective on media violence. *Oxford Bibliographies.* New York: Oxford University Press. DOI: 10.1093/OBO/9780199828340-0202, Available: http://www.oxfordbibliographies.com/view/document/obo-9780199828340/obo-9780199828340-0202.xml
43. Gentile, D. A. (2018). Thinking more broadly about policy responses to problematic video game use: A response to Király et al (2017). *Journal of Behavioral Addictions,7*, 536-539. DOI: 10.1007/s40429-018-0222-y [Impact factor: 6.756, 5-year: 8.735; 1st Quartile in Psychiatry]
44. Yin, X., de Vries, D. A., Gentile, D. A., & Wang, J. (2019). Cultural background and measurement of usage moderate the association between social networking sites usage and mental health: A meta-analysis. *Social Science Computer Review, 37,* 631-648. [Impact factor: 4.578, 5-year: 5.194; 1st Quartile in Social Sciences, Interdisciplinary]
45. Bushman, B. J., Coyne, S. M., Anderson, C. A., Björkvist, K., Boxer, P., Dodge, K. A., Dubow, E., Farrington, D. P., Gentile, D. A., Huesmann, L. R., Lansford, J. E., Novaco, R., Ostrov, J. M., Underwood, M. K., Warburton, W. A., & Ybarra, M. L. (2018). Risk factors for youth violence: Youth violence commission, International Society for Research on Aggression (ISRA), *Aggressive Behavior, 44*, 331-336. DOI: 10.1002/ab.21766 [Impact factor: 2.917, 5-year: 3.399; 2nd Quartile in Psychology, Multidisciplinary]
46. Rumpf, H.J., Achab, S., Billieux, J., Bowden-Jones, H., Carragher, N., Demetrovics, Z., Higuchi, S., King, D. L., Mann, K., Potenza, M., Saunders, J. B., Abbott, M., Ambekar, A., Aricak, O. T.,

Assanagkomchai, S., Bahar, N., Borges, G., Brand, M., Chan, E. M., Chung, T., Derevensky, J., El Kashef, A., Farrell, M., Fineberg, N. A., Gandin, C., Gentile, D. A., Griffithis, M. D., Goudriaan, A. E., Grall-Bronnec, M., Hao, W., Hodgins, D.c., Ip, P., Király, O., Lee, H. K., Kuss, D., Lemmens, J. S., Long, J., Lopez-Fernandez, O., Mihara, S., Petry, N. M., Pontes, H. M., Rahimi-Movaghar, A., Rehbein, F., Rehm, J., Scafato, E., Sharma, M., Spritzer, D., Stein, D. J., Tam, P., Weinstein, A., Wittchen, H.U., Wölfling, K., Zullino, D., & Poznyak, V. (2018). Including Gaming Disorder in the ICD-11: The need to do so from a clinical and public health perspective. *Journal of Behavioral Addictions, 7,* 556-561. [Impact factor: 6.756, 5-year: 8.735; 1st Quartile in Psychiatry]

47. *Buiza-Aguado, C., Alonso-Cánovas, A., Conde-Mateos, C., Buiza-Navarrete, J. J., & Gentile, D. A. (2018). Problematic video gaming in a young Spanish population: Assocation with psychocsocial health. *Cyberpsychology, Behavior, & Social Networking, 21,* 388-394. [Impact factor: 4.157, 5-year: 5.274; 2nd Quartile in Psychology, Social]
48. Plante, C.N., Gentile, D. A., Groves, C.L., Modlin, A., & Blanco-Herrera, J. (2019). Video games as coping mechanisms in the etiology of video game addiction. *Psychology of Popular Media Culture, 8*(4), 385-394. http://dx.doi.org/10.1037/ppm0000186 [Impact factor: 2.1, 5-year: 4.7; 2nd Quartile in Communication; 2nd Quartile in Psychology, Multidisciplinary]
49. Barlett, C. P., Gentile, D. A., Chng, G., Li, D., & Chamberlin, K. (2018). Social media use and cyberbullying perpetration: A longitudinal analysis. *Violence and Gender, 5,* 191-197. [Impact factor: 1.5, 5-year: 2.0; 2nd Quartile in Criminology & Penology]
50. Jeong, H., Yim, H.W., Jo, S.J., Lee, S.Y., Kim, E., Son, H.J., Han, H., Lee, H.K., Kweon, Y.S., Bhang, S.Y., Choi, J.S., Kim, B.H., Gentile, D. A., Potenza, M. N. (2017). Study protocol of the internet user Cohort for Unbiased Recognition of gaming disorder in Early adolescence (iCURE), Korea, 2015-2019. *BMJ Open, 7,* e018350. doi:10.1136/bmjopen-2017-018350. [Impact factor: 2.369, 5-year: 2.735]
51. Domoff, S.E., Harrison, K., Gearhardt, A.N., Gentile, D.A., Lumeng, J.C., & Miller, A.L. (2017). Development and validation of the problematic media use measure: A parent report measure of screen media "addiction" in children. *Psychology of Popular Media Culture*, *8*(1), 2-11. http://dx.doi.org/10.1037/ppm0000163 [Impact factor: 3.0, 5-year: 2.611; 2nd Quartile in Psychology, Multidisciplinary; 2nd Quartile in Communication]
52. Gentile, D. A., **Berch, O. N., Choo, H., Khoo, A., Walsh, D. A. (2017). Bedroom media: One risk factor for development. *Developmental Psychology, 53,* 2340-2355. doi: 10.1037/dev0000399 [Impact factor: 3.228, 5-year: 4.653]
53. Wang, J. L., Gaskin, J., Rost, D. H., & Gentile, D. A. (2018). The reciprocal relationship between passive social networking site (SNS) usage and users' subjective well-being. *Social Science Computer Review, 36,* 511-522. [Impact factor: 2.293, 5-year: 2.563]
54. Barlett, C. P., Gentile, D. A., Li, D., & Khoo, A. (2019). Predicting cyberbullying behavior from attitudes: A three-year longitudinal cross-lagged analysis of Singaporean youth. *Journal of Media Psychology, 31,* 81-91. https://doi.org/10.1027/1864-1105/a000231 [Impact factor: 1.351, 5-year: 1.506]
55. Anderson, C. A., Suzuki, K., Swing, E. L., *Groves, C. L., Gentile, D. A., Prot, S., Lam, C. P., Sakamoto, A., Horiuchi, Y., Krahé, B., Jelic, M., Liuquing, W., Toman, R., Warburton, W. A., Zhang, X., Tajima, S., Qing, F., Petrescu, P. (2017). Media violence and other aggression risk factors in seven nations. *Personality and Social Psychology Bulletin, 43,* 986-998. https://doi.org/10.1177/0146167217703064 [Impact factor: 2.504, 5-year: 3.712]
56. Bègue, L., Sarda, E., Gentile, D. A., Bry, C., & Roche, S. (2017). Video games exposure and sexism in a representative sample of adolescents. *Frontiers in Psychology, 8,* 466. doi: 10.3389/fpsyg.2017.00466. [Impact factor: 2.321, 5-year: 2.820]
57. Bender, P. K., Plante, C., & Gentile, D. A. (2018). The effects of violent media content on aggression. *Current Opinion in Psychology, 19,* 104-108. [Impact factor: 4.159]
58. Gentile, D. A., Bailey, K., Bavelier, D., Brockmyer, J. F., Cash, H., Coyne, S. M., Doan, A., Grant, D. S., Green, C. S., Griffiths, M., Petry, N. M., Prot, S., Rae, C. D., Rehbein, F., Rich, M., Sullivan, D., Wooley, E., & Young, K. (2017). Internet gaming disorder in children and adolescents. *Pediatrics, 140,* S81-S85. doi**:** 10.1542/pedbes.2016-1758H [Impact factor: 5.705, 5-year: 6.476]
59. Bushman, B. J., Anderson, C. A., Bartholow, B., Cantor, J., Christakis, D., Coyne, S. M., Donnerstein, E., Brockmyer, J. F., Gentile, D. A., Green, C. S., Huesmann, L. R., Hummer, T., Krahé, B.,

Strasburger, V., Warburton, W., Wilson, B. J., & Ybarra, M. (2017). Screen violence and youth behavior. *Pediatrics, 140, S*142-147. [Impact factor: 5.705, 5-year: 6.476]

60. Coyne, S. M., Radesky, J., Collier, K., Gentile, D. A., James, C., Linder, J. R., Nathanson, A. I., Rasmussen, E. E., Reich, S. M., & Rogers, J. (2017). Family dynamics and media use. *Pediatrics, 140,* S112-116. [Impact factor: 5.705, 5-year: 6.476]
61. Milani, L., La Torre, G., Fiore, M., Grumi, S., Gentile, D. A., Ferrante, M., Miccoli, S., & De Blasio, P. (2017). Internet gaming addiction in adolescence: Risk factors and maladjustment correlates. *International Journal of Mental Health and Addiction.* DOI 10.1007/s11469-017-9750-2 [Impact factor: 1.018]
62. Sarda, E., Bègue, L., Bry, C., & Gentile, D. A. (2016). Internet Gaming Disorder and well-being: A scale validation. *CyberPsychology, Behavior, and Social Networking, 19,* 674-679. [Impact factor: 2.571, 5-year: 3.866]
63. Stavropoulos, V., Kuss, D., Griffiths, M., Wilson, P. & Gentile, D.A. (2017). A multilevel longitudinal study of experiencing presence in adolescence: The role of anxiety and classroom openness to experience. *Behaviour and Information Technology, 36,* 524-539. [Impact factor: 1.781, 5-year: 2.102]
64. Barlett, C. P., *Prot, S., Anderson, C. A., & Gentile, D. A. (2017). An empirical examination of the strength differential hypothesis in cyberbullying behavior. *Psychology of Violence, 7,* 22-32. [Impact factor: 2.381, 5-year: 2.977]
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159. 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]

ADDITIONAL JOURNAL PUBLICATIONS

1. Gentile, D. A. (2021). Our friend, the platypus. Invited article, *The Amplifier*, American Psychological Association, Div. 46.
2. Gentile, D. A. (2010). Selling ideas, attitudes, and behaviors. *Journal of Agromedicine, 15*, 1-2.
3. 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.
4. Woodhouse, J., Lynch, P. A., Dubois, M., Park, J., Lebortis, A., & Gentile, D. A. (2007). Computer-mediated biofeedback in managing acute post-operative pain. *Applied Psychophysiology and Biofeedback*, *32*, 52-53.

BOOKS

1. Gentile, D. A. (2022). *Finding the freedom to get unstuck and be happier.* Singapore: Penguin/Random House SEA.
2. Gentile, D. A. & Gentile, J. R. (2021). *Learning from video games (and everything else): The General Learning Model*. Cambridge, UK: Cambridge University Press.
3. Plante, C., Anderson, C. A., Allen, J., Groves, C. L., & Gentile, D. A. (2020). *Game on! Sensible answers about video games and media violence*. Ames, IA: Zengen LLC.
4. Gentile, D. A. (Ed.). (2014). *Media violence and children, 2nd Ed.* Westport, CT: Praeger Publishing.
5. 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]

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

AUDIOBOOKS

1. Gentile, D. C. (2020). *Buddhism 101: How to Walk Easily Over Rough Ground.* Rockville, MD: Learn25.
2. Gentile, D. C. (2019). *Meditation: The Busy Person's Guide to Cultivating Compassion and Positive Mindstates.* Rockville, MD: Learn25.
3. Gentile, D. A. (2018). *From ads to video games: The essential parents' guide to kids and the media.* Rockville, MD: Learn25. (Previously titled: *Media psychology: Understanding the media's subconscious influence.*)

VIDEO COURSES

1. Gentile, D. A. (2019). *From ads to video games: The essential parents' guide to kids and the media.* Rockville, MD: Learn25.

CHAPTERS

1. Gentile, D. A. & Potenza, M. (in press). Online gaming, violent behaviors and gambling in youth. In: Christakis DA, Hale L, eds. *Children and Screens: A Handbook on Digital Media and the Development, Health, and Well-being of Children and Adolescents*. Cham, Switzerland: Springer.
2. Gilbertson, R. J. & Gentile, D. A. (2020). Video gaming: A challenge for the brain's reward system? In K. Floyd & R. Weber (Eds.) *The Handbook of Communication Science and Biology* (pp. 197-211). New York: Routledge.
3. *Blanco-Herrera, J. A., *Groves, C. L., *Lewis, A., & Gentile, D. A. (2015). Teaching creativity: Theoretical models and applications. In G. Green (ed.), *Video Games and Creativity*. Academic Press, pp. 139-158.
4. *Lewis, A., *Prot, S., *Groves, C. L., & Gentile, D. A. (2015). Smashing the screen: Violent video game effects. Chapter in L. Rosen (Ed.), *Handbook of Psychology, Technology and Society*. (pp. 486-502). Hoboken, NJ: Wiley-Blackwell.
5. *Groves, C. L., *Blanco-Herrera, J. A.,* Prot, S., **Berch, O. N., **Bowie, S., & Gentile, D. A. (2015). What is Known about Video Game and Internet Addiction after DSM-5. In L.D. Rosen, N.A. Cheever and L.M. Carrier (Eds.) The Wiley Handbook of Psychology, Technology, and Society. https://doi.org/10.1002/9781118771952.ch29
6. *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.
7. 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 (2nd Ed.)* (pp. 413-432). Westport, CT: Praeger Publishing.
8. 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 (2nd Ed.)* (pp. 45-70). Westport, CT: Praeger Publishing.
9. 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 (2nd Ed.)*, (pp. 301-328). Westport, CT: Praeger Publishing.
10. *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.
11. 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.

12. 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.
13. *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.
14. *Barlett, C. P. & Gentile, D. A. (2011). Affective and emotional consequences of mass media. In K. Doveling, C. von Scheve, & E. Konijn (Eds.), *Handbook of emotions and mass media*. New York: Routledge.
15. 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.
16. Bricolo, F., Gentile, D. A., Serpelloni, G., & Mozzoni, M. (2010). I videogiochi violent possono indurre comportamenti aggressive nei ragazzi? Il contributo delle scienze di neuroimaging. In G Serpelloni, F. Bricolo, & M. Gomma (Eds.) *Elementi di neuroscienze e dipendenze, 2nd Edition* (pp. 181-190). Verona, Italy: Dipartimento delle Dipendenze. [Italian language]
17. *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.
18. 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).
19. 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.
20. Bricolo, F., Gentile, D. A., Serpelloni, G., & Mozzoni, M. (2008). I videogiochi violenti possono idurre comportamenti aggressive nei ragizzi? 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]
21. 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.
22. 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.
23. 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.
24. 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.
25. 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.
26. 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.
27. 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.

FUNDED PROJECTS

GRANTS RECEIVED THROUGH IOWA STATE UNIVERSITY

1. Welk, G., Leichty, L., Dixon, P., Gentile, D. A., & Prince, A. T. (2022-2024). US Department of Education/University of Iowa, "Capacity for Staff and Student Mental Health Programming." $250,000 [Role: Co-I; Project design and management, reporting.]

2. Gentile, D. A. (2019-2024). Partnership for a Healthy Iowa, “Iowa Digital Literacy.” $25,000 (plus $25,000 from the President’s office). [Role: PI; Program design, project design and management, content creation, data analysis, reporting.]
3. Chen, S., Welk, G., Lanningham-Foster, L., Vazou, S., & Gentile, D. A. (2017-2018). National Institute for Child Health and Human Development, “Adaptation of the SWITCH (TM) Program for Middle School Wellness Programming.” (1R21HD090513-01A1), $201,222 to LSU [ISU subcontract $TBD]. [Role: Co-I; Project design and management, reporting.]
4. Welk, G., Lanningham-Foster, L., Vazou, S., Chen, S., & Gentile, D. A. (2015-2019). U.S. Department of Agriculture, “Dissemination of the Evidence-Based SWITCH Program for Childhood Obesity Prevention.” $2,033,758. [Role: Co-PI; Program design, project design and management, web development, content creation, reporting.]
5. 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: Co-PI; Secured ISU’s rights for the Switch program, designed the project, planned for transfer to web-based delivery, and provided content.]
6. Bushman, B. J., Anderson, C. A., Huesmann, L. R., Gentile, D. A., & Boxer, P. (2005-2010). National Institute on Child Health 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.]
7. 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.]
8. Gentile, D. A. (2007-2008). National Institute on Media and the Family, “Switch: Data analysis and reporting.” $14,000. [Role: PI examining data from a longitudinal study of the Switch obesity prevention program.]
9. 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.]
10. 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.]

OTHER COLLABORATIVE GRANT-FUNDED PROJECTS

1. Thompson, W., Warburton, W., Schubert, E., Gentile, D. A., Schellenberg, G., & Koelsch, S. (2016-2019), Australian Research Council. “Violent music: Social, psychological, and neurological implications.” [This is a set of studies to examine the effects of violent music. My role as a co-investigator is to help to design studies, analyze data, and report results.] $400,000 AUD
2. Komendowski, P. & Gentile, D. A. (2012-2013). Aegon Transamerica Foundation, “Media Literacy Pilot Program.” [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.] $50,000.
3. Ogilvie, C. (2010-2014), Howard Hughes Medical Institute, "Undergraduate Science Education 2010." [This was a large grant to improve introductory science education at Iowa State, with the bulk of the work focused on biology and chemistry. My role was to develop and lead the introductory science faculty learning community in Year 1.]
4. Khoo, A. et al. (2010-2014) “Singapore Youths in the Cyber-World” [This was a series of three different grants from Singapore government agencies that funded research and intervention projects about the prevalence and pathways related to cyber-wellness issues. Due to my expertise, my roles included designing the 4-year longitudinal study, choosing and designing measures with a particular focus on Internet addiction and cyberbullying issues, and analysis

and reporting. I was also involved in designing and testing the media literacy intervention strategies.] $1,279,960 SGD

5. Khoo, A. et al. (2009-2012). Office of Educational Research, National Institute of Education, "An investigation of gaming effects and counseling strategies for young gamers in Singapore." [I provided expertise on aspects focused on video game addiction.] $249,622 SGD
6. Khoo, A. et al.. (2006-2009). Ministry of Education, and Media Development Authority, "Effects of Digital Gaming on Children and Teenagers in Singapore." [This was a series of Singapore studies focused on video gaming and educational, social, and emotional outcomes. I was responsible for the aspects of the longitudinal study that focused on aggression, prosocial behavior, and video game addiction.] $398,926 SGD
7. 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."* [I designed and lead a four-wave longitudinal study of over 1300 children, families, and teachers to test the efficacy of the Switch obesity prevention intervention.] $1,200,000
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." (1-049-CE-0002207-01; Role: Consultant)

FUNDED FOUNDATION/CORPORATION AWARDS

1. 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.]
2. 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.]
3. Gentile, D. A. (2002-2004). Laura Jane Musser Foundation, "Media habits and aggressive/bullying behavior in children." $60,000
4. Gentile, D. A. (1999-2000). Target Corporation, "Development of Media*Quotient*™ Family Media Inventory and Individualized Media Profile." $57,425

INTERNAL RESEARCH FUNDING

1. Nadolny, L. (PI), Brown, M., Dorneich, M., Gentile, D., Gilbert, S., Lathrop, J., Alenka, P., Winer, E. (2020-2023). Game2Work: Accelerating the future of work through the rapid prototyping and evaluation of serious games for STEM education. Project funded by the Presidential Interdisciplinary Research Initiative, $600,000.
2. 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."
3. 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."
4. 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."
5. Gentile, D. A. (2003-2004). Institute of Science and Society, Iowa State University, "The effects of violent video games on physiology and behavior."

HONORS AND AWARDS FOR RESEARCH

Fellow, American Association for the Advancement of Science (AAAS), 2024
Distinguished Lifetime Contributions to Media Psychology & Technology, American Psychological Association, Division 46, 2021
Fellow, Society for Personality and Social Psychology, American Psychological Association, 2020
Visiting Scholar, Department of Psychology, University of California – Riverside, 2020
Fellow, Society for the Psychological Study of Social Issues, American Psychological Association, 2019
Outstanding Career Achievement in Research, Iowa State University, 2018
Fellow, Association for Psychological Science, 2017

Fellow, American Psychological Association, Division 46, 2016
Kentner Fritz Outstanding Research Productivity, Iowa State University, 2014
Fellow, Midwestern Psychological Association, 2013
Visiting Professor, Department of Psychology, Macquarie University, Sydney, Australia, 2012
Distinguished Scientific Contributions to Media Psychology, American Psychological Association, Division 46, 2010
Best Publication Silver Award, Annals, Academy of Medicine, 2010
Visiting Scholar, Department of Social Work, National University of Singapore, 2007
Research Fellow, Institute of Science and Society, Iowa State University, 2004

TECHNICAL REPORTS (PARTIAL LIST SINCE 2003)

1. Park, Y., Gentile, D. A., Morgan, J., *He, L., *Allen, J. J., Jung, S. M., Chua, J., & Koh, A. (2020). *2020 Child Online Safety Index*. Available: https://www.dqinstitute.org/child-online-safety-index/
2. Park, Y., Vu, D., Corliss, M., Pi, M.G., Kim, W.J., Park, H.J., Jin, R., Kim, Y., Chin, H., *Rokkum, J., Seah, J., Gentile, D. A., & Jang, Y. (2018). *2018 DQ Impact Report*. Available: https://www.dqinstitute.org/2018DQ_Impact_Report/
3. Khoo, A., Liau, A.K.F., Chen, V., Choo, H., Gentile, D.A., Chew, C.L., Sim, T., Fung, D., Lim, C.G., Li D.D, Pingle, P., Chng, G.S., Tan, C.H.A., Kotov, R., Paul, D., & Tripathi, S. (2014). *Singapore Youth in the Cyber World: A 4-Year Longitudinal Study.* National Institute of Education, Singapore.
4. Khoo, A., A.K.F Liau, Choo, H., 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
5. Khoo, A., Choo, H.K., Gentile, D.A., Liau, 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
6. *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.
7. Khoo, A., Liau, 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.
8. Khoo, A., Choo, H.K., Chen, V., Liau, 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.
9. Khoo, A., Chen, V., Liau, 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.
10. 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.
11. 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.
12. 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.
13. Khoo, A., Liau, 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.
14. 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.

15. 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.
16. 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.
17. 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.
18. 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.
19. 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)

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

1. Gentile, D.A. (2024, April) Organizer and discussant for session titled: Effects of Media Multitasking: Cross-Sectional, Experimental, and Longitudinal Evidence. Midwestern Psychological Association Conference, Chicago, IL.
2. Gentile, D. A., Choo, H., Sim, T., Chen, V., Fung., D., & Khoo, A. (2024, April). Longitudinal Associations Between Media Multitasking and Healthy Functioning Among Schoolchildren. Paper presented at the Midwestern Psychological Association Conference, Chicago, IL.
3. *Rogojina, A. & Gentile, D. A. (2024, April). Media Multitasking Motivations and Stress Relief. Paper presented at the Midwestern Psychological Association Conference, Chicago, IL.
4. Rosenkranz, R. R., Dixon, P., Dzewaltowski, D. A., McLoughlin, G. M., Lee, J. A., Wolff, M. M., Chen, S., Vazou, S., Lanningham-Foster, L., Gentile, D. A., Welk, G. J. (2021, June). A cluster-randomized trial assessing comparative effectiveness of two SWITCH implementation processes for school wellness programming. Paper presented at the ISBNPA XChange 2021 conference, Online.
5. Gentile, D. A., **Anderson, M., **Christiani, M., **Auckland, P., **Cashin, L., & **Ash, S. (2020, November)., Virtual reality may help meditating become reality. Paper presented at the Mind & Life Institute Contemplative Research Conference, Online.
6. McLoughlin, G. M., Lee, J. A., Lanningham-Foster, L., Gentile, D. A., Chen, S., Vazou, S., Dzewaltowski, D. A., Rosenkranz, R. R., Liecthy, L., Torbert, A., Welk, G. J. (2019, June). A Mixed-Methods Process Evaluation of the School Wellness Integration Targeting Child Health (SWITCH®) Dissemination Project. Poster presented at the International Society of Behavioral Nutrition and Physical Activity Annual Meeting, Prague, Czech Republic.
7. Rosenkranz, R. R., McLoughlin, G. M., Dzewaltowski, D. A., Lee, J. A., Wolff, M. M., Rosen, M., Chen, S., Vazou, S., Lanningham-Foster, L., Gentile, D. A., Welk, G. J. (2019, June). Self-monitoring of physical activity and sedentary behavior within a whole-of-school intervention: Findings from the SWITCH Feasibility Study. Poster presented at the International Society of Behavioral Nutrition and Physical Activity Annual Meeting, Prague, Czech Republic.
8. McLoughlin, G. M., *Lee, J. A., Lanningham-Foster, L., Gentile, D. A., Chen, S., Vazou, S., Wolff, M. M., Dzewaltowski, D. A., Rosenkranz, R. R., Liechty, L., Torbert, A., Welk, G. J. (2019, April). School Wellness Integration Targeting Child Health (SWITCH): A Model for Training and Dissemination. Paper presented at the SHAPE America National Convention & Expo, Tampa Bay, FL.
9. *Lee, J. A., Lanningham-Foster, L. M., S., Vazou, S., Wolff, M. M., Dzewaltowski, D. A., Rosenkranz, R. R., Gentile, D. A., Chen, Liechty, L., Torbert, A., Welk, G. J. (2019, April). Effect of School- and Staff-Level Capacity on Wellness Program Implementation. Paper presented at the SHAPE America National Convention & Expo, Tampa Bay, FL.
10. Chen, S., Welk, G. J., Dzewaltowski, D. A., Gentile, D. A., Lanningham-Foster, L., Rosenkranz, R. R., Vazou, S., *Lee, J. A., *Wolff, M., & Lukowski, R.(2018). *Process Evaluation of the SWITCH™*

Training Model for Enhancing School Wellness. Paper presented at the 2018 International Society for Behavioral Nutrition and Physical Activity Annual Meeting, Hong Kong, China.

11. Sweet. D.M., Gentile, D. A., & *Stone, W. (2018, February). *The development of a mindful communication measure: Challenges and opportunities.* Paper presented at The Western States Communication Conference, Santa Clara, CA.
12. *He, L., Sweet, D.M., & Gentile, D.A. (2017, November) *A preliminary investigation: Communication apprehension and well-being in veterinary medical students*. Paper presented at the National Communication Association, Dallas, TX)
13. *He, L., Sweet, D.M., Gentile, D.A. (2017, August) *Mindfulness and consumerism: The connection to buying behavior and life satisfaction.* Poster presented at the American Psychological Association annual conference, Washington, DC.
14. Gentile, D. A., Sweet, D., *He, L., & *Lewis, A. (2016, November). *Downward social comparison and good wishes for others: Which leads to a better psychological state in the short term?* Paper presented at the International Symposium for Contemplative Studies, San Diego.
15. Gentile, D. A., Prot, S., Bushman, B. J., Huesmann, L. R., Anderson, C. A., & Boxer, P. (2016, July). *Violent video game exposure within a broader risk and resilience approach: The moderating effect of neighborhood?* Paper presented at the International Society for Research on Aggression Bienniel Conference, Sydney, Australia.
16. Warburton, W. A., Busching, R., & Gentile, D. A. (2016, July). *Video games meet key needs but the content impacts behaviour.* Paper presented at the International Society for Research on Aggression Bienniel Conference, Sydney, Australia.
17. Anderson, C.A., Suzuki, K., Swing, E.L., Gentile, D. A., Prot, S., Lam, C. P., *Groves, C. L., Sakamoto, A., Horiuchi, Y., Krahé, B., Jelic, M., Liuqing, W., Toma, R., Warburton, W. A., Petrescu, P., Zhang, X., Tajima, S., & Qing, F. *Media Violence and Other Aggression Risk Factors in Seven Nations*. Paper presented at the International Society for Research on Aggression Bienniel Conference, Sydney, Australia.
18. Gentile, D. A., Li, D., Khoo, A., *Prot, S., & Anderson, C. A. (2014, July). *Mediators and moderators of long-term effects of violent video games on aggressive behavior: Practice, thinking, and action.* Paper presented at the International Society for Research on Aggression Bienniel Conference, Atlanta, GA.
19. Gentile, D. A., Reimer, R., & Nathanson, A. (2014, July). *A prospective study of the protective effects of parental monitoring of children's media.* Paper presented at the International Society for Research on Aggression Bienniel Conference, Atlanta, GA.
20. Komendowski, P. & Gentile, D. A. (2013, October). *The Iowa Media Literacy Curriculum*, 2013 ITAG Conference, Des Moines, IA.
21. 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.
22. *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.
23. 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.
24. 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.
25. 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.
26. 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.
27. 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.
28. 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.

29. 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.
30. 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.
31. 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.
32. 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
33. 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.
34. 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.
35. 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.
36. 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.
37. 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.
38. 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
39. *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.
40. *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.
41. *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.
42. 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 Assosiation, Boston, MA.
43. Gentile, D. A. & Anderson, C. A. (2008, August). *Violent video game effects: An overview*. Paper presented at the Annual Convention of the American Psychological Assosiation, Boston, MA.
44. *Stone, W. & Gentile, D. A. (2008, August). *The five dimensions of video game effects*. Paper presented at the Annual Convention of the American Psychological Assosiation, Boston, MA.
45. *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

46. 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.
47. *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.
48. Bushman, B. J., Huesmann., L. R., Anderson, C. A., Gentile, D. A., O'Brien, M., Moceri, 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.
49. *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
50. 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.
51. 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.
52. 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.
53. *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.
54. 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.
55. 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.
56. 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.
57. 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.
58. 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.
59. *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.
60. *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.
61. 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.
62. 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.,

Fakinos, 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. (2024, March). *Can people really be "addicted" to video games? The state of the science*. Invited webinar for University of Iowa Health Care, Online.
2. Gentile, D. A. (2023, October). *Your brain on media violence*. Invited presentation for the 5210 Summit, Iowa Healthiest State Initiative, Ankeny, IA.
3. Gentile, D. A. (2022, March). *Media's effects on children's social-emotional health*. Invited presentation for the Iowa Association of Counties, Des Moines, IA.
4. Gentile, D. A. (2022, January). *Screen time: Kids, parents, and active mediation*. Invited presentation for the Hamline Robinson School, Online.
5. Gentile, D. A. (2021, November). *Violent video games' effects on children and adolescents*. Invited presentation for the University at Buffalo, Online.
6. Gentile, D. A. (2021, November). *Media's effects on children's social-emotional health: For better and Worse*. Invited presentation for the Iowa BEST: Behavioral, Equitable, Social-Emotional, Trauma-Informed Health in Schools Summit, Des Moines, IA.
7. Gentile, D. A. (2021, May). *Video games and mental health*. Invited plenary presentation for the Digital Media and Mental Health Virtual Research Retreat, Online.
8. Gentile, D. A. (2021, January). *The subtlety of media violence effects*. Invited presentation for the Children and Screens: Institute of Digital Media and Child Development "Ask the Experts" webinar, Jericho, New York.
9. Gentile, D. A. (2020, September). *Brief overview of video game effects*. Invited presentation for the Children and Screens: Institute of Digital Media and Child Development "Ask the Experts" webinar, Jericho, New York.
10. Gentile, D. A. (2019, March). *The science behind gaming disorders*. Psi Chi Honors Society Lecture, St. John's University, New York.
11. Gentile, D. A. (2018, October). *Modern methods in the study of media violence*. Organizer/moderator at the 2018 Digital Media and Developing Minds Conference, Cold Spring Harbor, NY.
12. Gentile, D. A. (2018, October). *Gaming disorder and public policy*. Invited plenary address at Seton Hall University Law School's Institute for Privacy Protection Fall Workshop on Kids' Technology Over-Use, Newark, NJ.
13. Gentile, D. A. (2018, September). *The science of gaming disorders*. Invited keynote address at the Youth and Recovery: An Opportunity to Explore Prevention, Treatment, and Recovery Strategies for Youth Ages 12-25 conference, Iowa Department of Public Health, Ames, Iowa.
14. Gentile, D. A. (2018, April). *Mass media and children: The science beyond the hype*. Invited plenary address at the Iowa Society of Medical Assistants' State Convention, Tama, Iowa.
15. Gentile, D. A. (2018, April). *It IS brain science!* Invited keynote at the Children's Screen Time Action Network Conference, Wheelock College, Boston, MA.
16. Gentile, D. A. (2016, July). *Do the news media report or cause the news?* Invited presentation at the Australian Council on Children and the Media conference, Parliament House, Sydney, NSW, Australia.
17. Gentile, D. A. (2015, October). *Online and Gaming Addiction: The State of the Science*. Invited presentation at the National Academy of Sciences Sackler Colloquia, Washington, DC.
18. Gentile, D. A. (2015, September). *Violent Video Games as a Risk Factor for Aggression: Data from International Studies*. Invited presentation at the Japanese Association of Criminal Psychology, Sendai, Japan.
19. Gentile, D. A. (2015, October). *Screening out reality: The impact of media on children.* Invited keynote at the Mid-Americal Trails and Greenways Conference, Des Moines, IA.
20. Gentile, D. A. (2015, May). *Online and gaming addiction*. Invited presentation at a joint meeting of the Institute of Medicine's Boards of Children, Youth and Families and Global Health and the Institute of Digital Media and Child Development, Washington, DC.
21. Gentile, D. A. (2015, April). *Prosocial vs. violent video games: They both win!* Invited presentation at the Conflicts in Games and Gaming conference, Aarhus, Denmark.

22. Gentile, D. A. (2015, March). *Media and prosocial behavior.* Invited presentation at the Second Annual Moral Development Preconference, Society for Research in Child Development, Philadelphia, PA.
23. 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.
24. 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.
25. 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.
26. Gentile, D. A. (2014, May). *The state of the science on Internet Gaming Disorder.* Invited address at the Annenberg Retreat at Sunnylands 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.
27. Gentile, D. A. (2014, April). *How can video games be used to improve children's health and wellness?* Invited plenary address at 58th Annual Pediatric Spring Conference, Des Moines, IA.
28. 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.
29. Gentile, D. A. (2013, May). *Understanding media violence within a risk and resilience approach*. Invited address at the Midwest Psychological Association Conference, Chicago, IL.
30. Gentile, D. A. (2012, October). *Media violence and brain development*. Plenary address at the 2012 Mental Health Conference, Ames, IA.
31. 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
32. 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.
33. Gentile, D. A. (2012, March). *Recent research on video game "addiction."* Plenary address at the Corporate Takeover of Childhood: Who's Paying the Price, 3rd Australian Conference on Children and the Media, Melbourne, Australia.
34. 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.
35. Gentile, D. A. (2011, November). *Not seen on TV: The truth about media's effects on children.* Keynote address at the 3rd Educating for Health Conference, Ministry of Education, Singapore.
36. 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.
37. 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.
38. 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.
39. 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.
40. 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.
41. 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
42. 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.
43. 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.

44. 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.
45. 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.
46. Gentile, D. A. (2006, September). *Becoming Media Wise and Digital Savvy*. Keynote address at the Oregon WIC Annual Statewide Meeting, Portland, OR.
47. Gentile, D. A. (2006, March). *Media violence and children*. Keynote address at the 10th Annual Greater Texas Community Partners Conference, Dallas, TX.
48. Gentile, D. A. (2006, March). *Becoming Media Wise and Digital Savvy*. Keynote address at the 10th Annual Greater Texas Community Partners Conference, Dallas, TX.
49. Gentile, D. A. (2005, November). *Your brain on media*. Keynote address at the Governor's 7th Annual Safe Schools Summit, Oklahoma City, OK.
50. Gentile, D. A. (2005, September). The impact of media on health behaviours. Centro di Medicina Preventiva, Verona, Italy.
51. Gentile, D. A. (2005, September). *The psychology of advertising and the problem with health education.* Centro di Medicina Preventiva, Verona, Italy.
52. 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 Dependenza, Verona, Italy.
53. 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.
54. 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.
55. 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.
56. 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.
57. 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.
58. Gentile, D. A. (2002, October). *Media and Literacy*. Invited keynote presented at the 2002 Youth Summit, Columbia, TN.

UNIVERSITY OUTREACH

OUTREACH: PUBLICATIONS (NON-REFERREED)

1. Rokkum, J.N. & Gentile, D.A. (2018) How concerned should we be about video gaming disorder? *Pediatrics for Parents*.
2. Youth Violence Commission [Contributing group author]. (2018). *Risk factors for youth aggression.* International Society for Research on Aggression. Available: http://www.israsociety.com/special-statement/report-of-the-youth-violence-commission
3. Gentile, D. A. (2015). How can I limit my child's time playing apps and video games? www.babycenter.com
4. Gentile, D. A. (2015). Can spending too much time playing apps and video games hurt my child? www.babycenter.com
5. 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/
6. 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
7. 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
8. 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.
9. Gentile, D. A. (2005). The effects of video games on children: What parents need to know. *Pediatrics for Parents, 21(6),* 10-11.
10. 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.
11. 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.
12. 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.
13. Gentile, D. A. (2009). Media violence and public policy: Cutting through the hype. *Pediatrics for Parents*, *25*, 20-22.
14. 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.
15. Gentile, D. A. (2000, Summer). TV in the bedroom. *MediaWise, 10,* 1.

OUTREACH: PROJECTS

1. Hosted the Digital Literacy International Conference at Iowa State University, October 2019
2. Iowa Media Literacy curriculum and training for 5th – 8th graders in the state of Iowa. Information available at www.iowamedialiteracy.org
3. Hosted the Digital Literacy International Conference at Iowa State University, November 2017
4. *Science of Parenting* monthly radio show and podcast, available at www.scienceofparenting.org and www.itunes.com. 2010 - 2013 [Producer and host]

OUTREACH: VIDEOS

1. Gentile, D. A. & Komendowski, P. (2014) *The Professor and the Ad-Man*. www.iowamedialiteracy.org [Educational video]

FUNDING FOR OUTREACH PROJECTS

1. Gentile, D. A. (2018 – present). Partnership for a Healthy Iowa. [Responsible for development, management, and implementation of an Iowa-based digital literacy research study.]
2. Komendowski, P. & Gentile, D. A. (2012-2013). Aegon Transamerica Foundation, "Media Literacy Pilot Program." [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.]
3. Komendowski, P. & Gentile, D. A. (2010-2011). Wellmark Foundation, "Media Literacy Pilot Program – Grades 5 – 8." [Responsible for developing and creating the Iowa Media Literacy project and for providing a pilot test in five IA school districts.]
4. Gentile, D. A. & Cress, J. (2008). Iowa Psychological Foundation & Scott County Empowerment Board,"Creation and implementation of a media literacy awareness and educational campaign." [Responsible for developing a media literacy training video that was provided to over 1000 Iowa pediatricians, psychologists, and health care workers.]

HONORS AND AWARDS FOR OUTREACH

Educational Aids Blue Ribbon Award, American Society of Agricultural and Biological Engineers, 2014

OUTREACH: MEDIA INTERVIEWS

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

- *New York Times*
- *20-20*
- *Wall Street Journal*
- *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. (2024, August). Several presentations to Harlan School District middle school, high school, teachers, and parents. Harlan, IA.

Gentile, D. A. (2021, February). *The truth about video games*. Invited talk for the PedX Talk series, Envision New Mexico, UNM, Albuquerque, NM.

Gentile, D. A. (2019, March). *Working with difficult emotions*. Invited workshop at the Sedona Yoga Festival, Sedona, AZ.

Gentile, D. A. (2019, March). *Public profile, personal practice*. Invited panel discussion at the Sedona Yoga Festival, Sedona, AZ.

Gentile, D. A. (2019, March). *Not seen on TV: The truth about media's effects on children.* Invited presentation to the Des Moines Area Clergy Cluster for Disciples of Christ, Bondurant, IA.

Gentile, D. A. (2018, November). *Navigating screen-time usage: The scientific evidence*. Invited presentation at the 2018 SWITCH School Wellness Conference, Ames, IA.

Gentile, D. A. (2018, October). *Internet Gaming Disorder*. Grand Rounds presentation at Mary Greeley Medical Center, Ames, IA.

Gentile, D. A. (2018, June). *The multiple effects of video games related to children's health and wellness*. Invited Grand Rounds at the Austen Riggs Center, Stockbridge, MA.

Gentile, D. A. (2018, February). *Video games and youth*. Grand Rounds presentation at Mary Greeley Medical Center, Ames, IA.

Gentile, D. A. (2018, February). S*ympathetic society and your nervous system*. Invited panel discussion at the Sedona Yoga Festival, Sedona, AZ.
Gentile, D. A. (2018, February). *Making meditation useful: Unpacking the multiple skills of mindfulness and other meditations*. Presentation at the Sedona Yoga Festival, Sedona, AZ.
Gentile, D. A. (2018, February). *Practical Buddhism: Bringing the philosophy down to earth*. Presentation at the Sedona Yoga Festival, Sedona, AZ.
Gentile, D. A. (2015, May). *The multiple effects of video games and how they relate to children's health and wellness*. Grand Rounds presentation at Mary Greeley Medical Center, Ames, IA.
Gentile, D. A. (2015, April). *Media violence and the Brain: What should I believe?* Invited plenary address presented at the 30th Annual Risky Business Conference, Ames, IA.
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, 3rd 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 3rd 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*. 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, 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 19th Annual Risky Business Conference, Ames, IA.

TEACHING

UNIVERSITY TEACHING EXPERIENCE

Psicologia dello Sviluppo Tipco e Atipico (PY5254), Universitá Cattolica del Sacro Cuore, Milano, Italy – 7.6 on a 9-point scale
Introductory Psychology (Psy 101), Iowa State University (Average student evaluation – 4.55 on a 5-point scale
Media Psychology (Psy 386), Iowa State University (online course; Average student evaluation – 4.71 on a 5-point scale)
Graduate Seminar in Social Psychology: Media Psychology (Psy 595i), Iowa State University (Average student evaluation – 4.50 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/CHAIR

Student	Entered	MS	PhD	
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	withdrew		
Stone, William (HCI)	S2012	2009	2017	
Blanco-Herrera, Jorge	F2013	2017	n/a	
Lewis, Ann	F2013	n/a	2019	co/Blankenship
Zhang, Pollyanna Bopeng	F2013	n/a	withdrew	co/Fiore
He, Lanmiao	F2015	n/a	2020	
Rokkum, Jeff (Psych & HCI)	F2016	n/a	2021	
Kirwin, Ali (HCI)	F2016	n/a	withdrew	
Kim, El-Lim	F2019	2021	2024	
Rogojina, Alyona	F2022	n/a		

GRADUATE ADVISING/COMMITTEES AT OTHER UNIVERSITIES

Student	University	MS
Sfera, Michale	Texas A&M	2015

INTERNAL FUNDING FOR COURSE DEVELOPMENT

1. Gentile, D. A. (2014). Engineering-LAS Online Learning, "Online Course Development to Update Psychology 386, Media Psychology."
2. Gentile, D. A. (2012). Engineering-LAS Online Learning, "Online Course Development for Psychology 386, Media Psychology."

HONORS AND AWARDS FOR TEACHING

Visiting Professor, Department of Psychology, Università Cattolica del Sacro Cuore, Milano, Italy, 2022
Visiting Professor, Department of Psychology, University of California at Riverside, 2020
Visiting Professor, Department of Psychology, Università Cattolica del Sacro Cuore, Milano, Italy, 2016
Outstanding Achievement in Teaching, College of Liberal Arts and Sciences, Iowa State University, 2014
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)
Shakeshaft Master Teacher, Iowa State University, 2009
Excellence in Undergraduate Introductory Teaching, College of Liberal Arts and Sciences, Iowa State University, 2009
Exceptional Teaching in a Large Enrollment Course, Department of Psychology, Iowa State University, 2006

CONFERENCE PRESENTATIONS BY UNDERGRADUATE ADVISEES (PARTIAL LIST)

1. *Faulhaber, M., *Hoger, M., *Miller, C., *Brouwer, C., & *Paulsen, J., Blanco-Herrera, J. (Graduate student), & Gentile, D. A. (2015, April). *Iowa Media Literacy Program – Educating Children about Advertisements.* Poster presented at the Butler University Undergraduate Research Conference, Indianapolis, IN.
2. *Davis, J., *Purdum, E., *Koehn, Z., Blanco-Herrera, J. (Graduate student), & Gentile, D. A. (2015, April). *Don't be a rube, get rid of the tube.* Poster presented at the Butler University Undergraduate Research Conference, Indianapolis, IN.

3. *Berch, O. & *Swanson., R., & Gentile, D. A. (2015, April). *Video games and personality: A link with ADHD.* Poster presented at the Butler University Undergraduate Research Conference, Indianapolis, IN.
4. *Berch, O., *Davis, J., *Markland, A., Blanco-Herrerra, 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.
5. *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 27th Annual College of Social and Behavioral Sciences Student Research Conference, Cedar Falls, IA.
6. *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.
7. *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.
8. *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.
9. *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.
10. *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.
11. *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.
12. *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.
13. *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.
14. *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.
15. *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.

SERVICE

UNIVERSITY SERVICE

2024-25: Communication Studies P&T (chair), Phi Beta Kappa selection committee
2023-24: Communication Studies P&T, ISU WellBeing Mindfulness Programming, Phi Beta Kappa selection committee
2022-23: ISU WellBeing Mindfulness Programming
2021-22: LAS Representative Assembly, ISU WellBeing Mindfulness Programming
2020-21: LAS Representative Assembly, ISU WellBeing Mindfulness Programming

2018-19: LAS Representative Assembly, Post-Tenure Review Committee (Political Science)
2017-18: LAS Representative Assembly (Chair), LAS Executive Committee (Chair)
2016-17: LAS Representative Assembly, LAS Executive Committee
2015-16: LAS Representative Assembly
2014 : Graduate College Appeal Committee (Chair)
2013-14: Margaret Ellen White Awards Committee
2011-14: Graduate Council
2006-14: 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

2024-25: Human Relations and Grievances (chair), Belonging and Engagement Committee, Faculty Enhancement Committee
2023-24: Human Relations and Grievances (chair), Diversity Equity & Inclusion Committee (chair), Faculty Enhancement Committee
2022-23: CERTS (Chair), Human Relations and Grievances (chair), Diversity Equity & Inclusion Committee
2021-22: CERTS (Chair), Human Relations and Grievances (chair), Diversity Equity & Inclusion Committee
2020-21: CERTS, Human Relations and Grievances
2018-19: Promotion and Tenure (Chair), Research Participation Pool, Social Area Co-chair, Graduate Program Committee
2017-18: Faculty Enhancement Committee, Public Relations (Chair), Promotion and Tenure
2016-17: Public Relations (Chair), Promotion and Tenure Committee
2015-16: Public Relations (Chair), Faculty Enhancement Committee
2014-15: Public Relations (Chair), Faculty Enhancement Committee
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

CURRENT PROFESSIONAL MEMBERSHIPS

American Association for the Advancement of Science (AAAS)
American Psychological Association (APA)
American Psychological Association, Division 8 (Society for Personality and Social Psychology)
American Psychological Association, Division 46 (Media Psychology)
Association for Psychological Science (APS)
International Society for Research in Aggression (ISRA)

REVIEWING (PARTIAL LIST)
Editorial Board, *Psychology of Popular Media* (2011-present)
Consulting Editorial Board, *SUCHT - Interdisciplinary Journal of Addiction Research* (2020-present)
Special Issue Editor, *Technology, Mind, and Behavior* (2022-2023)
Associate Editor, *Entertainment Computing* (2015-2017)
Editorial Board, *Journal of Applied Developmental Psychology* (2000-2015)
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*, *Clinical Psychology Review*
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*, *Frontiers 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 Consulting and Clinical Psychology*
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 Happiness Studies*
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*, *Journal of Research in Personality*
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, Proceedings of the National Academy of Science*
Reviewer *ad hoc*, *Psychology of Addictive Behaviors*
Reviewer *ad hoc*, *Psychological Science*
Reviewer *ad hoc*, *Science*
Reviewer *ad hoc*, *Social Development*
Reviewer *ad hoc*, *Youth and Society*

Reviewer, Austrian Science Fund, 2015, 2023
Reviewer, American Psychological Association Task Force on Media Violence Report, 2015
Reviewer, International Society for Research in Aggression Biennial Conference, 2014
Reviewer, French National Cancer Institute, 2014 (compensated)
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, National Science Foundation, 2012, 2013
Reviewer, Robert Wood Johnson Foundation, Healthy Eating Research Panel, 2008 (compensated)
Reviewer, National Institutes of Health, Psychosocial Development, Risk and Prevention Review Committee, June 2006 (compensated)
Reviewer, Nuffield Foundation, Social Science Small Grants Scheme, 2008
Reviewer, Society for Research in Child Development 2005 Biennial Meeting

OTHER PROFESSIONAL SERVICES

Member, American Psychological Association Screen Content Expert Advisory Panel, 2024
Member, Working Group on the WHO Collaborative Project on the Development of New International Screening and Diagnostic Instruments for Gaming Disorder and Gambling Disorder, World Health Organization, 2019 – present
Member, DSM-5TR Gaming Disorder Advisory Committee, 2020 – 2023
Member, Committee on the Impact of Social Media on the Health and Wellbeing of Adolescents and Children, National Academies of Sciences, Engineering, and Medicine, 2022 - 2023
Member, Board of Advisors, DQ Institute, ~2015 – present
Member, Board of Directors, Partnership for a Healthy Iowa (previously the Partnership for a Drug-Free Iowa/Face it Together), 2009 – present
Member, Board of Advisors, Screen Time Network, 2017-2023
Editorial Search Committee, American Psychological Association, *Psychology of Popular Media Culture*, 2018-2019
Member, Board of Advisors, Action Coalition for Media Education, Albuquerque, NM. 2002 – 2017
Chair, Online and Gaming Addiction Workgroup, Institute of Digital Media and Child Development, 2014-2017
Member, Executive Council, International Society for Research on Aggression, 2012 – 2015
Member, Board of Advisors, ParentsWare, La Jolla, CA 2013-2015
Teaching Mentor, Society for Research in Child Development Teaching Mentorship Program, 2012 – 2013
Member, Board of Directors, KHOI-FM community radio, Ames, IA 2011
Member, Advisory Reference Group, 2010 World Summit on Media for Children and Youth, Karlstad, Sweden, 2008-2009
Member, Board of Advisors, Family Connections (public television program), KSMQ Public Television, Austin, MN, 2008 - 2009
Member, Organizing Committee, Video Games/Entertainment Industry Technology and Medicine Conference, Marina Del Rey, CA, December 10-11, 2004
Member, Board of Directors, College of Education and Human Development Alumni Society, University of Minnesota, Minneapolis, MN. Term: 2000 - 2003
Member, Board of Advisors, Media Knowledge, Inc., New Fairfield, CT. 1999 – 2008
Member, Board of Directors, Turn Off the Violence, Minneapolis, MN. Term: 1999 - 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, *ad hoc* since 2007

HONORS AND AWARDS FOR SERVICE

Outstanding service to the public and profession, Department of Psychology, Iowa State University, 2007