ARTICOLI TROVATI A SEGUITO DELLA PRIMA RICERCA:

Ricerca effettuata su JAMA utilizzando la voce: <<Video games connectivity>>

1. “Tendon Rupture Associated With Excessive Smartphone Gaming”

<http://jamanetwork.com.offcampus.dam.unito.it/journals/jamainternalmedicine/fullarticle/2247157?resultClick=1>

1. “Energy Expenditure and Cardiovascular Responses to Seated and Active Gaming in Children” <http://jamanetwork.com.offcampus.dam.unito.it/journals/jamapediatrics/fullarticle/380104?resultClick=1>

ARTICOLI TROVATI A SEGUITO DELLA SECONDA RICERCA:

Utilizzando su Pubmed la stringa di ricerca <<Video gaming effect>>.

* “Trait impulsivity and impaired prefrontal impulse inhibition function in adolescents with internet gaming addiction revealed by a Go/No-Go fMRI study”

<https://www-ncbi-nlm-nih-gov.offcampus.dam.unito.it/pubmed/24885073>

* “The Effects of Pathological Gaming on Aggressive Behavior”

<https://www-ncbi-nlm-nih-gov.offcampus.dam.unito.it/pubmed/20549320>

# “Nintendo Wii video-gaming ability predicts laparoscopic skill”

# <https://www-ncbi-nlm-nih-gov.offcampus.dam.unito.it/pubmed/20108147>

# “Effects of adolescent online gaming time and motives on depressive, musculoskeletal, and psychosomatic symptoms”

# <https://www-ncbi-nlm-nih-gov.offcampus.dam.unito.it/pubmed/26072677>

# “The effect of violent and nonviolent video games on heart rate variability, sleep, and emotions in adolescents with different violent gaming habits”

# <https://www-ncbi-nlm-nih-gov.offcampus.dam.unito.it/pubmed/23645706>

# “Intensive video gaming improves encoding speed to visual short-term memory in young male adults”

# <https://www-ncbi-nlm-nih-gov.offcampus.dam.unito.it/pubmed/23261420>