**Supplementary Table 1. Correlations of exposure to violence across media among 10–15 year-olds at Wave 1 (n=1,586)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Violence in... | Television | Music | Video games | Websites with real people | Websites with cartoons |
| Television | 1 |  |  |  |  |
| Music | 0.4372 | 1 |  |  |  |
| Video games | 0.4591 | 0.3085 | 1 |  |  |
| Websites with real people | 0.2368 | 0.3401 | 0.2232 | 1 |  |
| Websites with cartoons | 0.2967 | 0.2918 | 0.3285 | 0.374 | 1 |

All correlations are statistically significant at *P*<0.001

**Supplementary Table 2. Sensitivity analysis: The relative odds of seriously violent behavior - without sexual violence – given earlier exposure to violent media**

| Exposure to media violence at baseline | | | Did not report seriously violent behavior | Reported seriously violent behavior | | Unadjusted logistic regression model | | Adjusted logistic regression model |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | % (n) | % (n) | OR (95% CI) | | p-value | aOR (95% CI) | p-value |
| Childhood violent media predicting adolescent violent behavior | | | |  |  | |  |  |  |
|  | Violent media diet (M: SE) | |  |  | **2.51 (1.74, 3.62)** | | **<0.001** | **1.70 (1.15, 2.50)** | **0.008** |
|  | Amount of violence in TV shows consumed at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none or some | 74.89 (614) | 38.58 (19) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Many / almost all / all | 25.11 (206) | 61.42 (31) | **4.75 (2.12, 10.61)** | | **<0.001** | **3.46 (1.52, 7.88)** | **0.003** |
|  | Amount of violence in music listened to at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 44.15 (362) | 20.51 (10) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some | 44.22 (363) | 55.86 (28) | **2.72 (1.10, 6.72)** | | **0.03** | 1.75 (0.66, 4.66) | 0.26 |
|  |  | Many / almost all / all | 11.63 (95) | 23.63 (12) | **4.37 (1.67, 11.43)** | | **0.003** | 2.01 (0.63, 6.45) | 0.24 |
|  | Amount of violence in video games played at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 38.49 (316) | 10.08 (5) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some | 38.17 (313) | 33.80 (17) | **3.38 (1.21, 9.45)** | | **0.02** | *2.31 (0.79, 6.73)* | *0.13* |
|  |  | Many / almost all / all | 23.34 (192) | 56.12 (28) | **9.18 (3.47, 24.34)** | | **<0.001** | **4.97 (1.65, 15.00)** | **0.01** |
|  | Amount of violence seen in websites that show real people at baseline | |  |  |  | |  |  |  |
|  |  | None/almost none | 86.88 (713) | 70.96 (35) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some / many / almost all / all | 13.12 (108) | 29.04 (14) | **2.71 (1.15, 6.40)** | | **0.02** | 1.37 (0.59, 3.16) | 0.47 |
|  | Amount of violence seen in websites that show cartoons at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 59.21 (486) | 34.89 (17) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some | 32.48 (267) | 49.90 (25) | **2.61 (1.15, 5.92)** | | **0.02** | 1.86 (0.73, 4.74) | 0.19 |
|  |  | Many / almost all / all | 8.31 (68) | 15.21 (8) | 3.11 (0.87, 11.16) | | 0.08 | 1.30 (0.47, 3.61) | 0.61 |
| Childhood violent media predicting adult violent behavior | | | |  |  | |  |  |  |
|  | Violent media diet (M: SE) | |  |  | **1.48 (1.00, 2.19)** | | **0.05** | 1.04 (0.61, 1.78) | 0.88 |
|  | Amount of violence in TV shows consumed at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none or some | 72.81 (522) | 38.67 (12) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Many / almost all / all | 27.19 (195) | 61.33 (19) | **4.25 (1.51, 11.92)** | | **0.006** | *3.02 (0.95, 9.62)* | *0.06* |
|  | Amount of violence in music listened to at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 45.66 (327) | 33.71 (11) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some | 41.69 (299) | 48.85 (15) | 1.59 (0.51, 4.92) | | 0.42 | 1.42 (0.46, 4.40) | 0.55 |
|  |  | Many / almost all / all | 12.65 (91) | 17.45 (5) | 1.87 (0.61, 5.71) | | 0.27 | 0.78 (0.18, 3.35) | 0.74 |
|  | Amount of violence in video games played at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 39.73 (285) | 15.91 (5) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some | 36.94 (265) | 47.34 (15) | **3.20 (0.98, 10.41)** | | **0.05** | 2.06 (0.60, 7.06) | 0.25 |
|  |  | Many / almost all / all | 23.33 (167) | 36.75 (11) | **3.93 (1.34, 11.55)** | | **0.01** | 1.92 (0.61, 6.01) | 0.26 |
|  | Amount of violence seen in websites that show real people at baseline | |  |  |  | |  |  |  |
|  |  | None/almost none | 86.23 (618) | 72.06 (23) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some / many / almost all / all | 13.77 (99) | 27.94 (9) | 2.43 (0.75, 7.87) | | 0.14 | 1.62 (0.45, 5.82) | 0.46 |
|  | Amount of violence seen in websites that show cartoons at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 58.11 (417) | 72.92 (23) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some / many / almost all / all | 41.89 (300) | 27.08 (8) | 0.52 (0.21, 1.27) | | 0.15 | **0.30 (0.11, 0.80)** | **0.02** |

**Supplementary Table 3. Sensitivity analysis: The relative odds of seriously violent behavior given earlier exposure to violent media, imputed data**

| Exposure to media violence at baseline | | | Did not report seriously violent behavior | Reported seriously violent behavior | | Unadjusted logistic regression model | | Adjusted logistic regression model | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | % (n) | % (n) | OR (95% CI) | | p-value | aOR (95% CI) | p-value |
| Childhood violent media predicting adolescent violent behavior | | | |  |  | |  |  |  |
|  | Violent media diet (M: SE) | | -0.7 (0.03) | 0.60 (0.15) | **2.45 (1.68, 3.59)** | | **<0.001** | **1.70 (1.13, 2.55)** | **0.01** |
|  | Amount of violence in TV shows consumed at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none or some | 75.46 (606) | 40.91 (27) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Many / almost all / all | 24.54 (197) | 59.09 (39) | **4.44 (2.17, 9.07)** | | **<0.001** | **3.50 (1.74, 7.02)** | **<0.001** |
|  | Amount of violence in music listened to at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 44.94 (361) | 16.93 (11) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some | 43.80 (352) | 58.02 (39) | **3.52 (1.56, 7.91)** | | **0.002** | *2.30 (0.97, 5.47)* | *0.06* |
|  |  | Many / almost all / all | 11.26 (90) | 25.05 (17) | **5.91 (2.32, 15.04)** | | **<0.001** | **3.27 (1.17, 9.12)** | **0.02** |
|  | Amount of violence in video games played at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 39.02 (314) | 10.91 (7) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some | 37.36 (300) | 44.64 (30) | **4.27 (1.79, 10.18)** | | **0.001** | **2.70 (1.13, 6.44)** | **0.03** |
|  |  | Many / almost all / all | 23.62 (190) | 44.45 (30) | **6.73 (2.81, 16.11)** | | **<0.001** | **3.27 (1.17, 9.14)** | **0.02** |
|  | Amount of violence seen in websites that show real people at baseline | |  |  |  | |  |  |  |
|  |  | None/almost none | 86.99 (699) | 73.71 (49) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some / many / almost all / all | 13.01 (105) | 26.29 (18) | **2.39 (1.11, 5.14)** | | **0.03** | 1.20 (0.53, 2.68) | 0.66 |
|  | Amount of violence seen in websites that show cartoons at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 59.28 (476) | 40.46 (27) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some | 32.79 (264) | 41.44 (28) | *1.85 (0.88, 3.89)* | | *0.10* | 1.30 (0.56, 3.03) | 0.54 |
|  |  | Many / almost all / all | 7.92 (64) | 18.10 (12) | **3.35 (1.11, 10.09)** | | **0.03** | 1.46 (0.53, 4.03) | 0.47 |
| Childhood violent media predicting adult violent behavior | | | |  |  | |  |  |  |
|  | Violent media diet (M: SE) | | -0.06 (.04) | 0.63 (0.28) | **2.18 (1.40, 3.40)** | | **0.001** | **1.74 (1.07, 2.85)** | **0.03** |
|  | Amount of violence in TV shows consumed at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none or some | 73.47 (516) | 39.39 (18) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Many / almost all / all | 26.53 (186) | 60.61 (28) | **4.26 (1.76, 10.31)** | | **0.001** | **3.23 (1.19, 8.76)** | **0.02** |
|  | Amount of violence in music listened to at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 46.39 (326) | 26.17 (12) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some | 41.85 (294) | 44.08 (20) | 1.87 (0.68, 5.10) | | 0.22 | 1.77 (0.65, 4.82) | 0.26 |
|  |  | Many / almost all / all | 11.76 (83) | 29.75 (14) | **4.48 (1.49, 13.49)** | | **0.008** | *2.98 (0.78, 11.43)* | *0.11* |
|  | Amount of violence in video games played at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 40.33 (283) | 14.16 (6) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some | 37.01 (260) | 43.01 (20) | **3.31 (1.15, 9.53)** | | **0.03** | *2.37 (0.86, 6.55)* | *0.10* |
|  |  | Many / almost all / all | 22.66 (159) | 42.83 (20) | **5.38 (2.04, 14.24)** | | **0.001** | **3.27 (1.14, 9.35)** | **0.03** |
|  | Amount of violence seen in websites that show real people at baseline | |  |  |  | |  |  |  |
|  |  | None/almost none | 86.40 (607) | 73.87 (34) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some / many / almost all / all | 13.60 (96) | 26.13 (12) | 2.25 (0.79, 6.40) | | 0.13 | 1.44 (0.44, 4.78) | 0.55 |
|  | Amount of violence seen in websites that show cartoons at baseline | |  |  |  | |  |  |  |
|  |  | None / almost none | 58.99 (415) | 63.81 (29) | 1.0 (RG) | |  | 1.0 (RG) |  |
|  |  | Some / many / almost all / all | 41.01 (288) | 36.19 (17) | 0.82 (0.34, 1.96) | | 0.65 | *0.49 (0.21, 1.12)* | *0.09* |

Data are imputed using single imputation. Estimates are based upon caregiver: marital status, age and sex, race, and education; number of adults and children living in the household, household income, and youth: youth age and sex, race, self-reported honesty in answering questions, and appraisal of importance answering questions. Less than 1% of data were imputed for any one variable except youth race (1.2%, n=19).

Supplemental Figure 1. Unadjusted and adjusted Odds Ratio of Seriously Violent Behavior 5 Years after exposure

to violence by media type and overall media diet, weighted data (n=887)