

THE VIDEO GAME VIOLENCE DEBATE



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Violent Video Games At Issue

**Lieutenant Colonel Dave
Grossman, Kristine Paulsen**



Violent Video Games At Issue:

Moral Combat Patrick M. Markey, Christopher J. Ferguson, 2017-03-21 In family rooms across America millions of children and teenagers are playing video games such as Call of Duty Halo and Grand Theft Auto roaming violent virtual worlds with virtual guns in their hands In what sometimes seems like an increasingly violent world it s only natural to worry about the effects of all this pixelated gore But is that concern misplaced Authors and psychologists Patrick M Markey and Christopher J Ferguson say it is The media and politicians have been sounding the alarm for years and with every fresh tragedy involving a young perpetrator comes another flurry of articles about the dangers of violent media The problem is this Their fear isn t supported by the evidence In fact unlike the video game trained murder machines depicted in the press school shooters are actually less likely to be interested in violent games than their peers In reality most well adjusted children and teenagers play violent video games all without ever exhibiting violent behavior in real life What s more spikes in sales of violent games actually correspond to decreased rates of violent crime If that surprises you you re not alone the national dialogue on games and violence has been hopelessly biased But that s beginning to change Scholars are finding that not only are violent games not one of society s great evils they may even be a force for good In *Moral Combat* Markey and Ferguson explore how video games even the bloodiest can have a positive impact on everything from social skills to stress and may even make us more morally sensitive Tracing the rise of violent games from arcades to online deathmatches they have spent years on the front lines of the video game debate and now offer a comprehensive overview of the scientific research on gaming With humor complete honesty and extensive research they separate the myth from the medium *Moral Combat* is an irreverent and informative guide to the worries and wonders of our violent virtual world **Violent Video**

Game Effects on Children and Adolescents Craig A. Anderson, Douglas A. Gentile, Katherine E. Buckley, 2007-01-11 Violent video games are successfully marketed to and easily obtained by children and adolescents Even the U S government distributes one such game America s Army through both the internet and its recruiting offices Is there any scientific evidence to support the claims that violent games contribute to aggressive and violent behavior As the first book to unite empirical research on and public policy options for violent video games *Violent Video Game Effects on Children and Adolescents* will be an invaluable resource for student and professional researchers in social and developmental psychology and media studies

Are Video Games Too Violent? Nick Christopher, 2017-12-15 Violence in the media is a major topic of debate and video games are often at the center of these debates Are they too violent Does playing a violent video game have any impact on a young person becoming violent themselves Readers are encouraged to form their own answers to these challenging questions and to back them up with facts from the enlightening text A detailed graphic organizer vivid photographs and helpful fact boxes are also included to guide readers as they explore the many facets of this controversial issue *Violent Video Games and Society* Gloria Adams, 2017-04 The video game industry is big business and with the improvement of Virtual

Reality technology video games will only become more realistic and immersive Fears abound that they drive their players to commit violent acts While many people believe the games desensitize kids to violence others argue that there has been no scientific connection between aggressive behavior and video games Is immersion in violent video games a bridge to committing real life acts of violence demeaning women and bullying Or can video games actually help troubled kids by providing them with a safe outlet for their aggression and a way to work out their frustrations

Grand Theft Childhood
Lawrence Kutner, Cheryl Olson, 2008-04-15

Listening to pundits and politicians you'd think that the relationship between violent video games and aggressive behavior in children is clear Children who play violent video games are more likely to be socially isolated and have poor interpersonal skills Violent games can trigger real world violence The best way to protect our kids is to keep them away from games such as Grand Theft Auto that are rated M for Mature Right Wrong In fact many parents are worried about the wrong things In 2004 Lawrence Kutner PhD and Cheryl K Olson ScD cofounders and directors of the Harvard Medical School Center for Mental Health and Media began a 15 million federally funded study on the effects of video games In contrast to previous research their study focused on real children and families in real situations What they found surprised encouraged and sometimes disturbed them their findings conform to the views of neither the alarmists nor the video game industry boosters In Grand Theft Childhood The Surprising Truth about Violent Video Games and What Parents Can Do Kutner and Olson untangle the web of politics marketing advocacy and flawed or misconstrued studies that until now have shaped parents concerns Instead of offering a one size fits all prescription Grand Theft Childhood gives the information you need to decide how you want to handle this sensitive issue in your own family You'll learn when and what kinds of video games can be harmful when they can serve as important social or learning tools and how to create and enforce game playing rules in your household You'll find out what's really in the games your children play and when to worry about your children playing with strangers on the Internet You'll understand how games are rated how to make best use of ratings and the potentially important information that ratings don't provide Grand Theft Childhood takes video games out of the political and media arenas and puts parents back in control It should be required reading for all families who use game consoles or computers Almost all children today play video or computer games Half of twelve year olds regularly play violent Mature rated games And parents are worried I don't know if it's an addiction but my son is just glued to it It's the same with my daughter with her computer and I can't be watching both of them all the time to see if they're talking to strangers or if someone is getting killed in the other room on the PlayStation It's just nerve racking I'm concerned that this game playing is just the kid and the TV screen how is this going to affect his social skills I'm not concerned about the violence I'm concerned about the way they portray the violence It's not accidental it's intentional They're just out to kill people in some of these games What should we as parents teachers and public policy makers be concerned about The real risks are subtle and aren't just about gore or sex Video games don't affect all children in the same way some children are at significantly greater risk

You may be surprised to learn which ones Grand Theft Childhood gives parents practical research based advice on ways to limit many of those risks It also shows how video games even violent games can benefit children and families in unexpected ways In this groundbreaking and timely book Drs Lawrence Kutner and Cheryl Olson cut through the myths and hysteria and reveal the surprising truth about kids and violent games Violent Video Games Roman Espejo,2014-12-02 While organizations such as the American Psychological Association release statements that research supports a link between violent video game use and an increase in aggressive behavior independent studies such as one by Whitney DeCamp show little or no relationship between the two Those who believe that there are no significant links caution researchers to avoid compiling evidence in a vacuum This sets the stage for a very hot debate especially amongst any of your readers who love violent video games A variety of narratives are compiled through eyewitness accounts governmental views scientific analysis and newspaper accounts so readers can decide for themselves how they feel about this issue Important facts are pulled out from the main text and highlighted so that readers can isolate details for their research or report writing

Effects of Video Games on Children's Behavior Patrick Kimuyu,2018-05-02 Project Report from the year 2018 in the subject Medicine Neurology Psychiatry Addiction grade 1 2 Egerton University language English abstract In retrospect technology seems to have a dark shadow behind its benefits Effects of computer games on the behavior of children is one of the most debated topics in psychology studies because of the robust growth in video game industry in the last few years A background study on the growth of the video industry shows that it is one of the fastest growing industries in the entertainment industry with the video games of all genres becoming the most popular form of media The children are one of the most players in the industry and as a result its effect on children cannot be ignored Contrary to the public perception the video game industry is catching speed as research shows that over 45 million households in the United States posses a video game console It is also debatable that young children are gaining access to violent video gamers in the United States and other countries across the globe As a result the young people are more susceptible to the negative effects of video games compared to the older adults above 34 years of age The effects of the video games among children have therefore attracted concerns among the parents medical professionals educators society and policy makers Research shows that school shooting and youth violence are on the rise in the United States attributed to the growth of video games hence attracting public concerns in the country For instance the growth of several violent games such as brutality and gore two games well known for their use of guns and doom and resident evil are popular violent video games in the United States and their increasing violent content has been linked with the school shootings and youth violence in the country Therefore this report explores the link between video games and children s behavior The methodology used in this report is the analysis of both primary and secondary literature that focuses on the correlation between violent video games and acts of aggression in the society such as violent crimes Relevant books and journals have been utilized with intensive research and debates on the effects of video games on the

behavior of children *Violent Games* Gareth Schott, 2016-07-28 It was over a decade ago that experimental psychologists and media effects researchers declared the debate on the effects of violent video gaming as essentially over referring to the way violence in videogames increases aggressive thoughts feelings and behaviors in players Despite the decisive tone of this statement neither the presence nor popularity of digital games has since diminished with games continuing to attract new generations of players to experience its technological advancements in the narration of violence and its techniques of depiction Drawing on new insights achieved from research located at an intersection between humanities social and computer sciences Gareth Schott's addition to the *Approaches in Digital Game Studies* series interrogates the nature and meaning of the violence encountered and experienced by game players In focusing on the various ways violence is mediated by both the rule system and the semiotic layer of games the aim is to draw out the distinctiveness of games exploitation of violence or violent themes An important if not canonical text in the debates about video games and violence *Violent Games* constitutes an essential book for those wishing to make sense of the experience offered by games as technological aesthetic and communicational phenomena in the context of issues of media regulation and the classification of game content as violence *The Impact of Interactive Violence on Children* United States. Congress. Senate. Committee on Commerce, Science, and Transportation, 2003 Members met to discuss the various forms of interactive violence and the potential negative impact it has on children at this hearing Statements made by the following individuals are included in this document Panel I Senator Sam Brownback Dr David Walsh President National Institute on Media and the Family additional documents Mrs Sabrina Steger Pediatrics Nurse Lourdes Hospital Miss Danielle Shimotakahara Student Panel ii Dr Craig Anderson Professor Iowa State University Department of Psychology Dr Eugene F Provenzo Professor School of Education University of Miami and Dr Jeanne Funk Professor University of Toledo Department of Psychology Submitted for the record were Video Software Dealers Association vsda Mr Douglas Lowenstein President Interactive Digital Software Association and Mr Jeffrey Goldstein Department of Social Organizational Psychology University of Utrecht The Netherlands Ma **Issues in Media** CQ Researcher, 2018-10-03 What is the future of television Do social media and big data threaten privacy rights Do children have too much access to violent media content Is reporting on global conflict worth the risk These questions and many more are at the heart of today's media landscape Written by award winning CQ Researcher journalists this collection of non partisan reports focuses on fifteen hot button issues impacting the media With reports ranging from the fight over net neutrality to social media and politics *Issues in Media* promotes in depth discussion facilitates further research and helps readers formulate their own positions on crucial issues And because it's CQ Researcher the reports are expertly researched and written presenting readers with all sides of an issue Key Features Chapters follow a consistent organization beginning with a summary of the issue then exploring a number of key questions around the issue next offering background to put the issue into current context and concluding with a look ahead A pro con debate box in every chapter offer readers the

opportunity to critically analyze and discuss the issues by exploring a debate between two experts in the field All issues include a chronology a bibliography photos charts and figures to offer readers a more complete picture of the issue at hand

Crime, Punishment, and Video Games Kristine Levan, Steven Downing, 2022-11-22 Moving beyond discussions of potential linkages between violence and video games Crime Punishment and Video Games examines a broad range of issues related to the representation of crime and deviance within video games and the video game subculture The context of justice is discussed with respect to traditional criminal justice agencies but also expanded throughout to include issues related to social justice The text also presents the potential cultural social and economic impact of video games Considering the significant number of video game players from casual to competitive players these issues have become even more salient in recent years Regardless of whether someone considers themselves a gamer video games are undoubtedly relevant to modern society and this text discusses how the shift in gaming has impacted our perceptions of deviance crime and justice The authors explore past present and future manifestations of these connections considering how the game industry policy makers and researchers can work toward a better understanding of how and why video games are an important area of study for criminologists and sociologists and how games will present new promises and challenges in the years to come

Assassination Generation Lieutenant Colonel Dave Grossman, Kristine Paulsen, 2016-11-15 The author of the 400 000 copy bestseller On Killing reveals how violent video games have ushered in a new era of mass homicide and what we must do about it Paducah Kentucky 1997 a 14 year old boy shoots eight students in a prayer circle at his school Littleton Colorado 1999 two high school seniors kill a teacher twelve other students and then themselves Utoya Norway 2011 a political extremist shoots and kills sixty nine participants in a youth summer camp Newtown Connecticut 2012 a troubled 20 year old man kills 20 children and six adults at the elementary school he once attended What links these and other horrific acts of mass murder A young person s obsession with video games that teach to kill Lt Col Dave Grossman who in his perennial bestseller On Killing revealed that most of us are not natural born killers and who has spent decades training soldiers police and others who keep us secure to overcome the intrinsic human resistance to harming others and to use firearms responsibly when necessary turns a laser focus on the threat posed to our society by violent video games Drawing on crime statistics cutting edge social research and scientific studies of the teenage brain Col Grossman shows how video games that depict antisocial misanthropic casually savage behavior can warp the mind with potentially deadly results His book will become the focus of a new national conversation about video games and the epidemic of mass murders that they have unleashed

Issues and Controversies on File ,2004 **Children, Adolescents, and Media Violence** Steven J. Kirsh, 2011-08-08 This revised text provides updates that reflect new findings in the field of media violence research during childhood and adolescence Throughout the book special attention is paid to evaluating the role of developmental processes and to stressing the importance of methodology in understanding media violence research Findings have been divided into two main areas

aggressive behavior and aggression related constructs e.g. emotions, cognitions, arousal to help clarify media violence related effects on youth

Violence in Video Games Diane Marczyk Gimpel, 2013-01-01 Details the evolution of violence in video games and looks at both sides of the debate concerning whether violent video games cause violent behavior

Video Games, Violence, and the Ethics of Fantasy Christopher Bartel, 2020-07-23 Is it ever morally wrong to enjoy fantasizing about immoral things? Many video games allow players to commit numerous violent and immoral acts. But should players worry about the morality of their virtual actions? A common argument is that games offer merely the virtual representation of violence. No one is actually harmed by committing a violent act in a game. So it cannot be morally wrong to perform such acts. While this is an intuitive argument, it does not resolve the issue. Focusing on why individual players are motivated to entertain immoral and violent fantasies, *Video Games, Violence, and the Ethics of Fantasy* advances debates about the ethical criticism of art not only by shining light on the interesting and under-examined case of virtual fantasies but also by its novel application of a virtue ethical account. Video games are works of fiction that enable players to entertain a fantasy. So a full understanding of the ethical criticism of video games must focus attention on why individual players are motivated to entertain immoral and violent fantasies. *Video Games, Violence, and the Ethics of Fantasy* engages with debates and critical discussions of games in both the popular media and recent work in philosophy, psychology, media studies, and game studies.

The Video Game Debate 2 Rachel Kowert, Thorsten Quandt, 2020-11-29 This student-friendly book provides an accessible overview of the primary debates about the effects of video games. It expands on the original *The Video Game Debate* to address the new technologies that have emerged within the field of game studies over the last few years. Debates about the negative effects of video game play have been evident since their introduction in the 1970s, but the advent of online and mobile gaming has revived these concerns, reinvigorating old debates and generating brand new ones. *The Video Game Debate 2* draws from the latest research findings from the top scholars of digital games research to address these concerns. The book explores key developments such as virtual and augmented reality, the use of micro-transactions, the integration of loot boxes, and the growth of mobile gaming and games for change, serious games. Furthermore, several new chapters explore contemporary debates around e-sports, gamification, sex and gender discrimination in games, and the use of games in therapy. This book offers students and scholars of games studies and digital media, as well as policymakers, the essential information they need to participate in the debate.

American Amusement Machine Association v. Kendrick, 2000

Artificial Intelligence and Legal Analytics Kevin D. Ashley, 2017-07-10 This book describes how text analytics and computational models of legal reasoning will improve legal IR and let computers help humans solve legal problems

The Effects of Video Games on Children Barrie Gunter, 1998-01-01 The rapid growth in popularity of computer and video games, particularly among children and teenagers, has given rise to public concern about the effects they might have on youngsters. The violent themes of many of these games, coupled with their interactive nature, have led to accusations that they may be

worse than televised violence in affecting children's antisocial behaviour. Other allegations are that they have an addictive quality and that excessive playing results in a diminished social contact and poorer school performance. But how bad are video games? There are strong methodological reasons for not accepting the evidence for video games effects at face value. There are also positive signs that playing these games can enhance particular mental competencies in children. This book provides an up to date review and critique of research evidence from around the world in an attempt to put the issue of video game effects into perspective.

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