

Video games



& Violence



Do video games contribute to youth violence?

Pros

argument 1

Kids who play Violent video games are more aggressive

- When the Journal of the American Medical Association got peer-reviewed in 2014 people found out that bad long term behavior has a link to habitual violent video game playing.
- Many peer-reviewed studies have shown that young teenagers who cyberbully others get into fights and are more hostile to violence. These are the kids who play M-rated games
- Scientist noticed that many kids who play M-Rated games are the ones who are violent and hurt others.

Cons

argument 1

Violent games only cause aggression not violence

- In an interview Lauren Farrar says that when a child does something that is violent it's not always because of a violent video game. She also states how even though aggression is a broad term it doesn't always mean violence.
- Studies have shown that the violence that suspectedly comes from violent video games might not. These studies show that the competitive nature of anything can make a kid violent, and it's not usually video games that cause this.

Pros

argument 2

The army uses one shooter games to train soldiers.

- In 1996 the Marine Corps issued Doom II, for the sole purpose to create Marine Doom II, which was used for training soldiers. This is similar to when the U.S. army released a first person shooter game for not only recruits but also to train soldiers.
- The armed forces might benefit from playing these games but these games can make kids more susceptible to being violent. Especially since kids are exposed to the lack of discipline and structure of the armed forces.
- Dave Grossen, former lieutenant colonel in the U.S. army and psychology professor at West Point states that when kids play violent video games they are being exposed to the same type of weapons and violence that the U.S army faces.

Cons

argument 2

Studies use flawed amounts of violence

- Many studies are incorrect due to the reason that to prove their point they use unrealistic amounts of violence that would never happen in real life
- As a result of reporting unrealistic amounts of violent games that no kids would play, they also show incorrect amounts of aggression that occur after the child plays the insanely violent game.
- Lastly, when studies use realistic amounts of violence and aggression in their studies they observed that the impact was nothing. Therefore when they conducted a more realistic study they were proved incorrect.

STATS

- Observations show that 81 video games that were rated for teenagers ages 13+, and of those games 90% or 73 of them rewarded injuring other characters, as well as 69% (56) games rewarded killing.

STATS

- U.S. of video game hardware, software, and accessories increased by 204% from 1994 to 2014. In 2014 this cashed in at about \$13.1 billion. On the other hand violent juvenile crimes shrunk by 37% and murders by children acting alone decreased by 76% in the same era.

Cons

I agree with the cons side of the argument because all the pro arguments are based off of various studies which aren't even properly conducted.

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