

Video Games and Violence

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### Introduction

Video game is a term that denotes an electronically-sanctioned game often played by means of controllers such as keypads and joysticks to interface with a platform or a presentation device. Video games span a broad choice of genres, ranging from adventure and action to stimulations, as well as, online role-playing games (Cunningham & Ward, 2016). Like many types of popular entertainment, video games in the recent past have been fraught with a cloud of contention and controversy as a result of the nature of their content, as well as, their association with violence and more so with relation to children (Cunningham & Ward, 2016). Experts asserts that video games do not bring about violent behavior. Even though some people may play some violent video games, it does not automatically mean playing violent games creates violent people. Video games should not be blamed for violence.

### Outline

In the 21<sup>st</sup> century, the video game sector is beset with controversy in relation to its association with behavioral complications and violence in young adults and in some case children. Among the most cited occurrences was the Colorado, Columbine, school shooting that took place in the year 1999, in which two teenaged who were purportedly regular players of violent video games, murdered approximately thirteen individuals prior to committing suicide (Anderson & Bushman, 2001). The review of the literature concerning the association between video games and violence draws multiple conclusions that support or rather back either side of the debate.

I. Close to ninety-nine percent of boys and ninety-four percent of ladies play video games. These statistics worry quite a number of people who strongly hold the belief engaging in violent video games causes some people to be less kind toward the others, or in some case

to even kill or hurt (Anderson & Bushman, 2001). Since the 1990s, violent crimes have decreased; while the use of video games has greatly ramped up, as such there is no direct correlation between playing video games and hostility.

II. Scientific studies support the idea that video game games do not result in aggressive behaviors. A study conducted in the year 2008 found out that college students who played a ferocious video games were in real sense no more violent after they completed playing in comparison to those who played non-violent game (Saleem, & Gentile, 2012). The results of the study revealed that it is not correct to imagine that one could accurately predict whether a person would become a violent criminal by simply looking at how much that individual played aggressive video games (Saleem, & Gentile, 2012).

III. In yet another study, researchers anticipated players who engaged in a violent internet game for a period spanning a month would grow more violent; however, they did not (Saleem, & Gentile, 2012). It is actually suggested that violent video games gave the players an opportunity to experiment with aggression in a highly safe environment without real-world outcomes.

IV. The most exciting sign for a positive relationship between video game violence and aggressive conduct in youth happen in small children in their age of ten, however, when relatively older children were assessed, the confirmation was not as robust, possibly signifying that the effects are not as robust, possibly suggesting that the effects are not long-term (Anderson & Bushman, 2001).

V. However, the identity stimulation point of view proposes that a game player can espouse the attitudes, as well as, traits of the character controlled. As such, players can experience changes in emotions attitudes, self-concept, emotions, and conducts as a result of playing games via diverse characters (Ellithorpe & Bogert, 2015). Essentially, players embrace the behavior, as well as, characters' decisions as their own.

### **Conclusion**

Arguably, there is no apparent causal connection between video game violence and violent behaviors. The essay has explored the relationship between video games and violence. Evidently, there are quite a number of studies indicating little or no relationships between video game and violence. However, there seem to be little if any direct relationship between violent video games and violent behaviors.

## References

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