Violence In Gaming

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What Is Violence In Video Games

- Definition of violence from Merriam-Webster Dictionary: The use of physical force so as to injure, abuse, damage, or destroy.
- Violence in video games have been a factor since the 1990’s and it has continued to rise in popularity.
- To understand this we need to talk a closer look at the history of violent video games...
History of Violent Games

• In the 90’s there were a lot of games that had violence and gore in them.
  ○ Wolfenstein 3D, Golden eye, Doom, Duke Nukem 3D.
• As new consoles were released like the PlayStation 2 and Original Xbox, more and more games were released that followed the same themes.
  ○ Star Wars BattleFront, Call of Duty Modern Warfare
• This era of gaming was the beginning of franchises that would focused on the violent aspect of the games.
After the PS2 and original Xbox, the main console that was used was the PS3 and Xbox 360.
This paved the way for game franchises to release games every year
  - For example: Call of Duty, Final Fantasy, Grand Theft Auto
These Franchise games were released every year, but always followed the same themes because that's who they were targeting the content for.
A Case Study:

- A study that was published in March 2018 looking at the effects of violent video.
- The scores for this study were based on questionnaires.
- 3 groups
- The results of this experiment showed little to no changes in the baseline scores of the subjects before and after the experiment.
Another Case Study

- A meta analysis research concluded that violence in video games does cause a increase in aggressive behavior
- This behavior was more present in western cultures than eastern cultures providing a link to ethnicity and geography as stressors for being influenced by violent games.
Effects on the mind

- Violence in video games mainly seem to affect the emotional and behavioral aspect of the brain.
- A study published in 2017, that collected results from 116 scientific studies showed that gaming actually improves your sustained attention, and selective attention.
- A study done in 2019, researched the effects of desensitization in college students.
Gaming Addiction

- Gaming Addiction is a clinically proven disease that is most common in adolescence teen.
- It is most commonly related to the same as gambling addiction.
- The increase of dopamine in your mind after you get a reward is what causes this problem.
- In violent games this reward would usually come from doing bad things like killing, or stealing.
How its portrayed in the Media?

- Violence in media has always been used as a scapegoat for mass shootings.
- One of the biggest shooting that has happened in the last three decades is the Columbine School shooting
  - Doom was portrayed as one of the reasons for their actions
  - USPP has a personality profile of Dylan and Eric supports this.
- Since the Columbine shooting, other event such as Parkland shooting have had the same themes.
Ethical theories

- Subjective Relativism
  - Each person can choose what is right and wrong.

- Cultural Relativism
  - We as a society has stated that violence in video games is ok as long as its restricted to certain age groups.

- Ethical Egoism
  - Each person should focus exclusively on his or her self interest
Conclusion

- Violence in video games is glorified in today's world because of gaming franchises that have established themselves through the years.
- There is evidence that violence in video games cause aggressive behavior, and other changes.
- There is also evidence that violence in video games have little to no effect in a person brain.
- Violent video games are often the scapegoat for the media to blame mass shootings when there is little connection to them.
Thank you!


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