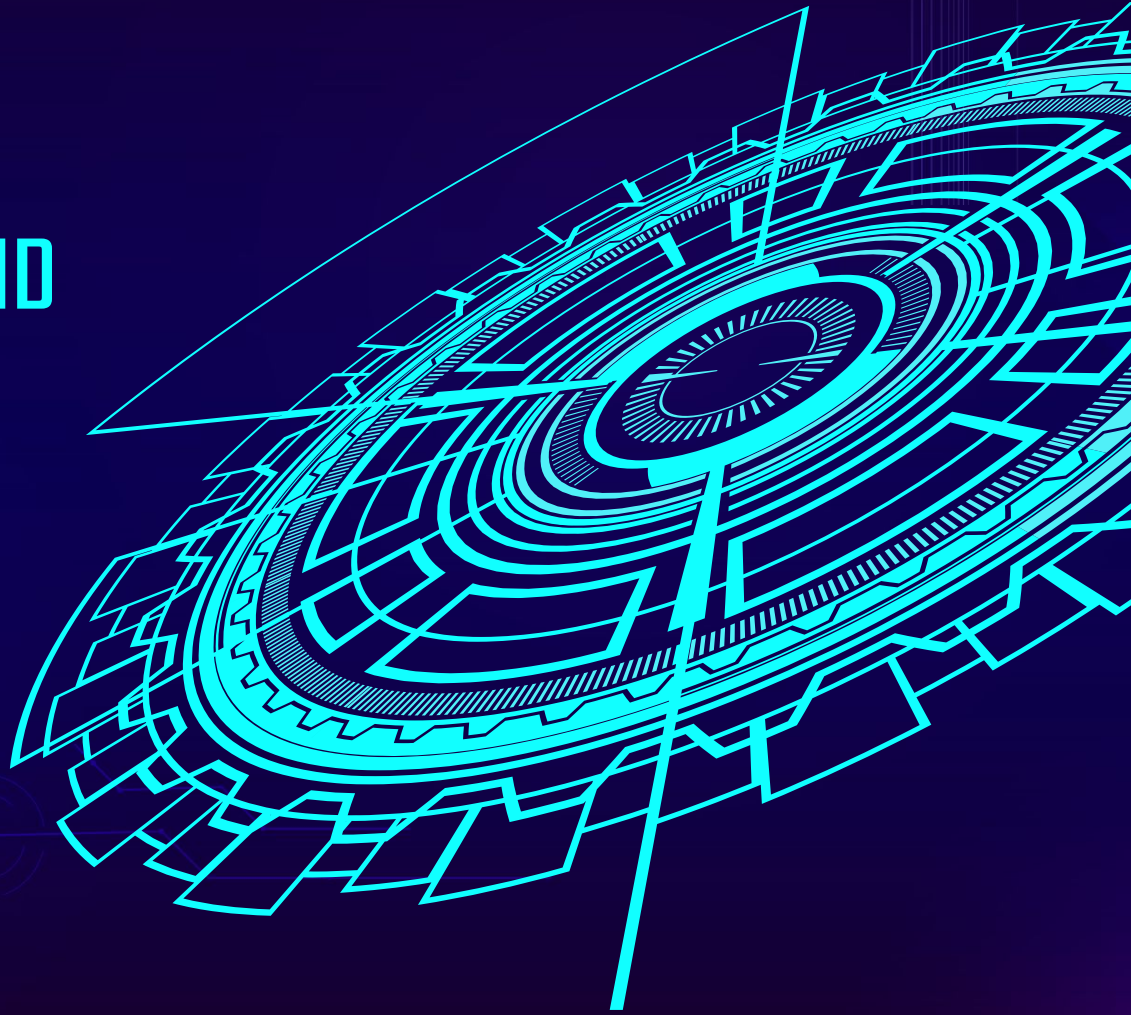


# VIDEO GAMES AND VIOLENCE

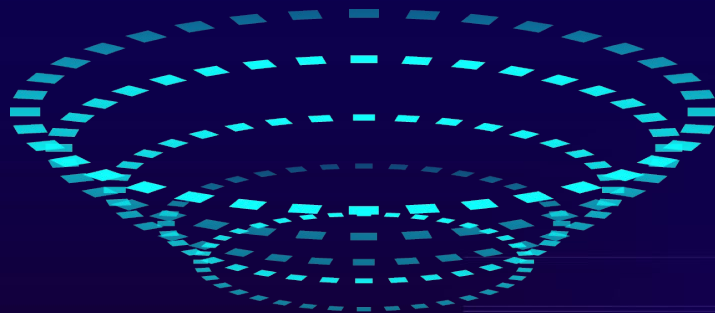
CS 3111 Presentation

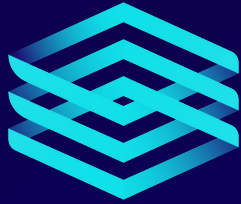
Nick Manders



## What are Video Games?

- Video games are electronic games that involves interaction with a user interface or input device – examples of these are a joystick, controller, keyboard, or motion sensing device – this in turn generates visual feedback.



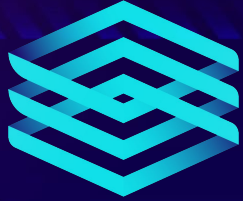


## Describing the Backstory

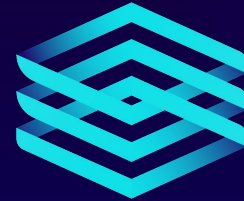
Over time, the consumption of video games has increased immensely.

### Why Is This?

- It's in our nature to join the fun, master the system, to build things and for some of us, to blow them up.
- Serves as a temporary escape from the pressures of the real world.
- Allows you to experience excitement and danger all from the safety of your home.



## Positives & Negatives of Video Game Consumption



### Pros

- Improved cognitive abilities
- Stimulates creativity, focus and visual memory
- They improve strategy and leadership capabilities

### Cons

- Reduction in productivity and motivation
- Higher chance of having poor mental health
- Possible exposure to a toxic gaming environment (i.e. cyberbullying)



## Violent Video Games & Their Negative Connotations



All about committing crimes

- Killing innocent people
- Evading police
- Organized crime involving drugs



All about martial arts

- Hand to hand combat including extremely graphic and explicit bloody wounds

- All about war  
• Advanced warfare including violence, gore, profanity and intense scenes

## Describing the Problem

There has long been debate on whether video games incite violence among people, primarily among the younger generation.

- There have been numerous studies providing converging evidence that exposure to media violence is a significant risk factor for aggressive and violent behavior. (Anderson, 2003).
- High levels of violent video game exposure have been linked to delinquency, fighting at school, and even violent criminal behavior.
- Can increase a person's aggressive thoughts, feelings and behavior both in laboratory settings and in actual life

## Why Violence in Video Games May Cause Aggression

- Violent gameplay when combined with provocation, could increase someone's anger and hostility, therefore increasing the likelihood of aggressive behavior.

### Why is this difficult to combat?

- Different situations bring out different reactions. Meaning the same game to one person can affect someone else entirely different.
- While some games may bring out feelings of aggression or frustration, the decision to act on those feelings are entirely up to the person playing.

What do we do to limit the negative effects of violent video games?

## Helping People Make Informed Decisions

Store-bought video games are evaluated by the Electronic Software Ratings Board (ESRB) and rated for their appropriateness for children and teens. The ratings are featured prominently on the game packaging.





## Additional Thoughts

### Why Might Someone enjoy playing Violent Video Games?

- Violent games improve many aspects of cognition and attention
- Violence provides thrills that we're hard-wired to enjoy, and video games offer an immersive experience that we're hard-wired to crave.



### ABC of Human Emotions & How Video Games Hit All Three (Gentile, 2013)

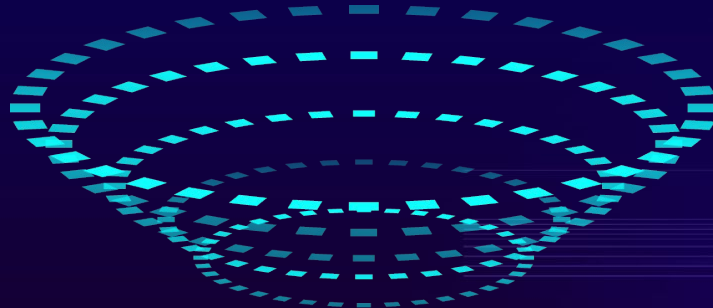
- A is for Autonomy: You're holding a controller, so you are in control.
- B is for Belonging: If you play with other people or have friends who play the same game, you also are meeting your belonging needs.
- And C is for competence: Games often train you how to play as you're playing, and so you start feeling competent

## Key Takeaways

- Video games are here to stay as the expected growth in the industry is 10% annually over the next 5 years (Yahoo, 2021)
- Studies of children and teens exposed to violent media have shown that they may become numb to violence, imitate the violence, and show more aggressive behavior.
- It is the responsibility of parents to control how their children play video games.

This can be accomplished by:

- Checking the ESRB ratings to select appropriate games.
- Setting clear rules about game content and playing time.
- Sharing the experience with their children to discuss the game's content.





**Thank You!**

Questions?

